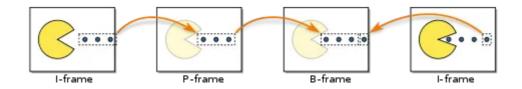




I-P-B Frames



- I-frames are the least compressible but don't require other video frames to decode.
- P-frames can use data from previous frames to decompress and are more compressible than I-frames.
- B-frames can use both previous and forward frames for data reference to get the highest amount of data compression.



An **I-frame** (Intra-coded picture), a complete image, like a <u>JPG</u> or <u>BMP</u> image file. P and B frames hold only part of the image information (the part that changes between frames), so they need less space in the output file than an I-frame.

A **P-frame** (Predicted picture) holds only the changes in the image from the previous frame. For example, in a scene where a car moves across a stationary background, only the car's movements need to be encoded. The encoder does not need to store the unchanging background pixels in the P-frame, thus saving space. P-frames are also known as *delta-frames*.

A **B-frame** (Bidirectional predicted picture) saves even more space by using differences between the current frame and both the preceding and following frames to specify its content.

Video





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r	Insertion	Access	Erase	Find	Iterators
vector / string	Back: O(1) or O(n) Other: O(n)	O(1)	Back: O(1) Other: O(n)	Sorted: O(log n) Other: O(n)	No
deque	Back/Front: O(1) Other: O(n)	O(1)	Back/Front: O(1) Other: O(n)	Sorted: O(log n) Other: O(n)	Pointers only
list / forward_li st	Back/Front: O(1) With iterator: O(1) Index: O(n)	Back/Front: O(1) With iterator: O(1) Index: O(n)	Back/Front: O(1) With iterator: O(1) Index: O(n)	O(n)	Yes
set / map	O(log n)	-	O(log n)	O(log n)	Yes
unordere d_set / unordere d_map	O(1) or O(n)	O(1) or O(n)	O(1) or O(n)	O(1) or O(n)	Pointers only
priority_q	0/11	0/4)	0//		



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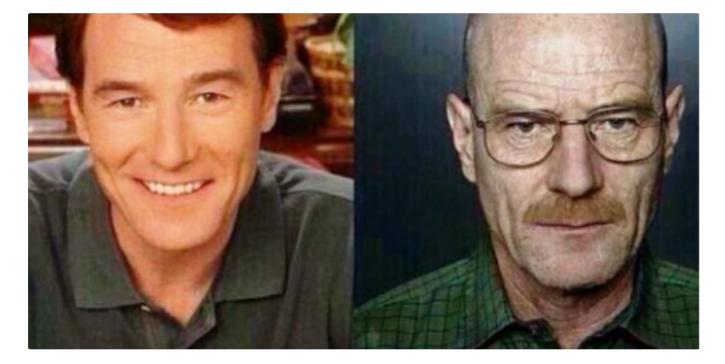
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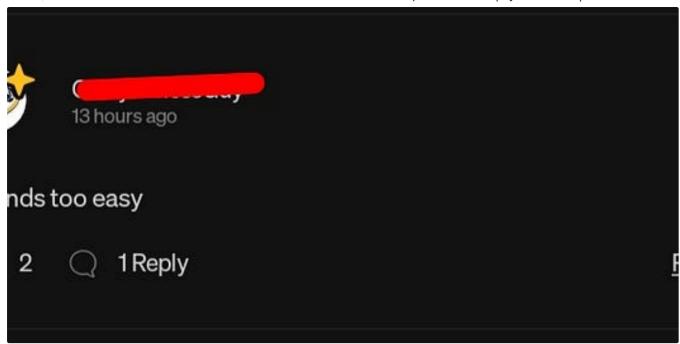
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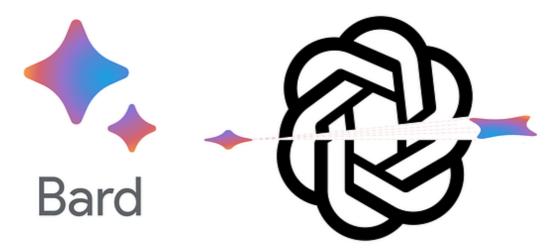
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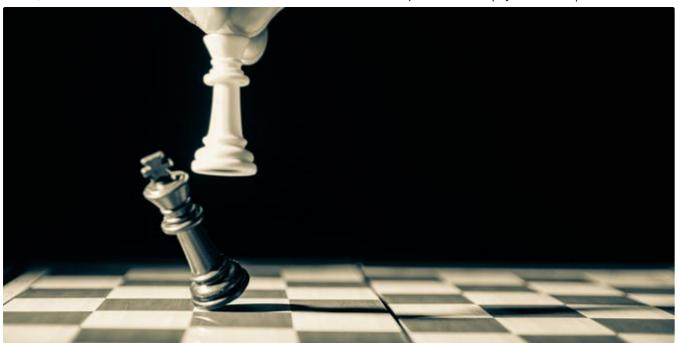
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