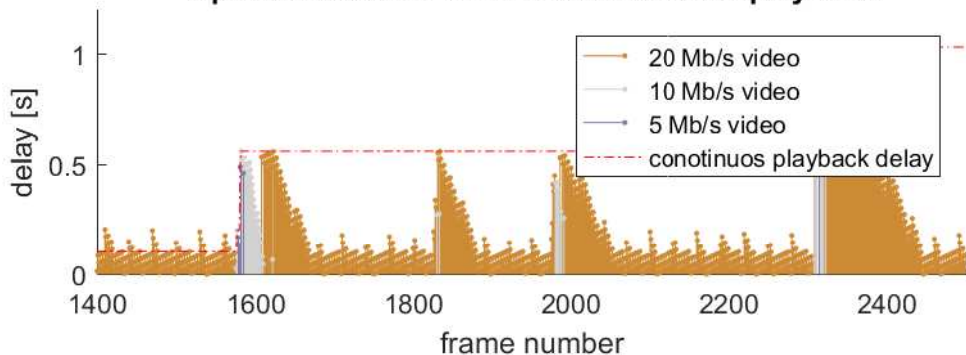


Optimal selection of frames continuous playback



Optimal selection of frames delay bounded playback

