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SERIES H: AUDIOVISUAL AND MULTIMEDIA SYSTEMS

Infrastructure of audiovisual services – Coding of moving video

High efficiency video coding

Recommendation ITU-T H.265

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Recommendation ITU-T H.265

High efficiency video coding

Summary

Recommendation ITU-T H.265 represents an evolution of the existing video coding Recommendations (ITU-T H.261, ITU-T H.262, ITU-T H.263 and ITU-T H.264) and was developed in response to the growing need for higher compression of moving pictures for various applications such as Internet streaming, communication, videoconferencing, digital storage media and television broadcasting. It is also designed to enable the use of the coded video representation in a flexible manner for a wide variety of network environments. The use of this Recommendation | International Standard allows motion video to be manipulated as a form of computer data and to be stored on various storage media, transmitted and received over existing and future networks and distributed on existing and future broadcasting channels.

This Recommendation was developed jointly with ISO/IEC JTC 1/SC 29/WG 11 (MPEG) and corresponds in a technically aligned manner to ISO/IEC 23008-2.

History

Edition	Recommendation	Approval	Study Group
1.0	ITU-T H.265	2013-04-13	16

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The World Telecommunication Standardization Assembly (WTSA), which meets every four years, establishes the topics for study by the ITU-T study groups which, in turn, produce Recommendations on these topics.

The approval of ITU-T Recommendations is covered by the procedure laid down in WTSA Resolution 1.

In some areas of information technology which fall within ITU-T's purview, the necessary standards are prepared on a collaborative basis with ISO and IEC.

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Foreword

The International Telecommunication Union (ITU) is the United Nations specialized agency in the field of telecommunications. The ITU Telecommunication Standardization Sector (ITU-T) is a permanent organ of ITU. ITU-T is responsible for studying technical, operating and tariff questions and issuing Recommendations on them with a view to standardizing telecommunications on a world-wide basis. The World Telecommunication Standardization Assembly (WTSA), which meets every four years, establishes the topics for study by the ITU-T study groups that, in turn, produce Recommendations on these topics. The approval of ITU-T Recommendations is covered by the procedure laid down in WTSA Resolution 1. In some areas of information technology that fall within ITU-T's purview, the necessary standards are prepared on a collaborative basis with ISO and IEC.

ISO (the International Organization for Standardization) and IEC (the International Electrotechnical Commission) form the specialized system for world-wide standardization. National Bodies that are members of ISO and IEC participate in the development of International Standards through technical committees established by the respective organization to deal with particular fields of technical activity. ISO and IEC technical committees collaborate in fields of mutual interest. Other international organizations, governmental and non-governmental, in liaison with ISO and IEC, also take part in the work. In the field of information technology, ISO and IEC have established a joint technical committee, ISO/IEC JTC 1. Draft International Standards adopted by the joint technical committee are circulated to national bodies for voting. Publication as an International Standard requires approval by at least 75% of the national bodies casting a vote.

This Recommendation | International Standard was prepared jointly by ITU-T SG 16 Q.6, also known as VCEG (Video Coding Experts Group), and by ISO/IEC JTC 1/SC 29/WG 11, also known as MPEG (Moving Picture Experts Group). VCEG was formed in 1997 to maintain prior ITU-T video coding standards and develop new video coding standard(s) appropriate for a wide range of conversational and non-conversational services. MPEG was formed in 1988 to establish standards for coding of moving pictures and associated audio for various applications such as digital storage media, distribution, and communication.

In this Recommendation | International Standard Annexes A through E contain normative requirements and are an integral part of this Recommendation | International Standard.

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Recommendation ITU-T H.265

High efficiency video coding

0 Introduction

This clause and its subclauses do not form an integral part of this Recommendation | International Standard.

0.1 Prologue

As the costs for both processing power and memory have reduced, network support for coded video data has diversified, and advances in video coding technology have progressed, the need has arisen for an industry standard for compressed video representation with substantially increased coding efficiency and enhanced robustness to network environments. Toward these ends the ITU-T Video Coding Experts Group (VCEG) and the ISO/IEC Moving Picture Experts Group (MPEG) formed a Joint Collaborative Team on Video Coding (JCT-VC) in 2010 for development of a new Recommendation | International Standard. This Recommendation | International Standard was developed in the JCT-VC.

0.2 Purpose

This Recommendation | International Standard was developed in response to the growing need for higher compression of moving pictures for various applications such as videoconferencing, digital storage media, television broadcasting, internet streaming, and communications. It is also designed to enable the use of the coded video representation in a flexible manner for a wide variety of network environments as well as to enable the use of multi-core parallel encoding and decoding devices. The use of this Recommendation | International Standard allows motion video to be manipulated as a form of computer data and to be stored on various storage media, transmitted and received over existing and future networks and distributed on existing and future broadcasting channels.

0.3 Applications

This Recommendation | International Standard is designed to cover a broad range of applications for video content including but not limited to the following:

- Broadcast (cable TV on optical networks / copper, satellite, terrestrial, etc.)
- Camcorders
- Content production and distribution
- Digital cinema
- Home cinema
- Internet streaming, download and play
- Medical imaging
- Mobile streaming, broadcast and communications
- Real-time conversational services (videoconferencing, videophone, telepresence, etc.)
- Remote video surveillance
- Storage media (optical disks, digital video tape recorder, etc.)
- Wireless display

0.4 Publication and versions of this Specification

This Specification has been jointly developed by ITU-T Video Coding Experts Group (VCEG) and the ISO/IEC Moving Picture Experts Group (MPEG). It is published as technically-aligned twin text in both ITU-T and ISO/IEC. As the basis text has been drafted to become both an ITU-T Recommendation and an ISO/IEC International Standard, the term "Specification" (with capitalization to indicate that it refers to the whole of the text) is used herein when the text refers to itself.

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This is the first version of this Specification. Additional versions are anticipated.

0.5 Profiles, tiers and levels

This Recommendation | International Standard is designed to be generic in the sense that it serves a wide range of applications, bit rates, resolutions, qualities, and services. Applications should cover, among other things, digital storage media, television broadcasting and real-time communications. In the course of creating this Specification, various requirements from typical applications have been considered, necessary algorithmic elements have been developed, and these have been integrated into a single syntax. Hence, this Specification will facilitate video data interchange among different applications.

Considering the practicality of implementing the full syntax of this Specification, however, a limited number of subsets of the syntax are also stipulated by means of "profiles", "tiers", and "levels". These and other related terms are formally defined in clause 3.

A "profile" is a subset of the entire bitstream syntax that is specified in this Recommendation | International Standard. Within the bounds imposed by the syntax of a given profile it is still possible to require a very large variation in the performance of encoders and decoders depending upon the values taken by syntax elements in the bitstream such as the specified size of the decoded pictures. In many applications, it is currently neither practical nor economic to implement a decoder capable of dealing with all hypothetical uses of the syntax within a particular profile.

In order to deal with this problem, "tiers" and "levels" are specified within each profile. A level of a tier is a specified set of constraints imposed on values of the syntax elements in the bitstream. These constraints may be simple limits on values. Alternatively they may take the form of constraints on arithmetic combinations of values (e.g., picture width multiplied by picture height multiplied by number of pictures decoded per second). A level specified for a lower tier is more constrained than a level specified for a higher tier.

Coded video content conforming to this Recommendation | International Standard uses a common syntax. In order to achieve a subset of the complete syntax, flags, parameters, and other syntax elements are included in the bitstream that signal the presence or absence of syntactic elements that occur later in the bitstream.

0.6 Overview of the design characteristics

The coded representation specified in the syntax is designed to enable a high compression capability for a desired image or video quality. The algorithm is typically not lossless, as the exact source sample values are typically not preserved through the encoding and decoding processes. A number of techniques may be used to achieve highly efficient compression. Encoding algorithms (not specified in this Recommendation | International Standard) may select between inter and intra coding for block-shaped regions of each picture. Inter coding uses motion vectors for block-based inter prediction to exploit temporal statistical dependencies between different pictures. Intra coding uses various spatial prediction modes to exploit spatial statistical dependencies in the source signal for a single picture. Motion vectors and intra prediction modes may be specified for a variety of block sizes in the picture. The prediction residual may then be further compressed using a transform to remove spatial correlation inside the transform block before it is quantized, producing a possibly irreversible process that typically discards less important visual information while forming a close approximation to the source samples. Finally, the motion vectors or intra prediction modes may also be further compressed using a variety of prediction mechanisms, and, after prediction, are combined with the quantized transform coefficient information and encoded using arithmetic coding.

0.7 How to read this Specification

It is suggested that the reader starts with clause 1 (Scope) and moves on to clause 3 (Definitions). Clause 6 should be read for the geometrical relationship of the source, input, and output of the decoder. Clause 7 (Syntax and semantics) specifies the order to parse syntax elements from the bitstream. See clauses 7.1–7.3 for syntactical order and see clause 7.4 for semantics; e.g., the scope, restrictions, and conditions that are imposed on the syntax elements. The actual parsing for most syntax elements is specified in clause 9 (Parsing process). Clause 10 (Sub-bitstream extraction process) specifies the sub-bitstream extraction process. Finally, clause 8 (Decoding process) specifies how the syntax elements are mapped into decoded samples. Throughout reading this Specification, the reader should refer to clauses 2 (Normative references), 4 (Abbreviations), and 5 (Conventions) as needed. Annexes A through E also form an integral part of this Recommendation | International Standard.

Annex A specifies profiles each being tailored to certain application domains, and defines the so-called tiers and levels of the profiles. Annex B specifies syntax and semantics of a byte stream format for delivery of coded video as an ordered stream of bytes. Annex C specifies the hypothetical reference decoder, bitstream conformance, decoder conformance, and the use of the hypothetical reference decoder to check bitstream and decoder conformance. Annex D specifies syntax and semantics for supplemental enhancement information message payloads. Annex E specifies syntax and semantics of the video usability information parameters of the sequence parameter set.

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Throughout this Specification, statements appearing with the preamble "NOTE –" are informative and are not an integral part of this Recommendation | International Standard.

1 Scope

This Recommendation | International Standard specifies high efficiency video coding.

2 Normative references

2.1 General

The following Recommendations and International Standards contain provisions which, through reference in this text, constitute provisions of this Recommendation | International Standard. At the time of publication, the editions indicated were valid. All Recommendations and Standards are subject to revision, and parties to agreements based on this Recommendation | International Standard are encouraged to investigate the possibility of applying the most recent edition of the Recommendations and Standards listed below. Members of IEC and ISO maintain registers of currently valid International Standards. The Telecommunication Standardization Bureau of the ITU maintains a list of currently valid ITU-T Recommendations.

2.2 Identical Recommendations | International Standards

– None

2.3 Paired Recommendations | International Standards equivalent in technical content

– None

2.4 Additional references

– Recommendation ITU-T T.35 (in force), *Procedure for the allocation of ITU-T defined codes for non-standard facilities*.

– ISO/IEC 11578: in force, *Information technology — Open Systems Interconnection — Remote Procedure Call (RPC)*.

– ISO 11664-1: in force, *Colorimetry — Part 1: CIE standard colorimetric observers*.

– ISO 12232: in force, *Photography – Digital still cameras – Determination of exposure index, ISO speed ratings, standard output sensitivity, and recommended exposure index*.

– IETF RFC 1321 (in force), *The MD5 Message-Digest Algorithm*.

3 Definitions

For the purposes of this Recommendation | International Standard, the following definitions apply:

3.1 **access unit**: A set of *NAL units* that are associated with each other according to a specified classification rule, are consecutive in *decoding order,* and contain exactly one *coded picture*.

NOTE – In addition to containing the VCL NAL units of the coded picture, an access unit may also contain non-VCL NAL units. The decoding of an access unit always results in a decoded picture.

3.2 **AC transform coefficient**: Any *transform coefficient* for which the *frequency index* in at least one of the two dimensions is non-zero.

3.3 **associated non-VCL NAL unit**: A *non-VCL NAL unit* (when present) for a *VCL NAL unit* where the *VCL NAL unit* is the *associated VCL NAL unit* of the *non-VCL NAL unit*.

3.4 **associated IRAP picture**: The previous *IRAP picture* in *decoding order* (when present).

3.5 **associated VCL NAL unit**: The preceding *VCL NAL unit* in *decoding order* for a *non-VCL NAL unit* with nal_unit_type equal to EOS_NUT, EOB_NUT, FD_NUT, or SUFFIX_SEI_NUT, or in the ranges of RSV_NVCL45..RSV_NVCL47 or UNSPEC56..UNSPEC63; or otherwise the next *VCL NAL unit* in *decoding order*.

3.6 **bin**: One bit of a *bin string*.

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3.7 **binarization**: A set of *bin strings* for all possible values of a *syntax element*.

3.8 **binarization process**: A unique mapping process of all possible values of a *syntax element* onto a set of *bin strings*.

3.9 **bin string**: An intermediate binary representation of values of *syntax elements* from the *binarization* of the *syntax element*.

3.10 **bi-predictive (B) slice**: A *slice* that may be decoded using *intra prediction* or *inter prediction* using at most two *motion vectors* and *reference indices* to *predict* the sample values of each *block*.

3.11 **bitstream**: A sequence of bits, in the form of a *NAL unit stream* or a *byte stream*, that forms the representation of *coded pictures* and associated data forming one or more *CVSs*.

3.12 **block**: An MxN (M-column by N-row) array of samples, or an MxN array of *transform coefficients*.

3.13 **broken link**: A location in a *bitstream* at which it is indicated that some subsequent *pictures* in *decoding order* may contain serious visual artefacts due to unspecified operations performed in the generation of the *bitstream*.

3.14 **broken link access (BLA) access unit**: An *access unit* in which the *coded picture* is a *BLA picture*.

3.15 **broken link access (BLA) picture**: An *IRAP picture* for which each *VCL NAL unit* has nal_unit_type equal to BLA_W_LP, BLA_W_RADL, or BLA_N_LP.

NOTE – A BLA picture contains only I slices, and may be the first picture in the bitstream in decoding order, or may appear later in the bitstream. Each BLA picture begins a new CVS, and has the same effect on the decoding process as an IDR picture. However, a BLA picture contains syntax elements that specify a non-empty RPS. When a BLA picture for which each VCL NAL unit has nal_unit_type equal to BLA_W_LP, it may have associated RASL pictures, which are not output by the decoder and may not be decodable, as they may contain references to pictures that are not present in the bitstream. When a BLA picture for which each VCL NAL unit has nal_unit_type equal to BLA_W_LP, it may also have associated RADL pictures, which are specified to be decoded. When a BLA picture for which each VCL NAL unit has nal_unit_type equal to BLA_W_RADL, it does not have associated RASL pictures but may have associated RADL pictures. When a BLA picture for which each VCL NAL unit has nal_unit_type equal to BLA_N_LP, it does not have any associated leading pictures.

3.16 **buffering period**: The set of *access units* starting with an *access unit* that contains a buffering period SEI message and containing all subsequent *access units* in *decoding order* up to but not including the next *access unit* (when present) that contains a buffering period SEI message.

3.17 **byte**: A sequence of 8 bits, within which, when written or read as a sequence of bit values, the left-most and right-most bits represent the most and least significant bits, respectively.

3.18 **byte-aligned**: A position in a *bitstream* is byte-aligned when the position is an integer multiple of 8 bits from the position of the first bit in the *bitstream*, and a bit or *byte* or *syntax element* is said to be byte-aligned when the position at which it appears in a *bitstream* is byte-aligned.

3.19 **byte stream**: An encapsulation of a *NAL unit stream* containing *start code prefixes* and *NAL units* as specified in Annex B.

3.20 **can**: A term used to refer to behaviour that is allowed, but not necessarily required.

3.21 **chroma**: An adjective, represented by the symbols Cb and Cr, specifying that a sample array or single sample is representing one of the two colour difference signals related to the primary colours.

NOTE – The term chroma is used rather than the term chrominance in order to avoid the implication of the use of linear light transfer characteristics that is often associated with the term chrominance.

3.22 **clean random access (CRA) access unit**: An *access unit* in which the *coded picture* is a *CRA picture*.

3.23 **clean random access (CRA) picture**: An *IRAP picture* for which each *VCL NAL unit* has nal_unit_type equal to CRA_NUT.

NOTE – A CRA picture contains only I slices, and may be the first picture in the bitstream in decoding order, or may appear later in the bitstream. A CRA picture may have associated RADL or RASL pictures. When a CRA picture has NoRaslOutputFlag equal to 1, the associated RASL pictures are not output by the decoder, because they may not be decodable, as they may contain references to pictures that are not present in the bitstream.

3.24 **coded picture**: A *coded representation* of a *picture* containing all *coding tree units* of the *picture*.

3.25 **coded picture buffer (CPB)**: A first-in first-out buffer containing *decoding units* in *decoding order* specified in the *hypothetical reference decoder* in Annex C.

3.26 **coded representation**: A data element as represented in its coded form.

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3.27 **coded slice segment NAL unit**: A *NAL unit* that has nal_unit_type in the range of TRAIL_N to RASL_R, inclusive, or in the range of BLA_W_LP to RSV_IRAP_VCL23, inclusive, which indicates that the *NAL unit* contains a coded *slice segment*.

3.28 **coded video sequence (CVS)**: A sequence of *access units* that consists, in decoding order, of an *IRAP access unit* with NoRaslOutputFlag equal to 1, followed by zero or more *access units* that are not *IRAP access units* with NoRaslOutputFlag equal to 1, including all subsequent *access units* up to but not including any subsequent *access unit* that is an *IRAP access unit* with NoRaslOutputFlag equal to 1.

NOTE – An IRAP access unit may be an IDR access unit, a BLA access unit, or a CRA access unit. The value of NoRaslOutputFlag is equal to 1 for each IDR access unit, each BLA access unit, and each CRA access unit that is the first access unit in the bitstream in decoding order, is the first access unit that follows an end of sequence NAL unit in decoding order, or has HandleCraAsBlaFlag equal to 1.

3.29 **coding block**: An NxN *block* of samples for some value of N such that the division of a *coding tree block* into *coding blocks* is a *partitioning*.

3.30 **coding tree block**: An NxN *block* of samples for some value of N such that the division of a *component* into *coding tree blocks* is a *partitioning*.

3.31 **coding tree unit**: A *coding tree block* of *luma* samples, two corresponding *coding tree blocks* of *chroma* samples of a *picture* that has three sample arrays, or a *coding tree block* of samples of a monochrome *picture* or a *picture* that is coded using three separate colour planes and *syntax structures* used to code the samples.

3.32 **coding unit**: A *coding block* of *luma* samples, two corresponding *coding blocks* of *chroma* samples of a *picture* that has three sample arrays, or a *coding block* of samples of a monochrome *picture* or a *picture* that is coded using three separate colour planes and *syntax structures* used to code the samples.

3.33 **component**: An array or single sample from one of the three arrays (*luma* and two *chroma*) that compose a *picture* in 4:2:0, 4:2:2, or 4:4:4 colour format or the array or a single sample of the array that compose a *picture* in monochrome format.

3.34 **context variable**: A variable specified for the *adaptive binary arithmetic decoding process* of a *bin* by an equation containing recently decoded *bins*.

3.35 **cropped decoded picture**: The result of cropping a *decoded picture* based on the conformance cropping window specified in the *SPS* that is referred to by the corresponding *coded picture*.

3.36 **decoded picture**: A *decoded picture* is derived by decoding a *coded picture*.

3.37 **decoded picture buffer (DPB)**: A buffer holding *decoded pictures* for reference, output reordering, or output delay specified for the *hypothetical reference decoder* in Annex C.

3.38 **decoder**: An embodiment of a *decoding process*.

3.39 **decoder under test (DUT)**: A *decoder* that is tested for conformance to this Specification by operating the *hypothetical stream scheduler* to deliver a conforming *bitstream* to the *decoder* and to the *hypothetical reference decoder* and comparing the values and timing or order of the output of the two *decoders*.

3.40 **decoding order**: The order in which *syntax elements* are processed by the *decoding process*.

3.41 **decoding process**: The process specified in this Specification that reads a *bitstream* and derives *decoded pictures* from it.

3.42 **decoding unit**: An *access unit* if SubPicHrdFlag is equal to 0 or a subset of an *access unit* otherwise, consisting of one or more *VCL NAL units* in an *access unit* and the *associated non-VCL NAL units*.

3.43 **dependent slice segment**: A *slice segment* for which the values of some *syntax elements* of the *slice segment header* are inferred from the values for the preceding *independent slice segment* in *decoding order*.

3.44 **display process**: A process not specified in this Specification having, as its input, the *cropped decoded pictures* that are the output of the *decoding process*.

3.45 **elementary stream**: A sequence of one or more *bitstreams*.

NOTE – An elementary stream that consists of two or more bitstreams would typically have been formed by splicing together two or more bitstreams (or parts thereof).

3.46 **emulation prevention byte**: A *byte* equal to 0x03 that is present within a *NAL unit* when the *syntax elements* of the *bitstream* form certain patterns of *byte* values in a manner that ensures that no sequence of consecutive *byte-aligned bytes* in the *NAL unit* can contain a *start code prefix*.

3.47 **encoder**: An embodiment of an *encoding process*.

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3.48 **encoding process**: A process not specified in this Specification that produces a *bitstream* conforming to this Specification.

3.49 **field**: An assembly of alternative rows of samples of a *frame*.

3.50 **filler data NAL units**: *NAL units* with nal_unit_type equal to FD_NUT.

3.51 **flag**: A variable that can take one of the two possible values 0 and 1.

3.52 **frame**: The composition of a top *field* and a bottom *field*, where sample rows 0, 2, 4, ... originate from the top *field* and sample rows 1, 3, 5, ... originate from the bottom *field*.

3.53 **frequency index**: A one-dimensional or two-dimensional index associated with a *transform coefficient* prior to an *inverse transform* part of the *decoding process.*

3.54 **hypothetical reference decoder (HRD)**: A hypothetical *decoder* model that specifies constraints on the variability of conforming *NAL unit streams* or conforming *byte streams* that an encoding process may produce.

3.55 **hypothetical stream scheduler (HSS)**: A hypothetical delivery mechanism used for checking the conformance of a *bitstream* or a *decoder* with regards to the timing and data flow of the input of a *bitstream* into the *hypothetical reference decoder*.

3.56 **independent slice segment**: A *slice segment* for which the values of the *syntax elements* of the *slice segment header* are not inferred from the values for a preceding *slice segment*.

3.57 **informative**: A term used to refer to content provided in this Specification that does not establish any mandatory requirements for conformance to this Specification and thus is not considered an integral part of this Specification.

3.58 **instantaneous decoding refresh (IDR) access unit**: An *access unit* in which the *coded picture* is an *IDR picture*.

3.59 **instantaneous decoding refresh (IDR) picture**: An *IRAP picture* for which each *VCL NAL unit* has nal_unit_type equal to IDR_W_RADL or IDR_N_LP.

NOTE – An IDR picture contains only I slices, and may be the first picture in the bitstream in decoding order, or may appear later in the bitstream. Each IDR picture is the first picture of a CVS in decoding order. When an IDR picture for which each VCL NAL unit has nal_unit_type equal to IDR_W_RADL, it may have associated RADL pictures. When an IDR picture for which each VCL NAL unit has nal_unit_type equal to IDR_N_LP, it does not have any associated leading pictures. An IDR picture does not have associated RASL pictures.

3.60 **inter coding**: Coding of a *coding block*, *slice*, or *picture* that uses *inter prediction*.

3.61 **inter prediction**: A *prediction* derived in a manner that is dependent on data elements (e.g., sample values or motion vectors) of *pictures* other than the current *picture*.

3.62 **intra coding**: Coding of a *coding block, slice*, or *picture* that uses *intra prediction*.

3.63 **intra prediction**: A *prediction* derived from only data elements (e.g., sample values) of the same decoded *slice*.

3.64 **intra random access point (IRAP) access unit**: An *access unit* in which the *coded picture* is an *IRAP picture*.

3.65 **intra random access point (IRAP) picture**: A coded *picture* for which each *VCL NAL unit* has nal_unit_type in the range of BLA_W_LP to RSV_IRAP_VCL23, inclusive.

NOTE – An IRAP picture contains only I slices, and may be a BLA picture, a CRA picture or an IDR picture. The first picture in the bitstream in decoding order must be an IRAP picture. Provided the necessary parameter sets are available when they need to be activated, the IRAP picture and all subsequent non-RASL pictures in decoding order can be correctly decoded without performing the decoding process of any pictures that precede the IRAP picture in decoding order. There may be pictures in a bitstream that contain only I slices that are not IRAP pictures.

3.66 **intra (I) slice**: A *slice* that is decoded using *intra prediction* only.

3.67 **inverse transform**: A part of the *decoding process* by which a set of *transform coefficients* are converted into spatial-domain values.

3.68 **layer**: A set of *VCL NAL units* that all have a particular value of nuh_layer_id and the *associated non-VCL NAL units*, or one of a set of syntactical structures having a hierarchical relationship.

NOTE – Depending on the context, either the first layer concept or the second layer concept applies. The first layer concept is also referred to as a scalable layer, wherein a layer may be a spatial scalable layer, a quality scalable layer, a view, etc. A temporal true subset of a scalable layer is not referred to as a layer but referred to as a sub-layer

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or temporal sub-layer. The second layer concept is also referred to as a coding layer, wherein higher layers contain lower layers, and the coding layers are the CVS, picture, slice, slice segment, and coding tree unit layers.

3.69 **layer identifier list**: A list of nuh_layer_id values that is associated with a *layer set* or an *operation point* and can be used as an input to the *sub-bitstream extraction process*.

3.70 **layer set**: A set of *layers* represented within a *bitstream* created from another *bitstream* by operation of the *sub-bitstream extraction process* with the another *bitstream*, the target highest TemporalId equal to 6, and the target *layer identifier list* equal to the *layer identifier list* associated with the layer set as inputs.

3.71 **leading picture**: A *picture* that precedes the *associated IRAP picture* in *output order*.

3.72 **leaf**: A terminating node of a tree that is a root node of a tree of depth 0.

3.73 **level**: A defined set of constraints on the values that may be taken by the *syntax elements* and variables of this Specification, or the value of a *transform coefficient* prior to *scaling*.

NOTE – The same set of levels is defined for all profiles, with most aspects of the definition of each level being in common across different profiles. Individual implementations may, within the specified constraints, support a different level for each supported profile.

3.74 **list 0 (list 1) motion vector**: A *motion vector* associated with a *reference index* pointing into *reference picture list 0* (*list 1*).

3.75 **list 0 (list 1) prediction**: *Inter prediction* of the content of a *slice* using a *reference index* pointing into *reference picture list 0* (*list 1*).

3.76 **long-term reference picture**: A *picture* that is marked as "used for long-term reference".

3.77 **long-term reference picture set**: The two RPS lists that may contain long-term reference pictures.

3.78 **luma**: An adjective, represented by the symbol or subscript Y or L, specifying that a sample array or single sample is representing the monochrome signal related to the primary colours.

NOTE – The term luma is used rather than the term luminance in order to avoid the implication of the use of linear light transfer characteristics that is often associated with the term luminance. The symbol L is sometimes used instead of the symbol Y to avoid confusion with the symbol y as used for vertical location.

3.79 **may**: A term that is used to refer to behaviour that is allowed, but not necessarily required.

NOTE – In some places where the optional nature of the described behaviour is intended to be emphasized, the phrase "may or may not" is used to provide emphasis.

3.80 **motion vector**: A two-dimensional vector used for *inter prediction* that provides an offset from the coordinates in the *decoded picture* to the coordinates in a *reference picture*.

3.81 **must**: A term that is used in expressing an observation about a requirement or an implication of a requirement that is specified elsewhere in this Specification (used exclusively in an *informative* context).

3.82 **nested SEI message**: An SEI message that is contained in a scalable nesting SEI message.

3.83 **network abstraction layer (NAL) unit**: A *syntax structure* containing an indication of the type of data to follow and *bytes* containing that data in the form of an *RBSP* interspersed as necessary with *emulation prevention bytes*.

3.84 **network abstraction layer (NAL) unit stream**: A sequence of *NAL units*.

3.85 **non-nested SEI message**: An SEI message that is not contained in a scalable nesting SEI message.

3.86 **non-reference picture**: A *picture* that is marked as "unused for reference".

NOTE – A non-reference picture contains samples that cannot be used for inter prediction in the decoding process of subsequent pictures in decoding order. In other words, once a picture is marked as "unused for reference", it can never be marked back as "used for reference".

3.87 **non-VCL NAL unit**: A *NAL unit* that is not a *VCL NAL unit*.

3.88 **note**: A term that is used to prefix *informative* remarks (used exclusively in an *informative* context).

3.89 **operation point**: A *bitstream* created from another *bitstream* by operation of the *sub-bitstream extraction process* with the another *bitstream*, a target highest TemporalId, and a target *layer identifier list* as inputs.

NOTE – If the target highest TemporalId of an operation point is equal to the greatest value of TemporalId in the layer set associated with the target layer identification list, the operation point is identical to the layer set. Otherwise it is a subset of the layer set.

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3.90 **output order**: The order in which the *decoded pictures* are output from the *decoded picture buffer* (for the *decoded pictures* that are to be output from the *decoded picture buffer*).

3.91 **parameter**: A *syntax element* of a *VPS, SPS* or *PPS*, or the second word of the defined term *quantization parameter*.

3.92 **partitioning**: The division of a set into subsets such that each element of the set is in exactly one of the subsets.

3.93 **picture**: An array of *luma* samples in monochrome format or an array of *luma* samples and two corresponding arrays of *chroma* samples in 4:2:0, 4:2:2, and 4:4:4 colour format.

NOTE – A picture may be either a frame or a field. However, in one CVS, either all pictures are frames or all pictures are fields.

3.94 **picture parameter set (PPS)**: A *syntax structure* containing *syntax elements* that apply to zero or more entire *coded pictures* as determined by a *syntax element* found in each *slice segment header.*

3.95 **picture order count**: A variable that is associated with each *picture*, uniquely identifies the associated *picture* among all *pictures* in the *CVS*, and, when the associated *picture* is to be output from the *decoded picture buffer*, indicates the position of the associated *picture* in *output order* relative to the *output order* positions of the other *pictures* in the same *CVS* that are to be output from the *decoded picture buffer*.

3.96 **prediction**: An embodiment of the *prediction process*.

3.97 **prediction block**: A rectangular MxN *block* of samples on which the same *prediction* is applied.

3.98 **prediction process**: The use of a *predictor* to provide an estimate of the data element (e.g., sample value or motion vector) currently being decoded.

3.99 **prediction unit**: A *prediction block* of *luma* samples, two corresponding *prediction blocks* of *chroma* samples of a *picture* that has three sample arrays, or a *prediction block* of samples of a monochrome *picture* or a *picture* that is coded using three separate colour planes and *syntax structures* used to predict the *prediction block* samples.

3.100 **predictive (P) slice**: A *slice* that may be decoded using *intra prediction* or *inter prediction* using at most one *motion vector* and *reference index* to *predict* the sample values of each *block*.

3.101 **predictor**: A combination of specified values or previously decoded data elements (e.g., sample value or motion vector) used in the *decoding process* of subsequent data elements.

3.102 **prefix SEI message**: An SEI message that is contained in a *prefix SEI NAL unit*.

3.103 **prefix SEI NAL unit**: An *SEI NAL unit* that has nal_unit_type equal to PREFIX_SEI_NUT.

3.104 **profile**: A specified subset of the syntax of this Specification.

3.105 **quadtree**: A *tree* in which a parent node can be split into four child nodes, each of which may become parent node for another split into four child nodes.

3.106 **quantization parameter**: A variable used by the *decoding process* for *scaling* of *transform coefficient levels*.

3.107 **random access**: The act of starting the decoding process for a *bitstream* at a point other than the beginning of the stream.

3.108 **random access decodable leading (RADL) access unit**: An *access unit* in which the *coded picture* is a *RADL picture*.

3.109 **random access decodable leading (RADL) picture**: A *coded picture* for which each *VCL NAL unit* has nal_unit_type equal to RADL_R or RADL_N.

NOTE – All RADL pictures are leading pictures. RADL pictures are not used as reference pictures for the decoding process of trailing pictures of the same associated IRAP picture. When present, all RADL pictures precede, in decoding order, all trailing pictures of the same associated IRAP picture.

3.110 **random access skipped leading (RASL) access unit**: An *access unit* in which the *coded picture* is a *RASL picture.*

3.111 **random access skipped leading (RASL) picture**: A *coded picture* for which each *VCL NAL unit* has nal_unit_type equal to RASL_R or RASL_N.

NOTE – All RASL pictures are leading pictures of an associated BLA or CRA picture. When the associated IRAP picture has NoRaslOutputFlag equal to 1, the RASL picture is not output and may not be correctly decodable, as the RASL picture may contain references to pictures that are not present in the bitstream. RASL pictures are not used as

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reference pictures for the decoding process of non-RASL pictures. When present, all RASL pictures precede, in decoding order, all trailing pictures of the same associated IRAP picture.

3.112 **raster scan**: A mapping of a rectangular two-dimensional pattern to a one-dimensional pattern such that the first entries in the one-dimensional pattern are from the first top row of the two-dimensional pattern scanned from left to right, followed similarly by the second, third, etc., rows of the pattern (going down) each scanned from left to right.

3.113 **raw byte sequence payload (RBSP)**: A *syntax structure* containing an integer number of *bytes* that is encapsulated in a *NAL unit* and that is either empty or has the form of a *string of data bits* containing *syntax elements* followed by an *RBSP stop bit* and zero or more subsequent bits equal to 0.

3.114 **raw byte sequence payload (RBSP) stop bit**: A bit equal to 1 present within a *raw byte sequence payload (RBSP)* after a *string of data bits*, for which the location of the end within an *RBSP* can be identified by searching from the end of the *RBSP* for the *RBSP stop bit*, which is the last non-zero bit in the *RBSP*.

3.115 **recovery point**: A point in the *bitstream* at which the recovery of an exact or an approximate representation of the *decoded pictures* represented by the *bitstream* is achieved after a *random access* or *broken link*.

3.116 **reference index**: An index into a *reference picture list*.

3.117 **reference picture**: A *picture* that is a *short-term reference picture* or a *long-term reference picture*.

NOTE – A reference picture contains samples that may be used for inter prediction in the decoding process of subsequent pictures in decoding order.

3.118 **reference picture list**: A list of *reference pictures* that is used for *inter prediction* of a *P* or *B slice*.

NOTE – For the decoding process of a P slice, there is one reference picture list – reference picture list 0. For the decoding process of a B slice, there are two reference picture lists – reference picture list 0 and reference picture list 1.

3.119 **reference picture list 0**: The *reference picture list* used for *inter prediction* of a *P* or the first *reference picture list* used for *inter prediction* of a *B slice*.

3.120 **reference picture list 1**: The second *reference picture list* used for *inter prediction* of a *B slice*.

3.121 **reference picture set (RPS)**: A set of *reference pictures* associated with a *picture*, consisting of all *reference pictures* that are prior to the associated *picture* in decoding order, that may be used for *inter prediction* of the associated *picture* or any *picture* following the associated *picture* in *decoding order*.

NOTE – The RPS of a picture consists of five RPS lists, three of which are to contain short-term reference pictures and the other two are to contain long-term reference pictures.

3.122 **reserved**: A term that may be used to specify that some values of a particular *syntax element* are for future use by ITU-T | ISO/IEC and shall not be used in *bitstreams* conforming to this version of this Specification, but may be used in bitstreams conforming to future extensions of this Specification by ITU-T | ISO/IEC.

3.123 **residual**: The decoded difference between a *prediction* of a sample or data element and its decoded value.

3.124 **sample aspect ratio**: The ratio between the intended horizontal distance between the columns and the intended vertical distance between the rows of the *luma* sample array in a *picture*, which is specified for assisting the *display process* (not specified in this Specification) and expressed as *h*:*v*, where *h* is the horizontal width and *v* is the vertical height, in arbitrary units of spatial distance.

3.125 **scaling**: The process of multiplying *transform coefficient levels* by a factor, resulting in *transform coefficients*.

3.126 **sequence parameter set (SPS)**: A *syntax structure* containing *syntax elements* that apply to zero or more entire *CVSs* as determined by the content of a *syntax element* found in the *PPS* referred to by a *syntax element* found in each *slice segment header*.

3.127 **shall**: A term used to express mandatory requirements for conformance to this Specification.

NOTE – When used to express a mandatory constraint on the values of syntax elements or on the results obtained by operation of the specified decoding process, it is the responsibility of the encoder to ensure that the constraint is fulfilled. When used in reference to operations performed by the decoding process, any decoding process that produces identical cropped decoded pictures to those output from the decoding process described in this Specification conforms to the decoding process requirements of this Specification.

3.128 **short-term reference picture**: A *picture* that is marked as "used for short-term reference".

3.129 **short-term reference picture set**: The three RPS lists that may contain short-term reference pictures.

3.130 **should**: A term used to refer to behaviour of an implementation that is encouraged to be followed under anticipated ordinary circumstances, but is not a mandatory requirement for conformance to this Specification.

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3.131 **slice**: An integer number of *coding tree units* contained in one *independent slice segment* and all subsequent *dependent slice segments* (if any) that precede the next *independent slice segment* (if any) within the same *access unit*.

3.132 **slice header**: The *slice segment header* of the *independent slice segment* that is a current *slice segment* or the most recent *independent slice segment* that precedes a current *dependent slice segment* in *decoding order*.

3.133 **slice segment**: An integer number of *coding tree units* ordered consecutively in the *tile scan* and contained in a single *NAL unit*.

3.134 **slice segment header**: A part of a coded *slice segment* containing the data elements pertaining to the first or all *coding tree units* represented in the *slice segment*.

3.135 **source**: A term used to describe the video material or some of its attributes before encoding.

3.136 **start code prefix**: A unique sequence of three *bytes* equal to 0x000001 embedded in the *byte stream* as a prefix to each *NAL unit*.

NOTE – The location of a start code prefix can be used by a decoder to identify the beginning of a new NAL unit and the end of a previous NAL unit. Emulation of start code prefixes is prevented within NAL units by the inclusion of emulation prevention bytes.

3.137 **step-wise temporal sub-layer access (STSA) access unit**: An *access unit* in which the *coded picture* is an *STSA picture*.

3.138 **step-wise temporal sub-layer access (STSA) picture**: A *coded picture* for which each *VCL NAL unit* has nal_unit_type equal to STSA_R or STSA_N.

NOTE – An STSA picture does not use pictures with the same TemporalId as the STSA picture for inter prediction reference. Pictures following an STSA picture in decoding order with the same TemporalId as the STSA picture do not use pictures prior to the STSA picture in decoding order with the same TemporalId as the STSA picture for inter prediction reference. An STSA picture enables up-switching, at the STSA picture, to the sub-layer containing the STSA picture, from the immediately lower sub-layer. STSA pictures must have TemporalId greater than 0.

3.139 **string of data bits (SODB)**: A sequence of some number of bits representing *syntax elements* present within a *raw byte sequence payload* prior to the *raw byte sequence payload stop bit*, where the left-most bit is considered to be the first and most significant bit, and the right-most bit is considered to be the last and least significant bit.

3.140 **sub-bitstream extraction process**: A specified process by which *NAL units* in a *bitstream* that do not belong to a target set, determined by a target highest TemporalId and a target *layer identifier list*, are removed from the *bitstream*, with the output sub-bitstream consisting of the NAL units in the *bitstream* that belong to the target set.

3.141 **sub-layer**: A temporal scalable layer of a temporal scalable *bitstream*, consisting of *VCL NAL units* with a particular value of the TemporalId variable and the associated *non-VCL NAL units*.

3.142 **sub-layer non-reference picture**: A *picture* that contains samples that cannot be used for *inter prediction* in the *decoding process* of subsequent *pictures* of the same *sub-layer* in *decoding order*.

NOTE – Samples of a sub-layer non-reference picture may be used for inter prediction in the decoding process of subsequent pictures of higher sub-layers in decoding order.

3.143 **sub-layer reference picture**: A *picture* that contains samples that may be used for *inter prediction* in the *decoding process* of subsequent *pictures* of the same *sub-layer* in *decoding order*.

NOTE – Samples of a sub-layer reference picture may also be used for inter prediction in the decoding process of subsequent pictures of higher sub-layers in decoding order.

3.144 **sub-layer representation**: A subset of the *bitstream* consisting of *NAL units* of a particular *sub-layer* and the lower *sub-layers*.

3.145 **suffix SEI message**: An SEI message that is contained in a *suffix SEI NAL unit*.

3.146 **suffix SEI NAL unit**: An *SEI NAL unit* that has nal_unit_type equal to SUFFIX_SEI_NUT.

3.147 **supplemental enhancement information (SEI) NAL unit**: A *NAL unit* that has nal_unit_type equal to PREFIX_SEI_NUT or SUFFIX_SEI_NUT.

3.148 **syntax element**: An element of data represented in the *bitstream*.

3.149 **syntax structure**: Zero or more *syntax elements* present together in the *bitstream* in a specified order.

3.150 **temporal sub-layer access (TSA) access unit**: An *access unit* in which the *coded picture* is a *TSA picture*.

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3.151 **temporal sub-layer access (TSA) picture**: A *coded picture* for which each *VCL NAL unit* has nal_unit_type equal to TSA_R or TSA_N.

NOTE – A TSA picture and pictures following the TSA picture in decoding order do not use pictures prior to the TSA picture in decoding order with TemporalId greater than or equal to that of the TSA picture for inter prediction reference. A TSA picture enables up-switching, at the TSA picture, to the sub-layer containing the TSA picture or any higher sub-layer, from the immediately lower sub-layer. TSA pictures must have TemporalId greater than 0.

3.152 **temporal sub-layer**: A temporal scalable layer of a temporal scalable *bitstream*, consisting of *VCL NAL units* with a particular value of TemporalId and the associated *non-VCL NAL units.*

3.153 **tier**: A specified category of *level* constraints imposed on values of the *syntax elements* in the *bitstream*, where the *level* contraints are nested within a *tier* and a *decoder* conforming to a certain *tier* and *level* would be capable of decoding all *bitstreams* that conform to the same *tier* or the lower *tier* of that *level* or any *level* below it.

3.154 **tile**: A rectangular region of *coding tree blocks* within a particular *tile column* and a particular *tile row* in a *picture*.

3.155 **tile column**: A rectangular region of *coding tree blocks* having a height equal to the height of the *picture* and a width specified by *syntax elements* in the *picture parameter set*.

3.156 **tile row**: A rectangular region of *coding tree blocks* having a height specified by *syntax elements* in the *picture parameter set* and a width equal to the width of the *picture*.

3.157 **tile scan**: A specific sequential ordering of *coding tree blocks partitioning* a *picture* in which the *coding tree blocks* are ordered consecutively in *coding tree block raster scan* in a *tile* whereas *tiles* in a *picture* are ordered consecutively in a *raster scan* of the *tiles* of the *picture*.

3.158 **trailing picture**: A *picture* that follows the *associated IRAP picture* in *output order.*

NOTE – Trailing pictures associated with an IRAP picture also follow the IRAP picture in decoding order. Pictures that follow the associated IRAP picture in output order and precede the associated IRAP picture in decoding order are not allowed.

3.159 **transform block**: A rectangular MxN *block* of samples on which the same *transform* is applied.

3.160 **transform coefficient**: A scalar quantity, considered to be in a frequency domain, that is associated with a particular one-dimensional or two-dimensional *frequency index* in an *inverse transform* part of the *decoding process*.

3.161 **transform coefficient level**: An integer quantity representing the value associated with a particular two-dimensional frequency index in the *decoding process* prior to *scaling* for computation of a *transform coefficient* value.

3.162 **transform unit**: A *transform block* of *luma* samples of size 8x8, 16x16, or 32x32 or four *transform blocks* of *luma samples* of size 4x4, two corresponding *transform blocks* of *chroma* samples of a *picture* that has three sample arrays, or a *transform block* of *luma* samples of size 8x8, 16x16, or 32x32 or four *transform blocks* of *luma samples* of size 4x4 of a monochrome *picture* or a *picture* that is coded using three separate colour planes and *syntax structures* used to transform the *transform block* samples.

3.163 **tree**: A tree is a finite set of nodes with a unique root node.

3.164 **universal unique identifier (UUID)**: An identifier that is unique with respect to the space of all universal unique identifiers.

3.165 **unspecified**: A term that may be used to specify some values of a particular *syntax element* to indicate that the values have no specified meaning in this Specification and will not have a specified meaning in the future as an integral part of future versions of this Specification.

3.166 **video coding layer (VCL) NAL unit**: A collective term for *coded slice segment NAL units* and the subset of *NAL units* that have *reserved* values of nal_unit_type that are classified as VCL NAL units in this Specification.

3.167 **video parameter set (VPS)**: A *syntax structure* containing *syntax elements* that apply to zero or more entire *CVSs* as determined by the content of a *syntax element* found in the *SPS* referred to by a *syntax element* found in the *PPS* referred to by a *syntax element* found in each *slice segment header.*

3.168 **z-scan order**: A specified sequential ordering of *blocks partitioning* a *picture*, where the order is identical to *coding tree block raster scan* of the *picture* when the *blocks* are of the same size as *coding tree blocks*, and, when the *blocks* are of a smaller size than *coding tree blocks*, i.e., *coding tree blocks* are further partitioned into smaller *coding blocks*, the order traverses from *coding tree block* to *coding tree block* in *coding tree*

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block raster scan of the *picture*, and inside each *coding tree block*, which may be divided into *quadtrees* hierarchically to lower levels, the order traverses from *quadtree* to *quadtree* of a particular level in *quadtree*-of-the-particular-level *raster scan* of the *quadtree* of the immediately higher level.

4 Abbreviations

For the purposes of this Recommendation | International Standard, the following abbreviations apply:

B	Bi-predictive
BLA	Broken Link Access
CABAC	Context-based Adaptive Binary Arithmetic Coding
CB	Coding Block
CBR	Constant Bit Rate
CRA	Clean Random Access
CPB	Coded Picture Buffer
CTB	Coding Tree Block
CTU	Coding Tree Unit
CU	Coding Unit
CVS	Coded Video Sequence
DPB	Decoded Picture Buffer
DUT	Decoder Under Test
EG	Exponential-Golomb
FIFO	First-In, First-Out
FIR	Finite Impulse Response
FL	Fixed-Length
GDR	Gradual Decoding Refresh
HRD	Hypothetical Reference Decoder
HSS	Hypothetical Stream Scheduler
I	Intra
IDR	Instantaneous Decoding Refresh
IRAP	Intra Random Access Point
LPS	Least Probable Symbol
LSB	Least Significant Bit
MPS	Most Probable Symbol
MSB	Most Significant Bit
NAL	Network Abstraction Layer
P	Predictive
PB	Prediction Block
PPS	Picture Parameter Set
PU	Prediction Unit
RADL	Random Access Decodable Leading (Picture)
RASL	Random Access Skipped Leading (Picture)

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RBSP	Raw Byte Sequence Payload
RPS	Reference Picture Set
SEI	Supplemental Enhancement Information
SODB	String Of Data Bits
SPS	Sequence Parameter Set
STSA	Step-wise Temporal Sub-layer Access
TB	Transform Block
TR	Truncated Rice
TSA	Temporal Sub-layer Access
TU	Transform Unit
UUID	Universal Unique Identifier
VBR	Variable Bit Rate
VCL	Video Coding Layer
VPS	Video Parameter Set
VUI	Video Usability Information

5 Conventions

5.1 General

NOTE – The mathematical operators used in this Specification are similar to those used in the C programming language. However, the results of integer division and arithmetic shift operations are defined more precisely, and additional operations are defined, such as exponentiation and real-valued division. Numbering and counting conventions generally begin from 0.

5.2 Arithmetic operators

The following arithmetic operators are defined as follows:

+	Addition
−	Subtraction (as a two-argument operator) or negation (as a unary prefix operator)
*	Multiplication, including matrix multiplication
x^y	Exponentiation. Specifies x to the power of y. In other contexts, such notation is used for superscripting not intended for interpretation as exponentiation.
/	Integer division with truncation of the result toward zero. For example, 7 / 4 and −7 / −4 are truncated to 1 and −7 / 4 and 7 / −4 are truncated to −1.
÷	Used to denote division in mathematical equations where no truncation or rounding is intended.
$\frac{x}{y}$	Used to denote division in mathematical equations where no truncation or rounding is intended.
$\sum_{i=x}^{y} f(i)$	The summation of f(i) with i taking all integer values from x up to and including y.
x % y	Modulus. Remainder of x divided by y, defined only for integers x and y with x >= 0 and y > 0.

5.3 Logical operators

The following logical operators are defined as follows:

x && y	Boolean logical "and" of x and y
x || y	Boolean logical "or" of x and y
!	Boolean logical "not"

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x ? y : z If x is TRUE or not equal to 0, evaluates to the value of y; otherwise, evaluates to the value of z.

5.4 Relational operators

The following relational operators are defined as follows:

> Greater than

>= Greater than or equal to

< Less than

<= Less than or equal to

= = Equal to

!= Not equal to

When a relational operator is applied to a syntax element or variable that has been assigned the value "na" (not applicable), the value "na" is treated as a distinct value for the syntax element or variable. The value "na" is considered not to be equal to any other value.

5.5 Bit-wise operators

The following bit-wise operators are defined as follows:

& Bit-wise "and". When operating on integer arguments, operates on a two's complement representation of the integer value. When operating on a binary argument that contains fewer bits than another argument, the shorter argument is extended by adding more significant bits equal to 0.

| Bit-wise "or". When operating on integer arguments, operates on a two's complement representation of the integer value. When operating on a binary argument that contains fewer bits than another argument, the shorter argument is extended by adding more significant bits equal to 0.

^ Bit-wise "exclusive or". When operating on integer arguments, operates on a two's complement representation of the integer value. When operating on a binary argument that contains fewer bits than another argument, the shorter argument is extended by adding more significant bits equal to 0.

x >> y Arithmetic right shift of a two's complement integer representation of x by y binary digits. This function is defined only for non-negative integer values of y. Bits shifted into the MSBs as a result of the right shift have a value equal to the MSB of x prior to the shift operation.

x << y Arithmetic left shift of a two's complement integer representation of x by y binary digits. This function is defined only for non-negative integer values of y. Bits shifted into the LSBs as a result of the left shift have a value equal to 0.

5.6 Assignment operators

The following arithmetic operators are defined as follows:

= Assignment operator

++ Increment, i.e., x++ is equivalent to $x = x + 1$; when used in an array index, evaluates to the value of the variable prior to the increment operation.

− − Decrement, i.e., x− − is equivalent to $x = x − 1$; when used in an array index, evaluates to the value of the variable prior to the decrement operation.

+= Increment by amount specified, i.e., x += 3 is equivalent to x = x + 3, and x += (−3) is equivalent to x = x + (−3).

−= Decrement by amount specified, i.e., x −= 3 is equivalent to x = x − 3, and x −= (−3) is equivalent to x = x − (−3).

5.7 Range notation

The following notation is used to specify a range of values:

x = y..z x takes on integer values starting from y to z, inclusive, with x, y, and z being integer numbers and z being greater than y.

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5.8 Mathematical functions

The following mathematical functions are defined:

$$\text{Abs}(x) = \begin{cases} x & ; \quad x >= 0 \\ -x & ; \quad x < 0 \end{cases} \tag{5-1}$$

Ceil(x) the smallest integer greater than or equal to x. (5-2)

$$\text{Clip1}_Y(x) = \text{Clip3}(0, (1 << \text{BitDepth}_Y) - 1, x) \tag{5-3}$$

$$\text{Clip1}_C(x) = \text{Clip3}(0, (1 << \text{BitDepth}_C) - 1, x) \tag{5-4}$$

$$\text{Clip3}(x, y, z) = \begin{cases} x & ; \quad z < x \\ y & ; \quad z > y \\ z & ; \quad \text{otherwise} \end{cases} \tag{5-5}$$

Floor(x) the largest integer less than or equal to x. (5-6)

Log2(x) the base-2 logarithm of x. (5-7)

Log10(x)the base-10 logarithm of x. (5-8)

$$\text{Min}(x, y) = \begin{cases} x & ; \quad x <= y \\ y & ; \quad x > y \end{cases} \tag{5-9}$$

$$\text{Max}(x, y) = \begin{cases} x & ; \quad x >= y \\ y & ; \quad x < y \end{cases} \tag{5-10}$$

$$\text{Round}(x) = \text{Sign}(x) * \text{Floor}(\text{Abs}(x) + 0.5) \tag{5-11}$$

$$\text{Sign}(x) = \begin{cases} 1 & ; \quad x > 0 \\ 0 & ; \quad x = 0 \\ -1 & ; \quad x < 0 \end{cases} \tag{5-12}$$

$$\text{Sqrt}(x) = \sqrt{x} \tag{5-13}$$

Swap(x, y) = (y, x) (5-14)

5.9 Order of operation precedence

When order of precedence in an expression is not indicated explicitly by use of parentheses, the following rules apply:

– Operations of a higher precedence are evaluated before any operation of a lower precedence.

– Operations of the same precedence are evaluated sequentially from left to right.

Table 5-1 specifies the precedence of operations from highest to lowest; a higher position in the table indicates a higher precedence.

NOTE – For those operators that are also used in the C programming language, the order of precedence used in this Specification is the same as used in the C programming language.

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Table 5-1 – Operation precedence from highest (at top of table) to lowest (at bottom of table)

operations (with operands x, y, and z)
"x++", "x− −"
"!x", "−x" (as a unary prefix operator)
x^y
"x * y", "x / y", "x ÷ y", "$\frac{x}{y}$", "x % y"
"x + y", "x − y" (as a two-argument operator), "$\sum_{i=x}^{y} f(i)$"
"x << y", "x >> y"
"x < y", "x <= y", "x > y", "x >= y"
"x == y", "x != y"
"x & y"
"x | y"
"x && y"
"x || y"
"x ? y : z"
"x..y"
"x = y", "x += y", "x −= y"

5.10 Variables, syntax elements, and tables

Syntax elements in the bitstream are represented in **bold** type. Each syntax element is described by its name (all lower case letters with underscore characters), and one descriptor for its method of coded representation. The decoding process behaves according to the value of the syntax element and to the values of previously decoded syntax elements. When a value of a syntax element is used in the syntax tables or the text, it appears in regular (i.e., not bold) type.

In some cases the syntax tables may use the values of other variables derived from syntax elements values. Such variables appear in the syntax tables, or text, named by a mixture of lower case and upper case letter and without any underscore characters. Variables starting with an upper case letter are derived for the decoding of the current syntax structure and all depending syntax structures. Variables starting with an upper case letter may be used in the decoding process for later syntax structures without mentioning the originating syntax structure of the variable. Variables starting with a lower case letter are only used within the clause in which they are derived.

In some cases, "mnemonic" names for syntax element values or variable values are used interchangeably with their numerical values. Sometimes "mnemonic" names are used without any associated numerical values. The association of values and names is specified in the text. The names are constructed from one or more groups of letters separated by an underscore character. Each group starts with an upper case letter and may contain more upper case letters.

NOTE – The syntax is described in a manner that closely follows the C-language syntactic constructs.

Functions that specify properties of the current position in the bitstream are referred to as syntax functions. These functions are specified in clause 7.2 and assume the existence of a bitstream pointer with an indication of the position of the next bit to be read by the decoding process from the bitstream. Syntax functions are described by their names, which are constructed as syntax element names and end with left and right round parentheses including zero or more variable names (for definition) or values (for usage), separated by commas (if more than one variable).

Functions that are not syntax functions (including mathematical functions specified in clause 5.8) are described by their names, which start with an upper case letter, contain a mixture of lower and upper case letters without any underscore character, and end with left and right parentheses including zero or more variable names (for definition) or values (for usage) separated by commas (if more than one variable).

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A one-dimensional array is referred to as a list. A two-dimensional array is referred to as a matrix. Arrays can either be syntax elements or variables. Subscripts or square parentheses are used for the indexing of arrays. In reference to a visual depiction of a matrix, the first subscript is used as a row (vertical) index and the second subscript is used as a column (horizontal) index. The indexing order is reversed when using square parentheses rather than subscripts for indexing. Thus, an element of a matrix s at horizontal position x and vertical position y may be denoted either as s[x][y] or as s_{yx}. A single column of a matrix may be referred to as a list and denoted by omission of the row index. Thus, the column of a matrix s at horizontal position x may be referred to as the list s[x].

A specification of values of the entries in rows and columns of an array may be denoted by { {...} {...} }, where each inner pair of brackets specifies the values of the elements within a row in increasing column order and the rows are ordered in increasing row order. Thus, setting a matrix s equal to { { 1 6 } { 4 9 } specifies that s[0][0] is set equal to 1, s[1][0] is set equal to 6, s[0][1] is set equal to 4, and s[1][1] is set equal to 9.

Binary notation is indicated by enclosing the string of bit values by single quote marks. For example, '01000001' represents an eight-bit string having only its second and its last bits (counted from the most to the least significant bit) equal to 1.

Hexadecimal notation, indicated by prefixing the hexadecimal number by "0x", may be used instead of binary notation when the number of bits is an integer multiple of 4. For example, 0x41 represents an eight-bit string having only its second and its last bits (counted from the most to the least significant bit) equal to 1.

Numerical values not enclosed in single quotes and not prefixed by "0x" are decimal values.

A value equal to 0 represents a FALSE condition in a test statement. The value TRUE is represented by any value different from zero.

5.11 Text description of logical operations

In the text, a statement of logical operations as would be described mathematically in the following form:

```
if( condition 0 )
  statement 0
else if( condition 1 )
  statement 1
…
else /* informative remark on remaining condition */
  statement n
```

may be described in the following manner:

... as follows / ... the following applies:

- If condition 0, statement 0
- Otherwise, if condition 1, statement 1
- …
- Otherwise (informative remark on remaining condition), statement n

Each "If ... Otherwise, if ... Otherwise, ..." statement in the text is introduced with "... as follows" or "... the following applies" immediately followed by "If ... ". The last condition of the "If ... Otherwise, if ... Otherwise, ..." is always an "Otherwise, ...". Interleaved "If ... Otherwise, if ... Otherwise, ..." statements can be identified by matching "... as follows" or "... the following applies" with the ending "Otherwise, ...".

In the text, a statement of logical operations as would be described mathematically in the following form:

```
if( condition 0a  &&  condition 0b )
  statement 0
else if( condition 1a  ||  condition 1b )
  statement 1
…
else
  statement n
```

may be described in the following manner:

... as follows / ... the following applies:

- If all of the following conditions are true, statement 0:
  - condition 0a

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– condition 0b

– Otherwise, if one or more of the following conditions are true, statement 1:

– condition 1a

– condition 1b

– …

– Otherwise, statement n

In the text, a statement of logical operations as would be described mathematically in the following form:

```
if( condition 0 )
  statement 0
if( condition 1 )
  statement 1
```

may be described in the following manner:

When condition 0, statement 0

When condition 1, statement 1

5.12 Processes

Processes are used to describe the decoding of syntax elements. A process has a separate specification and invoking. All syntax elements and upper case variables that pertain to the current syntax structure and depending syntax structures are available in the process specification and invoking. A process specification may also have a lower case variable explicitly specified as input. Each process specification has explicitly specified an output. The output is a variable that can either be an upper case variable or a lower case variable.

When invoking a process, the assignment of variables is specified as follows:

– If the variables at the invoking and the process specification do not have the same name, the variables are explicitly assigned to lower case input or output variables of the process specification.

– Otherwise (the variables at the invoking and the process specification have the same name), assignment is implied.

In the specification of a process, a specific coding block may be referred to by the variable name having a value equal to the address of the specific coding block.

6 Bitstream and picture formats, partitionings, scanning processes, and neighbouring relationships

6.1 Bitstream formats

This clause specifies the relationship between the NAL unit stream and byte stream, either of which are referred to as the bitstream.

The bitstream can be in one of two formats: the NAL unit stream format or the byte stream format. The NAL unit stream format is conceptually the more "basic" type. It consists of a sequence of syntax structures called NAL units. This sequence is ordered in decoding order. There are constraints imposed on the decoding order (and contents) of the NAL units in the NAL unit stream.

The byte stream format can be constructed from the NAL unit stream format by ordering the NAL units in decoding order and prefixing each NAL unit with a start code prefix and zero or more zero-valued bytes to form a stream of bytes. The NAL unit stream format can be extracted from the byte stream format by searching for the location of the unique start code prefix pattern within this stream of bytes. Methods of framing the NAL units in a manner other than use of the byte stream format are outside the scope of this Specification. The byte stream format is specified in Annex B.

6.2 Source, decoded, and output picture formats

This clause specifies the relationship between source and decoded pictures that is given via the bitstream.

The video source that is represented by the bitstream is a sequence of pictures in decoding order.

The source and decoded pictures are each comprised of one or more sample arrays:

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– Luma (Y) only (monochrome).
– Luma and two chroma (YCbCr or YCgCo).
– Green, Blue and Red (GBR, also known as RGB).
– Arrays representing other unspecified monochrome or tri-stimulus colour samplings (for example, YZX, also known as XYZ).

For convenience of notation and terminology in this Specification, the variables and terms associated with these arrays are referred to as luma (or L or Y) and chroma, where the two chroma arrays are referred to as Cb and Cr; regardless of the actual colour representation method in use. The actual colour representation method in use can be indicated in syntax that is specified in Annex E.

The variables SubWidthC, and SubHeightC are specified in Table 6-1, depending on the chroma format sampling structure, which is specified through chroma_format_idc and separate_colour_plane_flag. Other values of chroma_format_idc, SubWidthC, and SubHeightC may be specified in the future by ITU-T | ISO/IEC.

Table 6-1 – SubWidthC, and SubHeightC values derived from chroma_format_idc and separate_colour_plane_flag

chroma_format_idc	separate_colour_plane_flag	Chroma format	SubWidthC	SubHeightC
0	0	monochrome	1	1
1	0	4:2:0	2	2
2	0	4:2:2	2	1
3	0	4:4:4	1	1
3	1	4:4:4	1	1

In monochrome sampling there is only one sample array, which is nominally considered the luma array.

In 4:2:0 sampling, each of the two chroma arrays has half the height and half the width of the luma array.

In 4:2:2 sampling, each of the two chroma arrays has the same height and half the width of the luma array.

In 4:4:4 sampling, depending on the value of separate_colour_plane_flag, the following applies:
– If separate_colour_plane_flag is equal to 0, each of the two chroma arrays has the same height and width as the luma array.
– Otherwise (separate_colour_plane_flag is equal to 1), the three colour planes are separately processed as monochrome sampled pictures.

The number of bits necessary for the representation of each of the samples in the luma and chroma arrays in a video sequence is in the range of 8 to 14, inclusive, and the number of bits used in the luma array may differ from the number of bits used in the chroma arrays.

When the value of chroma_format_idc is equal to 1, the nominal vertical and horizontal relative locations of luma and chroma samples in pictures are shown in Figure 6-1. Alternative chroma sample relative locations may be indicated in video usability information (see Annex E).

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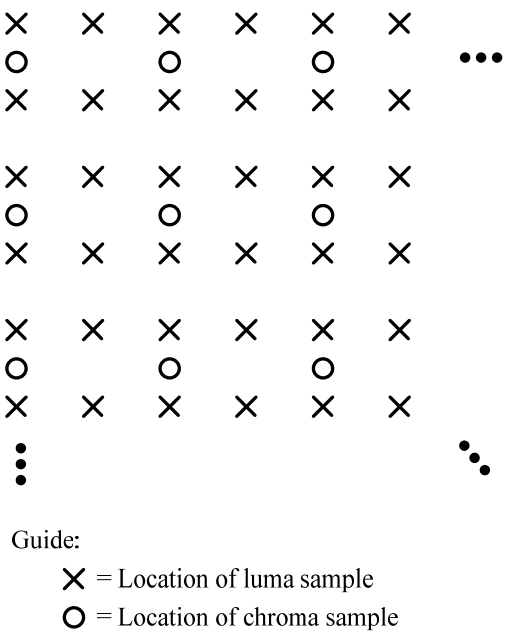


Figure 6-1 – Nominal vertical and horizontal locations of 4:2:0 luma and chroma samples in a picture

When the value of chroma_format_idc is equal to 2, the chroma samples are co-sited with the corresponding luma samples and the nominal locations in a picture are as shown in Figure 6-2.

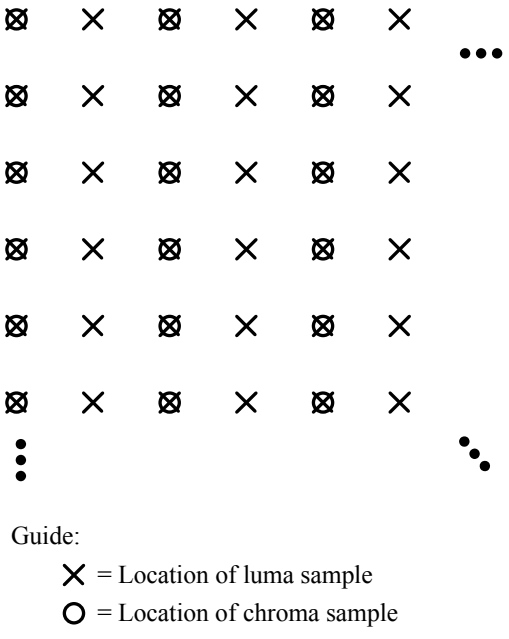


Figure 6-2 – Nominal vertical and horizontal locations of 4:2:2 luma and chroma samples in a picture

When the value of chroma_format_idc is equal to 3, all array samples are co-sited for all cases of pictures and the nominal locations in a picture are as shown in Figure 6-3.

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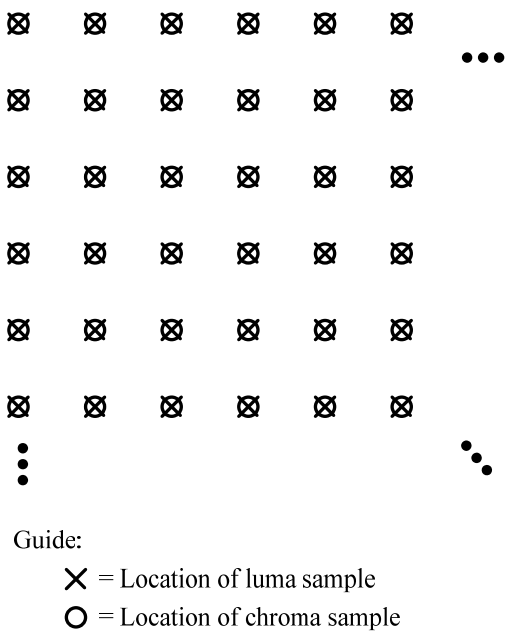


Figure 6-3 – Nominal vertical and horizontal locations of 4:4:4 luma and chroma samples in a picture

6.3 Partitioning of pictures, slices, slice segments, tiles, coding tree units, and coding tree blocks

6.3.1 Partitioning of pictures into slices, slice segments, and tiles

This clause specifies how a picture is partitioned into slices, slice segments, and tiles. Pictures are divided into slices and tiles. A slice is a sequence of one or more slice segments starting with an independent slice segment and containing all subsequent dependent slice segments (if any) that precede the next independent slice segment (if any) within the same access unit. A slice segment is a sequence of coding tree units. Likewise, a tile is a sequence of coding tree units.

For example, a picture may be divided into two slices as shown in Figure 6-4. In this example, the first slice is composed of an independent slice segment containing 4 coding tree units, a dependent slice segment containing 32 coding tree units, and another dependent slice segment containing 24 coding tree units; and the second slice consists of a single independent slice segment containing the remaining 39 coding tree units of the picture.

As another example, a picture may be divided into two tiles separated by a vertical tile boundary as shown in Figure 6-5. The left side of the figure illustrates a case in which the picture only contains one slice, starting with an independent slice segment and followed by four dependent slice segments. The right side of the figure illustrates an alternative case in which the picture contains two slices in the first tile and one slice in the second tile.

Unlike slices, tiles are always rectangular. A tile always contains an integer number of coding tree units, and may consist of coding tree units contained in more than one slice. Similarly, a slice may consist of coding tree units contained in more than one tile.

One or both of the following conditions shall be fulfilled for each slice and tile:

– All coding tree units in a slice belong to the same tile.

– All coding tree units in a tile belong to the same slice.

NOTE 1 – Within the same picture, there may be both slices that contain multiple tiles and tiles that contain multiple slices.

One or both of the following conditions shall be fulfilled for each slice segment and tile:

– All coding tree units in a slice segment belong to the same tile.

– All coding tree units in a tile belong to the same slice segment.

When a picture is coded using three separate colour planes (separate_colour_plane_flag is equal to 1), a slice contains only coding tree blocks of one colour component being identified by the corresponding value of colour_plane_id, and each colour component array of a picture consists of slices having the same colour_plane_id value. Coded slices with different values of colour_plane_id within an access unit may be interleaved with each other under the constraint that for each value of colour_plane_id, the coded slice segment NAL units with that value of colour_plane_id shall be in the order of increasing coding tree block address in tile scan order for the first coding tree block of each coded slice segment NAL unit.

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NOTE 2 – When separate_colour_plane_flag is equal to 0, each coding tree block of a picture is contained in exactly one slice. When separate_colour_plane_flag is equal to 1, each coding tree block of a colour component is contained in exactly one slice (i.e., information for each coding tree block of a picture is present in exactly three slices and these three slices have different values of colour_plane_id).

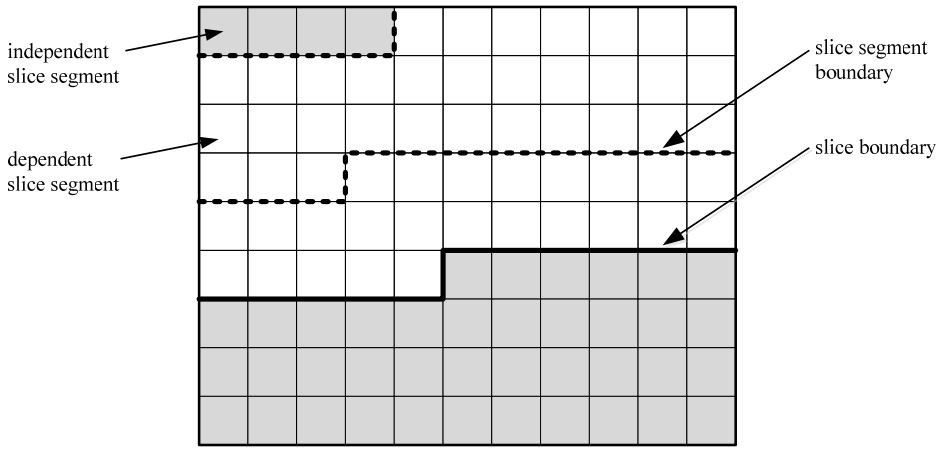


Figure 6-4 – A picture with 11 by 9 luma coding tree blocks that is partitioned into two slices, the first of which is partitioned into three slice segments (informative)

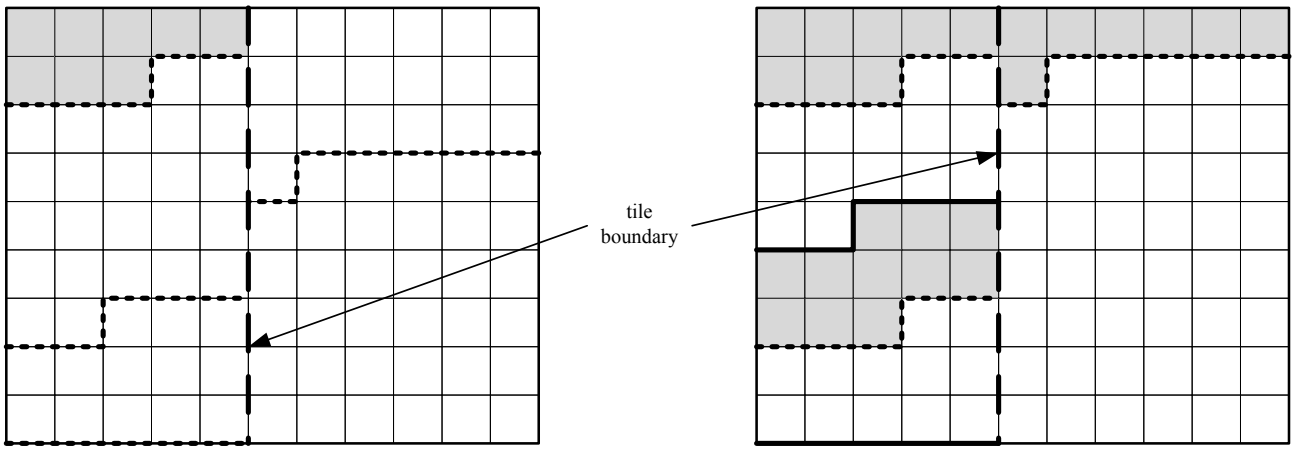


Figure 6-5 – A picture with 11 by 9 luma coding tree blocks that is partitioned into two tiles and one slice (left) or is partitioned into two tiles and three slices (right) (informative)

6.3.2 Block and quadtree structures

The samples are processed in units of coding tree blocks. The array size for each luma coding tree block in both width and height is CtbSizeY in units of samples. The width and height of the array for each chroma coding tree block are CtbWidthC and CtbHeightC, respectively, in units of samples.

Each coding tree block is assigned a partition signalling to identify the block sizes for intra or inter prediction and for transform coding. The partitioning is a recursive quadtree partitioning. The root of the quadtree is associated with the coding tree block. The quadtree is split until a leaf is reached, which is referred to as the coding block. When the component width is not an integer number of the coding tree block size, the coding tree blocks at the right component boundary are incomplete. When the component height is not an integer multiple of the coding tree block size, the coding tree blocks at the bottom component boundary are incomplete.

The coding block is the root node of two trees, the prediction tree and the transform tree. The prediction tree specifies the position and size of prediction blocks. The transform tree specifies the position and size of transform blocks. The splitting information for luma and chroma is identical for the prediction tree and may or may not be identical for the transform tree.

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The blocks and associated syntax structures are encapsulated in a "unit" as follows:

– One prediction block (monochrome picture or separate_colour_plane_flag is equal to 1) or three prediction blocks (luma and chroma) and associated prediction syntax structures units are encapsulated in a prediction unit.

– One transform block (monochrome picture or separate_colour_plane_flag is equal to 1) or three transform blocks (luma and chroma) and associated transform syntax structures units are encapsulated in a transform unit.

– One coding block (monochrome picture or separate_colour_plane_flag is equal to 1) or three coding blocks (luma and chroma), the associated coding syntax structures and the associated prediction and transform units are encapsulated in a coding unit.

– One coding tree block (monochrome picture or separate_colour_plane_flag is equal to 1) or three coding tree blocks (luma and chroma), the associated coding tree syntax structures and the associated coding units are encapsulated in a coding tree unit.

6.3.3 Spatial or component-wise partionings

The following divisions of processing elements of this Specification form spatial or component-wise partitionings:

– The division of each picture into components

– The division of each component into coding tree blocks

– The division of each picture into tile columns

– The division of each picture into tile rows

– The division of each tile column into tiles

– The division of each tile row into tiles

– The division of each tile into coding tree units

– The division of each picture into slices

– The division of each slice into slice segments

– The division of each slice segment into coding tree units

– The division of each coding tree unit into coding tree blocks

– The division of each coding tree block into coding blocks, except that the coding tree blocks are incomplete at the right component boundary when the component width is not an integer multiple of the coding tree block size and the coding tree blocks are incomplete at the bottom component boundary when the component height is not an integer multiple of the coding tree block size

– The division of each coding tree unit into coding units, except that the coding tree units are incomplete at the right picture boundary when the picture width in luma samples is not an integer multiple of the luma coding tree block size and the coding tree units are incomplete at the bottom picture boundary when the picture height in luma samples is not an integer multiple of the luma coding tree block size

– The division of each coding unit into prediction units

– The division of each coding unit into transform units

– The division of each coding unit into coding blocks

– The division of each coding block into prediction blocks

– The division of each coding block into transform blocks

– The division of each prediction unit into prediction blocks

– The division of each transform unit into transform blocks.

6.4 Availability processes

6.4.1 Derivation process for z-scan order block availability

Inputs to this process are:

– The luma location (xCurr, yCurr) of the top-left sample of the current block relative to the top-left luma sample of the current picture

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– The luma location (xNbY, yNbY) covered by a neighbouring block relative to the top-left luma sample of the current picture.

Output of this process is the availability of the neighbouring block covering the location (xNbY, yNbY), denoted as availableN.

The minimum luma block address in z-scan order minBlockAddrCurr of the current block is derived as follows:

minBlockAddrCurr = MinTbAddrZs[xCurr >> Log2MinTrafoSize][yCurr >> Log2MinTrafoSize] (6-1)

The minimum luma block address in z-scan order minBlockAddrN of the neighbouring block covering the location (xNbY, yNbY) is derived as follows:

– If one or more of the following conditions are true, minBlockAddrN is set equal to −1:
  – xNbY is less than 0
  – yNbY is less than 0
  – xNbY is greater than or equal to pic_width_in_luma_samples
  – yNbY is greater than or equal to pic_height_in_luma_samples
– Otherwise (xNbY and yNbY are inside the picture boundaries),

minBlockAddrN = MinTbAddrZs[xNbY >> Log2MinTrafoSize][yNbY >> Log2MinTrafoSize] (6-2)

The neighbouring block availability availableN is derived as follows:

– If one or more of the following conditions are true, availableN is set equal to FALSE:
  – minBlockAddrN is less than 0,
  – minBlockAddrN is greater than minBlockAddrCurr,
  – the variable SliceAddrRs associated with the slice segment containing the neighbouring block with the minimum luma block address minBlockAddrN differs in value from the variable SliceAddrRs associated with the slice segment containing the current block with the minimum luma block address minBlockAddrCurr.
  – the neighbouring block with the minimum luma block address minBlockAddrN is contained in a different tile than the current block with the minimum luma block address minBlockAddrCurr.
– Otherwise, availableN is set equal to TRUE.

6.4.2 Derivation process for prediction block availability

Inputs to this process are:

– the luma location (xCb, yCb) of the top-left sample of the current luma coding block relative to the top-left luma sample of the current picture,
– a variable nCbS specifying the size of the current luma coding block,
– the luma location (xPb, yPb) of the top-left sample of the current luma prediction block relative to the top-left luma sample of the current picture,
– two variables nPbW and nPbH specifying the width and the height of the current luma prediction block,
– a variable partIdx specifying the partition index of the current prediction unit within the current coding unit,
– the luma location (xNbY, yNbY) covered by a neighbouring prediction block relative to the top-left luma sample of the current picture.

Output of this process is the availability of the neighbouring prediction block covering the location (xNbY, yNbY), denoted as availableN is derived as follows:

The variable sameCb specifying whether the current luma prediction block and the neighbouring luma prediction block cover the same luma coding block.

– If all of the following conditions are true, sameCb is set equal to TRUE:
  – xCb is less than or equal than xNbY,
  – yCb is less than or equal than yNbY,
  – (xCb + nCbS) is greater than xNbY,

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– (yCb + nCbS) is greater than yNbY.

– Otherwise, sameCb is set equal to FALSE.

The neighbouring prediction block availability availableN is derived as follows:

– If sameCb is equal to FALSE, the derivation process for z-scan order block availability as specified in clause 6.4.1 is invoked with (xCurr, yCurr) set equal to (xPb, yPb) and the luma location (xNbY, yNbY) as inputs, and the output is assigned to availableN.

– Otherwise, if all of the following conditions are true, availableN is set equal to FALSE:

  – (nPbW << 1) is equal to nCbS,

  – (nPbH << 1) is equal to nCbS,

  – partIdx is equal to 1,

  – (yCb + nPbH) is less than or equal to yNbY,

  – (xCb + nPbW) is greater than xNbY.

– Otherwise, availableN is set equal to TRUE.

When availableN is equal to TRUE and CuPredMode[xNbY][yNbY] is equal to MODE_INTRA, availableN is set equal to FALSE.

6.5 Scanning processes

6.5.1 Coding tree block raster and tile scanning conversion process

The list colWidth[i] for i ranging from 0 to num_tile_columns_minus1, inclusive, specifying the width of the i-th tile column in units of CTBs, is derived as follows:

```
if( uniform_spacing_flag )
    for( i = 0; i <= num_tile_columns_minus1; i++ )
        colWidth[ i ] = ( ( i + 1 ) * PicWidthInCtbsY ) / ( num_tile_columns_minus1 + 1 ) −
                        ( i * PicWidthInCtbsY ) / ( num_tile_columns_minus1 + 1 )
else {
    colWidth[ num_tile_columns_minus1 ] = PicWidthInCtbsY                                   (6-3)
    for( i = 0; i < num_tile_columns_minus1; i++ ) {
        colWidth[ i ] = column_width_minus1[ i ] + 1
        colWidth[ num_tile_columns_minus1 ] −= colWidth[ i ]
    }
}
```

The list rowHeight[j] for j ranging from 0 to num_tile_rows_minus1, inclusive, specifying the height of the j-th tile row in units of CTBs, is derived as follows:

```
if( uniform_spacing_flag )
    for( j = 0; j <= num_tile_rows_minus1; j++ )
        rowHeight[ j ] = ( ( j + 1 ) * PicHeightInCtbsY ) / ( num_tile_rows_minus1 + 1 ) −
                         ( j * PicHeightInCtbsY ) / ( num_tile_rows_minus1 + 1 )
else {
    rowHeight[ num_tile_rows_minus1 ] = PicHeightInCtbsY                                    (6-4)
    for( j = 0; j < num_tile_rows_minus1; j++ ) {
        rowHeight[ j ] = row_height_minus1[ j ] + 1
        rowHeight[ num_tile_rows_minus1 ] −= rowHeight[ j ]
    }
}
```

The list colBd[i] for i ranging from 0 to num_tile_columns_minus1 + 1, inclusive, specifying the location of the i-th tile column boundary in units of coding tree blocks, is derived as follows:

```
for( colBd[ 0 ] = 0, i = 0; i <= num_tile_columns_minus1; i++ )
    colBd[ i + 1 ] = colBd[ i ] + colWidth[ i ]                                             (6-5)
```

The list rowBd[j] for j ranging from 0 to num_tile_rows_minus1 + 1, inclusive, specifying the location of the j-th tile row boundary in units of coding tree blocks, is derived as follows:

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```
for( rowBd[ 0 ] = 0, j = 0; j <= num_tile_rows_minus1; j++ )
    rowBd[ j + 1 ] = rowBd[ j ] + rowHeight[ j ]                                    (6-6)
```

The list CtbAddrRsToTs[ctbAddrRs] for ctbAddrRs ranging from 0 to PicSizeInCtbsY − 1, inclusive, specifying the conversion from a CTB address in CTB raster scan of a picture to a CTB address in tile scan, is derived as follows:

```
for( ctbAddrRs = 0; ctbAddrRs < PicSizeInCtbsY; ctbAddrRs++ ) {
    tbX = ctbAddrRs % PicWidthInCtbsY
    tbY = ctbAddrRs / PicWidthInCtbsY
    for( i = 0; i <= num_tile_columns_minus1; i++ )
        if( tbX >= colBd[ i ] )
            tileX = i
    for( j = 0; j <= num_tile_rows_minus1; j++ )                                   (6-7)
        if( tbY >= rowBd[ j ] )
            tileY = j
    CtbAddrRsToTs[ ctbAddrRs ] = 0
    for( i = 0; i < tileX; i++ )
        CtbAddrRsToTs[ ctbAddrRs ] += rowHeight[ tileY ] * colWidth[ i ]
    for( j = 0; j < tileY; j++ )
        CtbAddrRsToTs[ ctbAddrRs ] += PicWidthInCtbsY * rowHeight[ j ]
    CtbAddrRsToTs[ ctbAddrRs ] += ( tbY − rowBd[ tileY ] ) * colWidth[ tileX ] + tbX − colBd[ tileX ]
}
```

The list CtbAddrTsToRs[ctbAddrTs] for ctbAddrTs ranging from 0 to PicSizeInCtbsY − 1, inclusive, specifying the conversion from a CTB address in tile scan to a CTB address in CTB raster scan of a picture, is derived as follows:

```
for( ctbAddrRs = 0; ctbAddrRs < PicSizeInCtbsY; ctbAddrRs++ )                      (6-8)
    CtbAddrTsToRs[ CtbAddrRsToTs[ ctbAddrRs ] ] = ctbAddrRs
```

The list TileId[ctbAddrTs] for ctbAddrTs ranging from 0 to PicSizeInCtbsY − 1, inclusive, specifying the conversion from a CTB address in tile scan to a tile ID, is derived as follows:

```
for( j = 0, tileIdx = 0; j <= num_tile_rows_minus1; j++ )
    for( i = 0; i <= num_tile_columns_minus1; i++, tileIdx++ )
        for( y = rowBd[ j ]; y < rowBd[ j + 1 ]; y++ )                             (6-9)
            for( x = colBd[ i ]; x < colBd[ i + 1 ]; x++ )
                    TileId[ CtbAddrRsToTs[ y * PicWidthInCtbsY+ x ] ] = tileIdx
```

The values of ColumnWidthInLumaSamples[i], specifying the width of the i-th tile column in units of luma samples, are set equal to colWidth[i] << CtbLog2SizeY for i ranging from 0 to num_tile_columns_minus1, inclusive.

The values of RowHeightInLumaSamples[j], specifying the height of the j-th tile row in units of luma samples, are set equal to rowHeight[j] << CtbLog2SizeY for j ranging from 0 to num_tile_rows_minus1, inclusive.

6.5.2 Z-scan order array initialization process

The array MinTbAddrZs with elements MinTbAddrZs[x][y] for x ranging from 0 to (PicWidthInCtbsY << (CtbLog2SizeY − Log2MinTrafoSize)) − 1, inclusive, and y ranging from 0 to (PicHeightInCtbsY << (CtbLog2SizeY − Log2MinTrafoSize)) − 1, specifying the conversion from a location (x, y) in units of minimum blocks to a minimum block address in z-scan order, inclusive is derived as follows:

```
for( y = 0; y < ( PicHeightInCtbsY << ( CtbLog2SizeY − Log2MinTrafoSize ) ); y++ )
    for( x = 0; x < ( PicWidthInCtbsY << ( CtbLog2SizeY − Log2MinTrafoSize ) ); x++) {
        tbX = ( x << Log2MinTrafoSize ) >> CtbLog2SizeY
        tbY = ( y << Log2MinTrafoSize ) >> CtbLog2SizeY
        ctbAddrRs = PicWidthInCtbsY * tbY + tbX
        MinTbAddrZs[ x ][ y ] = CtbAddrRsToTs[ ctbAddrRs ] <<                      (6-10)
                ( ( CtbLog2SizeY − Log2MinTrafoSize ) * 2 )
        for( i = 0, p = 0; i < ( CtbLog2SizeY − Log2MinTrafoSize ); i++ ) {
            m = 1 << i
            p += ( m & x ? m * m : 0 ) + ( m & y ? 2 * m * m : 0 )
        }
        MinTbAddrZs[ x ][ y ] += p
    }
```

6.5.3 Up-right diagonal scan order array initialization process

Input to this process is a block size blkSize.

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Output of this process is the array diagScan[sPos][sComp]. The array index sPos specify the scan position ranging from 0 to (blkSize * blkSize) − 1. The array index sComp equal to 0 specifies the horizontal component and the array index sComp equal to 1 specifies the vertical component. Depending on the value of blkSize, the array diagScan is derived as follows:

```
i = 0
x = 0
y = 0
stopLoop = FALSE
while( !stopLoop ) {
    while( y  >=  0 ) {
        if( x < blkSize  &&  y < blkSize ) {
            diagScan[ i ][ 0 ] = x
            diagScan[ i ][ 1 ] = y
            i++
        }
        y− −
        x++
    }
    y = x
    x = 0
    if( i  >=  blkSize * blkSize )
        stopLoop = TRUE
}
```

(6-11)

6.5.4 Horizontal scan order array initialization process

Input to this process is a block size blkSize.

Output of this process is the array horScan[sPos][sComp]. The array index sPos specifies the scan position ranging from 0 to (blkSize * blkSize) − 1. The array index sComp equal to 0 specifies the horizontal component and the array index sComp equal to 1 specifies the vertical component. Depending on the value of blkSize, the array horScan is derived as follows:

```
i = 0
for( y = 0; y  < blkSize; y++ )
    for( x = 0; x < blkSize; x++ ) {
        horScan[ i ][ 0 ] = x
        horScan[ i ][ 1 ] = y
        i++
    }
```

(6-12)

6.5.5 Vertical scan order array initialization process

Input to this process is a block size blkSize.

Output of this process is the array verScan[sPos][sComp]. The array index sPos specifies the scan position ranging from 0 to (blkSize * blkSize) − 1. The array index sComp equal to 0 specifies the horizontal component and the array index sComp equal to 1 specifies the vertical component. Depending on the value of blkSize, the array verScan is derived as follows:

```
i = 0
for( x = 0; x  < blkSize; x++ )
    for( y = 0; y < blkSize; y++ ) {
        verScan[ i ][ 0 ] = x
        verScan[ i ][ 1 ] = y
        i++
    }
```

(6-13)

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7 Syntax and semantics

7.1 Method of specifying syntax in tabular form

The syntax tables specify a superset of the syntax of all allowed bitstreams. Additional constraints on the syntax may be specified, either directly or indirectly, in other clauses.

NOTE – An actual decoder should implement some means for identifying entry points into the bitstream and some means to identify and handle non-conforming bitstreams. The methods for identifying and handling errors and other such situations are not specified in this Specification.

The following table lists examples of the syntax specification format. When **syntax_element** appears, it specifies that a syntax element is parsed from the bitstream and the bitstream pointer is advanced to the next position beyond the syntax element in the bitstream parsing process.

	Descriptor
/* A statement can be a syntax element with an associated descriptor or can be an expression used to specify conditions for the existence, type, and quantity of syntax elements, as in the following two examples */	
syntax_element	ue(v)
conditioning statement	
/* A group of statements enclosed in curly brackets is a compound statement and is treated functionally as a single statement. */	
{	
statement	
statement	
…	
}	
/* A "while" structure specifies a test of whether a condition is true, and if true, specifies evaluation of a statement (or compound statement) repeatedly until the condition is no longer true */	
while(condition)	
statement	
/* A "do … while" structure specifies evaluation of a statement once, followed by a test of whether a condition is true, and if true, specifies repeated evaluation of the statement until the condition is no longer true */	
do	
statement	
while(condition)	
/* An "if … else" structure specifies a test of whether a condition is true and, if the condition is true, specifies evaluation of a primary statement, otherwise, specifies evaluation of an alternative statement. The "else" part of the structure and the associated alternative statement is omitted if no alternative statement evaluation is needed */	
if(condition)	
primary statement	
else	
alternative statement	
/* A "for" structure specifies evaluation of an initial statement, followed by a test of a condition, and if the condition is true, specifies repeated evaluation of a primary statement followed by a subsequent statement until the condition is no longer true. */	
for(initial statement; condition; subsequent statement)	
primary statement	

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7.2 Specification of syntax functions and descriptors

The functions presented here are used in the syntactical description. These functions are expressed in terms of the value of a bitstream pointer that indicates the position of the next bit to be read by the decoding process from the bitstream.

byte_aligned( ) is specified as follows:

- If the current position in the bitstream is on a byte boundary, i.e., the next bit in the bitstream is the first bit in a byte, the return value of byte_aligned( ) is equal to TRUE.
- Otherwise, the return value of byte_aligned( ) is equal to FALSE.

more_data_in_byte_stream( ), which is used only in the byte stream NAL unit syntax structure specified in Annex B, is specified as follows:

- If more data follow in the byte stream, the return value of more_data_in_byte_stream( ) is equal to TRUE.
- Otherwise, the return value of more_data_in_byte_stream( ) is equal to FALSE.

more_data_in_payload( ) is specified as follows:

- If byte_aligned( ) is equal to TRUE and the current position in the sei_payload( ) syntax structure is 8 * payloadSize bits from the beginning of the sei_payload( ) syntax structure, the return value of more_data_in_payload( ) is equal to FALSE.
- Otherwise, the return value of more_data_in_payload( ) is equal to TRUE.

more_rbsp_data( ) is specified as follows:

- If there is no more data in the RBSP, the return value of more_rbsp_data( ) is equal to FALSE.
- Otherwise, the RBSP data are searched for the last (least significant, right-most) bit equal to 1 that is present in the RBSP. Given the position of this bit, which is the first bit (rbsp_stop_one_bit) of the rbsp_trailing_bits( ) syntax structure, the following applies:
  - If there is more data in an RBSP before the rbsp_trailing_bits( ) syntax structure, the return value of more_rbsp_data( ) is equal to TRUE.
  - Otherwise, the return value of more_rbsp_data( ) is equal to FALSE.

  The method for enabling determination of whether there is more data in the RBSP is specified by the application (or in Annex B for applications that use the byte stream format).

more_rbsp_trailing_data( ) is specified as follows:

- If there is more data in an RBSP, the return value of more_rbsp_trailing_data( ) is equal to TRUE.
- Otherwise, the return value of more_rbsp_trailing_data( ) is equal to FALSE.

payload_extension_present( ) is specified as follows:

- If the current position in the sei_payload( ) syntax structure is not the position of the last (least significant, right-most) bit that is equal to 1 that is less than 8 * payloadSize bits from the beginning of the syntax structure (i.e., the position of the bit_equal_to_one syntax element), the return value of payload_extension_present( ) is equal to TRUE.
- Otherwise, the return value of payload_extension_present( ) is equal to FALSE.

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next_bits(n) provides the next bits in the bitstream for comparison purposes, without advancing the bitstream pointer. Provides a look at the next n bits in the bitstream with n being its argument. When used within the byte stream format as specified in Annex B and fewer than n bits remain within the byte stream, next_bits(n) returns a value of 0.

read_bits(n) reads the next n bits from the bitstream and advances the bitstream pointer by n bit positions. When n is equal to 0, read_bits(n) is specified to return a value equal to 0 and to not advance the bitstream pointer.

The following descriptors specify the parsing process of each syntax element:

- ae(v): context-adaptive arithmetic entropy-coded syntax element. The parsing process for this descriptor is specified in clause 9.3.
- b(8): byte having any pattern of bit string (8 bits). The parsing process for this descriptor is specified by the return value of the function read_bits(8).
- f(n): fixed-pattern bit string using n bits written (from left to right) with the left bit first. The parsing process for this descriptor is specified by the return value of the function read_bits(n).
- se(v): signed integer 0-th order Exp-Golomb-coded syntax element with the left bit first. The parsing process for this descriptor is specified in clause 9.2.
- u(n): unsigned integer using n bits. When n is "v" in the syntax table, the number of bits varies in a manner dependent on the value of other syntax elements. The parsing process for this descriptor is specified by the return value of the function read_bits(n) interpreted as a binary representation of an unsigned integer with most significant bit written first.
- ue(v): unsigned integer 0-th order Exp-Golomb-coded syntax element with the left bit first. The parsing process for this descriptor is specified in clause 9.2.

7.3 Syntax in tabular form

7.3.1 NAL unit syntax

7.3.1.1 General NAL unit syntax

nal_unit(NumBytesInNalUnit) {	**Descriptor**
nal_unit_header( )	
NumBytesInRbsp = 0	
for(i = 2; i < NumBytesInNalUnit; i++)	
if(i + 2 < NumBytesInNalUnit && next_bits(24) == 0x000003) {	
rbsp_byte[NumBytesInRbsp++]	b(8)
rbsp_byte[NumBytesInRbsp++]	b(8)
i += 2	
emulation_prevention_three_byte /* equal to 0x03 */	f(8)
} else	
rbsp_byte[NumBytesInRbsp++]	b(8)
}	

7.3.1.2 NAL unit header syntax

nal_unit_header( ) {	**Descriptor**
forbidden_zero_bit	f(1)
nal_unit_type	u(6)
nuh_layer_id	u(6)
nuh_temporal_id_plus1	u(3)
}	

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7.3.2 Raw byte sequence payloads, trailing bits, and byte alignment syntax

7.3.2.1 Video parameter set RBSP syntax

video_parameter_set_rbsp( ) {	Descriptor
vps_video_parameter_set_id	u(4)
vps_reserved_three_2bits	u(2)
vps_max_layers_minus1	u(6)
vps_max_sub_layers_minus1	u(3)
vps_temporal_id_nesting_flag	u(1)
vps_reserved_0xffff_16bits	u(16)
profile_tier_level(vps_max_sub_layers_minus1)	
vps_sub_layer_ordering_info_present_flag	u(1)
for(i = (vps_sub_layer_ordering_info_present_flag ? 0 : vps_max_sub_layers_minus1); i <= vps_max_sub_layers_minus1; i++) {	
vps_max_dec_pic_buffering_minus1[i]	ue(v)
vps_max_num_reorder_pics[i]	ue(v)
vps_max_latency_increase_plus1[i]	ue(v)
}	
vps_max_layer_id	u(6)
vps_num_layer_sets_minus1	ue(v)
for(i = 1; i <= vps_num_layer_sets_minus1; i++)	
for(j = 0; j <= vps_max_layer_id; j++)	
layer_id_included_flag[i][j]	u(1)
vps_timing_info_present_flag	u(1)
if(vps_timing_info_present_flag) {	
vps_num_units_in_tick	u(32)
vps_time_scale	u(32)
vps_poc_proportional_to_timing_flag	u(1)
if(vps_poc_proportional_to_timing_flag)	
vps_num_ticks_poc_diff_one_minus1	ue(v)
vps_num_hrd_parameters	ue(v)
for(i = 0; i < vps_num_hrd_parameters; i++) {	
hrd_layer_set_idx[i]	ue(v)
if(i > 0)	
cprms_present_flag[i]	u(1)
hrd_parameters(cprms_present_flag[i], vps_max_sub_layers_minus1)	
}	
}	
vps_extension_flag	u(1)
if(vps_extension_flag)	
while(more_rbsp_data( ))	
vps_extension_data_flag	u(1)
rbsp_trailing_bits( )	
}	

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7.3.2.2 Sequence parameter set RBSP syntax

seq_parameter_set_rbsp( ) {	**Descriptor**
sps_video_parameter_set_id	u(4)
sps_max_sub_layers_minus1	u(3)
sps_temporal_id_nesting_flag	u(1)
profile_tier_level(sps_max_sub_layers_minus1)	
sps_seq_parameter_set_id	ue(v)
chroma_format_idc	ue(v)
if(chroma_format_idc == 3)	
separate_colour_plane_flag	u(1)
pic_width_in_luma_samples	ue(v)
pic_height_in_luma_samples	ue(v)
conformance_window_flag	u(1)
if(conformance_window_flag) {	
conf_win_left_offset	ue(v)
conf_win_right_offset	ue(v)
conf_win_top_offset	ue(v)
conf_win_bottom_offset	ue(v)
}	
bit_depth_luma_minus8	ue(v)
bit_depth_chroma_minus8	ue(v)
log2_max_pic_order_cnt_lsb_minus4	ue(v)
sps_sub_layer_ordering_info_present_flag	u(1)
for(i = (sps_sub_layer_ordering_info_present_flag ? 0 : sps_max_sub_layers_minus1); i <= sps_max_sub_layers_minus1; i++) {	
sps_max_dec_pic_buffering_minus1[i]	ue(v)
sps_max_num_reorder_pics[i]	ue(v)
sps_max_latency_increase_plus1[i]	ue(v)
}	
log2_min_luma_coding_block_size_minus3	ue(v)
log2_diff_max_min_luma_coding_block_size	ue(v)
log2_min_transform_block_size_minus2	ue(v)
log2_diff_max_min_transform_block_size	ue(v)
max_transform_hierarchy_depth_inter	ue(v)
max_transform_hierarchy_depth_intra	ue(v)
scaling_list_enabled_flag	u(1)
if(scaling_list_enabled_flag) {	
sps_scaling_list_data_present_flag	u(1)
if(sps_scaling_list_data_present_flag)	
scaling_list_data( )	
}	
amp_enabled_flag	u(1)
sample_adaptive_offset_enabled_flag	u(1)
pcm_enabled_flag	u(1)
if(pcm_enabled_flag) {	
pcm_sample_bit_depth_luma_minus1	u(4)
pcm_sample_bit_depth_chroma_minus1	u(4)

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log2_min_pcm_luma_coding_block_size_minus3	ue(v)
log2_diff_max_min_pcm_luma_coding_block_size	ue(v)
pcm_loop_filter_disabled_flag	u(1)
}	
num_short_term_ref_pic_sets	ue(v)
for(i = 0; i < num_short_term_ref_pic_sets; i++)	
short_term_ref_pic_set(i)	
long_term_ref_pics_present_flag	u(1)
if(long_term_ref_pics_present_flag) {	
num_long_term_ref_pics_sps	ue(v)
for(i = 0; i < num_long_term_ref_pics_sps; i++) {	
lt_ref_pic_poc_lsb_sps[i]	u(v)
used_by_curr_pic_lt_sps_flag[i]	u(1)
}	
}	
sps_temporal_mvp_enabled_flag	u(1)
strong_intra_smoothing_enabled_flag	u(1)
vui_parameters_present_flag	u(1)
if(vui_parameters_present_flag)	
vui_parameters( )	
sps_extension_flag	u(1)
if(sps_extension_flag)	
while(more_rbsp_data( ))	
sps_extension_data_flag	u(1)
rbsp_trailing_bits( )	
}	

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7.3.2.3 Picture parameter set RBSP syntax

pic_parameter_set_rbsp( ) {	Descriptor
pps_pic_parameter_set_id	ue(v)
pps_seq_parameter_set_id	ue(v)
dependent_slice_segments_enabled_flag	u(1)
output_flag_present_flag	u(1)
num_extra_slice_header_bits	u(3)
sign_data_hiding_enabled_flag	u(1)
cabac_init_present_flag	u(1)
num_ref_idx_l0_default_active_minus1	ue(v)
num_ref_idx_l1_default_active_minus1	ue(v)
init_qp_minus26	se(v)
constrained_intra_pred_flag	u(1)
transform_skip_enabled_flag	u(1)
cu_qp_delta_enabled_flag	u(1)
if(cu_qp_delta_enabled_flag)	
diff_cu_qp_delta_depth	ue(v)
pps_cb_qp_offset	se(v)
pps_cr_qp_offset	se(v)
pps_slice_chroma_qp_offsets_present_flag	u(1)
weighted_pred_flag	u(1)
weighted_bipred_flag	u(1)
transquant_bypass_enabled_flag	u(1)
tiles_enabled_flag	u(1)
entropy_coding_sync_enabled_flag	u(1)
if(tiles_enabled_flag) {	
num_tile_columns_minus1	ue(v)
num_tile_rows_minus1	ue(v)
uniform_spacing_flag	u(1)
if(!uniform_spacing_flag) {	
for(i = 0; i < num_tile_columns_minus1; i++)	
column_width_minus1[i]	ue(v)
for(i = 0; i < num_tile_rows_minus1; i++)	
row_height_minus1[i]	ue(v)
}	
loop_filter_across_tiles_enabled_flag	u(1)
}	
pps_loop_filter_across_slices_enabled_flag	u(1)
deblocking_filter_control_present_flag	u(1)
if(deblocking_filter_control_present_flag) {	
deblocking_filter_override_enabled_flag	u(1)
pps_deblocking_filter_disabled_flag	u(1)
if(!pps_deblocking_filter_disabled_flag) {	
pps_beta_offset_div2	se(v)
pps_tc_offset_div2	se(v)
}	
}	

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pps_scaling_list_data_present_flag	u(1)
if(pps_scaling_list_data_present_flag)	
scaling_list_data( )	
lists_modification_present_flag	u(1)
log2_parallel_merge_level_minus2	ue(v)
slice_segment_header_extension_present_flag	u(1)
pps_extension_flag	u(1)
if(pps_extension_flag)	
while(more_rbsp_data( ))	
pps_extension_data_flag	u(1)
rbsp_trailing_bits( )	
}	

7.3.2.4 Supplemental enhancement information RBSP syntax

sei_rbsp( ) {	**Descriptor**
do	
sei_message( )	
while(more_rbsp_data( ))	
rbsp_trailing_bits( )	
}	

7.3.2.5 Access unit delimiter RBSP syntax

access_unit_delimiter_rbsp( ) {	**Descriptor**
pic_type	u(3)
rbsp_trailing_bits( )	
}	

7.3.2.6 End of sequence RBSP syntax

end_of_seq_rbsp( ) {	**Descriptor**
}	

7.3.2.7 End of bitstream RBSP syntax

end_of_bitstream_rbsp( ) {	**Descriptor**
}	

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7.3.2.8 Filler data RBSP syntax

filler_data_rbsp( ) {	Descriptor
while(next_bits(8) == 0xFF)	
ff_byte /* equal to 0xFF */	f(8)
rbsp_trailing_bits( )	
}	

7.3.2.9 Slice segment layer RBSP syntax

slice_segment_layer_rbsp( ) {	Descriptor
slice_segment_header( )	
slice_segment_data( )	
rbsp_slice_segment_trailing_bits( )	
}	

7.3.2.10 RBSP slice segment trailing bits syntax

rbsp_slice_segment_trailing_bits( ) {	Descriptor
rbsp_trailing_bits( )	
while(more_rbsp_trailing_data( ))	
cabac_zero_word /* equal to 0x0000 */	f(16)
}	

7.3.2.11 RBSP trailing bits syntax

rbsp_trailing_bits( ) {	Descriptor
rbsp_stop_one_bit /* equal to 1 */	f(1)
while(!byte_aligned( ))	
rbsp_alignment_zero_bit /* equal to 0 */	f(1)
}	

7.3.2.12 Byte alignment syntax

byte_alignment( ) {	Descriptor
alignment_bit_equal_to_one /* equal to 1 */	f(1)
while(!byte_aligned( ))	
alignment_bit_equal_to_zero /* equal to 0 */	f(1)
}	

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7.3.3 Profile, tier and level syntax

profile_tier_level(maxNumSubLayersMinus1) {	Descriptor
general_profile_space	u(2)
general_tier_flag	u(1)
general_profile_idc	u(5)
for(j = 0; j < 32; j++)	
general_profile_compatibility_flag[j]	u(1)
general_progressive_source_flag	u(1)
general_interlaced_source_flag	u(1)
general_non_packed_constraint_flag	u(1)
general_frame_only_constraint_flag	u(1)
general_reserved_zero_44bits	u(44)
general_level_idc	u(8)
for(i = 0; i < maxNumSubLayersMinus1; i++) {	
sub_layer_profile_present_flag[i]	u(1)
sub_layer_level_present_flag[i]	u(1)
}	
if(maxNumSubLayersMinus1 > 0)	
for(i = maxNumSubLayersMinus1; i < 8; i++)	
reserved_zero_2bits[i]	u(2)
for(i = 0; i < maxNumSubLayersMinus1; i++) {	
if(sub_layer_profile_present_flag[i]) {	
sub_layer_profile_space[i]	u(2)
sub_layer_tier_flag[i]	u(1)
sub_layer_profile_idc[i]	u(5)
for(j = 0; j < 32; j++)	
sub_layer_profile_compatibility_flag[i][j]	u(1)
sub_layer_progressive_source_flag[i]	u(1)
sub_layer_interlaced_source_flag[i]	u(1)
sub_layer_non_packed_constraint_flag[i]	u(1)
sub_layer_frame_only_constraint_flag[i]	u(1)
sub_layer_reserved_zero_44bits[i]	u(44)
}	
if(sub_layer_level_present_flag[i])	
sub_layer_level_idc[i]	u(8)
}	
}	

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7.3.4 Scaling list data syntax

scaling_list_data( ) {	Descriptor
for(sizeId = 0; sizeId < 4; sizeId++)	
for(matrixId = 0; matrixId < ((sizeId == 3) ? 2 : 6); matrixId++) {	
scaling_list_pred_mode_flag[sizeId][matrixId]	u(1)
if(!scaling_list_pred_mode_flag[sizeId][matrixId])	
scaling_list_pred_matrix_id_delta[sizeId][matrixId]	ue(v)
else {	
nextCoef = 8	
coefNum = Min(64, (1 << (4 + (sizeId << 1))))	
if(sizeId > 1) {	
scaling_list_dc_coef_minus8[sizeId − 2][matrixId]	se(v)
nextCoef = scaling_list_dc_coef_minus8[sizeId − 2][matrixId] + 8	
}	
for(i = 0; i < coefNum; i++) {	
scaling_list_delta_coef	se(v)
nextCoef = (nextCoef + scaling_list_delta_coef + 256) % 256	
ScalingList[sizeId][matrixId][i] = nextCoef	
}	
}	
}	
}	

7.3.5 Supplemental enhancement information message syntax

sei_message( ) {	Descriptor
payloadType = 0	
while(next_bits(8) == 0xFF) {	
ff_byte /* equal to 0xFF */	f(8)
payloadType += 255	
}	
last_payload_type_byte	u(8)
payloadType += last_payload_type_byte	
payloadSize = 0	
while(next_bits(8) == 0xFF) {	
ff_byte /* equal to 0xFF */	f(8)
payloadSize += 255	
}	
last_payload_size_byte	u(8)
payloadSize += last_payload_size_byte	
sei_payload(payloadType, payloadSize)	
}	

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7.3.6 Slice segment header syntax

7.3.6.1 General slice segment header syntax

slice_segment_header( ) {	Descriptor
first_slice_segment_in_pic_flag	u(1)
if(nal_unit_type >= BLA_W_LP && nal_unit_type <= RSV_IRAP_VCL23)	
no_output_of_prior_pics_flag	u(1)
slice_pic_parameter_set_id	ue(v)
if(!first_slice_segment_in_pic_flag) {	
if(dependent_slice_segments_enabled_flag)	
dependent_slice_segment_flag	u(1)
slice_segment_address	u(v)
}	
if(!dependent_slice_segment_flag) {	
for(i = 0; i < num_extra_slice_header_bits; i++)	
slice_reserved_flag[i]	u(1)
slice_type	ue(v)
if(output_flag_present_flag)	
pic_output_flag	u(1)
if(separate_colour_plane_flag = = 1)	
colour_plane_id	u(2)
if(nal_unit_type != IDR_W_RADL && nal_unit_type != IDR_N_LP) {	
slice_pic_order_cnt_lsb	u(v)
short_term_ref_pic_set_sps_flag	u(1)
if(!short_term_ref_pic_set_sps_flag)	
short_term_ref_pic_set(num_short_term_ref_pic_sets)	
else if(num_short_term_ref_pic_sets > 1)	
short_term_ref_pic_set_idx	u(v)
if(long_term_ref_pics_present_flag) {	
if(num_long_term_ref_pics_sps > 0)	
num_long_term_sps	ue(v)
num_long_term_pics	ue(v)
for(i = 0; i < num_long_term_sps + num_long_term_pics; i++) {	
if(i < num_long_term_sps) {	
if(num_long_term_ref_pics_sps > 1)	
lt_idx_sps[i]	u(v)
} else {	
poc_lsb_lt[i]	u(v)
used_by_curr_pic_lt_flag[i]	u(1)
}	
delta_poc_msb_present_flag[i]	u(1)
if(delta_poc_msb_present_flag[i])	
delta_poc_msb_cycle_lt[i]	ue(v)
}	
}	
if(sps_temporal_mvp_enabled_flag)	
slice_temporal_mvp_enabled_flag	u(1)
}	

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if(sample_adaptive_offset_enabled_flag) {	
slice_sao_luma_flag	u(1)
slice_sao_chroma_flag	u(1)
}	
if(slice_type == P || slice_type == B) {	
num_ref_idx_active_override_flag	u(1)
if(num_ref_idx_active_override_flag) {	
num_ref_idx_l0_active_minus1	ue(v)
if(slice_type == B)	
num_ref_idx_l1_active_minus1	ue(v)
}	
if(lists_modification_present_flag && NumPocTotalCurr > 1)	
ref_pic_lists_modification( )	
if(slice_type == B)	
mvd_l1_zero_flag	u(1)
if(cabac_init_present_flag)	
cabac_init_flag	u(1)
if(slice_temporal_mvp_enabled_flag) {	
if(slice_type == B)	
collocated_from_l0_flag	u(1)
if((collocated_from_l0_flag && num_ref_idx_l0_active_minus1 > 0) || (!collocated_from_l0_flag && num_ref_idx_l1_active_minus1 > 0))	
collocated_ref_idx	ue(v)
}	
if((weighted_pred_flag && slice_type == P) || (weighted_bipred_flag && slice_type == B))	
pred_weight_table( )	
five_minus_max_num_merge_cand	ue(v)
}	
slice_qp_delta	se(v)
if(pps_slice_chroma_qp_offsets_present_flag) {	
slice_cb_qp_offset	se(v)
slice_cr_qp_offset	se(v)
}	
if(deblocking_filter_override_enabled_flag)	
deblocking_filter_override_flag	u(1)
if(deblocking_filter_override_flag) {	
slice_deblocking_filter_disabled_flag	u(1)
if(!slice_deblocking_filter_disabled_flag) {	
slice_beta_offset_div2	se(v)
slice_tc_offset_div2	se(v)
}	
}	
if(pps_loop_filter_across_slices_enabled_flag && (slice_sao_luma_flag || slice_sao_chroma_flag || !slice_deblocking_filter_disabled_flag))	
slice_loop_filter_across_slices_enabled_flag	u(1)
}	
if(tiles_enabled_flag || entropy_coding_sync_enabled_flag) {	
num_entry_point_offsets	ue(v)

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if(num_entry_point_offsets > 0) {	
offset_len_minus1	ue(v)
for(i = 0; i < num_entry_point_offsets; i++)	
entry_point_offset_minus1[i]	u(v)
}	
}	
if(slice_segment_header_extension_present_flag) {	
slice_segment_header_extension_length	ue(v)
for(i = 0; i < slice_segment_header_extension_length; i++)	
slice_segment_header_extension_data_byte[i]	u(8)
}	
byte_alignment( )	
}	

7.3.6.2 Reference picture list modification syntax

ref_pic_lists_modification( ) {	**Descriptor**
ref_pic_list_modification_flag_l0	u(1)
if(ref_pic_list_modification_flag_l0)	
for(i = 0; i <= num_ref_idx_l0_active_minus1; i++)	
list_entry_l0[i]	u(v)
if(slice_type == B) {	
ref_pic_list_modification_flag_l1	u(1)
if(ref_pic_list_modification_flag_l1)	
for(i = 0; i <= num_ref_idx_l1_active_minus1; i++)	
list_entry_l1[i]	u(v)
}	
}	

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7.3.6.3 Weighted prediction parameters syntax

pred_weight_table( ) {	**Descriptor**
luma_log2_weight_denom	ue(v)
if(chroma_format_idc != 0)	
delta_chroma_log2_weight_denom	se(v)
for(i = 0; i <= num_ref_idx_l0_active_minus1; i++)	
luma_weight_l0_flag[i]	u(1)
if(chroma_format_idc != 0)	
for(i = 0; i <= num_ref_idx_l0_active_minus1; i++)	
chroma_weight_l0_flag[i]	u(1)
for(i = 0; i <= num_ref_idx_l0_active_minus1; i++) {	
if(luma_weight_l0_flag[i]) {	
delta_luma_weight_l0[i]	se(v)
luma_offset_l0[i]	se(v)
}	
if(chroma_weight_l0_flag[i])	
for(j = 0; j < 2; j++) {	
delta_chroma_weight_l0[i][j]	se(v)
delta_chroma_offset_l0[i][j]	se(v)
}	
}	
if(slice_type = = B) {	
for(i = 0; i <= num_ref_idx_l1_active_minus1; i++)	
luma_weight_l1_flag[i]	u(1)
if(chroma_format_idc != 0)	
for(i = 0; i <= num_ref_idx_l1_active_minus1; i++)	
chroma_weight_l1_flag[i]	u(1)
for(i = 0; i <= num_ref_idx_l1_active_minus1; i++) {	
if(luma_weight_l1_flag[i]) {	
delta_luma_weight_l1[i]	se(v)
luma_offset_l1[i]	se(v)
}	
if(chroma_weight_l1_flag[i])	
for(j = 0; j < 2; j++) {	
delta_chroma_weight_l1[i][j]	se(v)
delta_chroma_offset_l1[i][j]	se(v)
}	
}	
}	
}	

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7.3.7 Short-term reference picture set syntax

short_term_ref_pic_set(stRpsIdx) {	Descriptor
if(stRpsIdx != 0)	
inter_ref_pic_set_prediction_flag	u(1)
if(inter_ref_pic_set_prediction_flag) {	
if(stRpsIdx == num_short_term_ref_pic_sets)	
delta_idx_minus1	ue(v)
delta_rps_sign	u(1)
abs_delta_rps_minus1	ue(v)
for(j = 0; j <= NumDeltaPocs[RefRpsIdx]; j++) {	
used_by_curr_pic_flag[j]	u(1)
if(!used_by_curr_pic_flag[j])	
use_delta_flag[j]	u(1)
}	
} else {	
num_negative_pics	ue(v)
num_positive_pics	ue(v)
for(i = 0; i < num_negative_pics; i++) {	
delta_poc_s0_minus1[i]	ue(v)
used_by_curr_pic_s0_flag[i]	u(1)
}	
for(i = 0; i < num_positive_pics; i++) {	
delta_poc_s1_minus1[i]	ue(v)
used_by_curr_pic_s1_flag[i]	u(1)
}	
}	
}	

7.3.8 Slice segment data syntax

7.3.8.1 General slice segment data syntax

slice_segment_data( ) {	Descriptor
do {	
coding_tree_unit( )	
end_of_slice_segment_flag	ae(v)
CtbAddrInTs++	
CtbAddrInRs = CtbAddrTsToRs[CtbAddrInTs]	
if(!end_of_slice_segment_flag && ((tiles_enabled_flag && TileId[CtbAddrInTs] != TileId[CtbAddrInTs − 1]) || (entropy_coding_sync_enabled_flag && CtbAddrInTs % PicWidthInCtbsY = = 0))) {	
end_of_sub_stream_one_bit /* equal to 1 */	ae(v)
byte_alignment( )	
}	
} while(!end_of_slice_segment_flag)	
}	

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7.3.8.2 Coding tree unit syntax

coding_tree_unit( ) {	Descriptor
xCtb = (CtbAddrInRs % PicWidthInCtbsY) << CtbLog2SizeY	
yCtb = (CtbAddrInRs / PicWidthInCtbsY) << CtbLog2SizeY	
if(slice_sao_luma_flag || slice_sao_chroma_flag)	
sao(xCtb >> CtbLog2SizeY, yCtb >> CtbLog2SizeY)	
coding_quadtree(xCtb, yCtb, CtbLog2SizeY, 0)	
}	

7.3.8.3 Sample adaptive offset syntax

sao(rx, ry){	Descriptor
if(rx > 0) {	
leftCtbInSliceSeg = CtbAddrInRs > SliceAddrRs	
leftCtbInTile = TileId[CtbAddrInTs] == TileId[CtbAddrRsToTs[CtbAddrInRs − 1]]	
if(leftCtbInSliceSeg && leftCtbInTile)	
sao_merge_left_flag	ae(v)
}	
if(ry > 0 && !sao_merge_left_flag) {	
upCtbInSliceSeg = (CtbAddrInRs − PicWidthInCtbsY) >= SliceAddrRs	
upCtbInTile = TileId[CtbAddrInTs] == TileId[CtbAddrRsToTs[CtbAddrInRs − PicWidthInCtbsY]]	
if(upCtbInSliceSeg && upCtbInTile)	
sao_merge_up_flag	ae(v)
}	
if(!sao_merge_up_flag && !sao_merge_left_flag)	
for(cIdx = 0; cIdx < 3; cIdx++)	
if((slice_sao_luma_flag && cIdx == 0) || (slice_sao_chroma_flag && cIdx > 0)) {	
if(cIdx == 0)	
sao_type_idx_luma	ae(v)
else if(cIdx == 1)	
sao_type_idx_chroma	ae(v)
if(SaoTypeIdx[cIdx][rx][ry] != 0) {	
for(i = 0; i < 4; i++)	
sao_offset_abs[cIdx][rx][ry][i]	ae(v)
if(SaoTypeIdx[cIdx][rx][ry] == 1) {	
for(i = 0; i < 4; i++)	
if(sao_offset_abs[cIdx][rx][ry][i] != 0)	
sao_offset_sign[cIdx][rx][ry][i]	ae(v)

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sao_band_position[cIdx][rx][ry]	ae(v)
} else {	
if(cIdx == 0)	
sao_eo_class_luma	ae(v)
if(cIdx == 1)	
sao_eo_class_chroma	ae(v)
}	
}	
}	
}	

7.3.8.4 Coding quadtree syntax

coding_quadtree(x0, y0, log2CbSize, cqtDepth) {	**Descriptor**
if(x0 + (1 << log2CbSize) <= pic_width_in_luma_samples && y0 + (1 << log2CbSize) <= pic_height_in_luma_samples && log2CbSize > MinCbLog2SizeY)	
split_cu_flag[x0][y0]	ae(v)
if(cu_qp_delta_enabled_flag && log2CbSize >= Log2MinCuQpDeltaSize) {	
IsCuQpDeltaCoded = 0	
CuQpDeltaVal = 0	
}	
if(split_cu_flag[x0][y0]) {	
x1 = x0 + (1 << (log2CbSize • 1))	
y1 = y0 + (1 << (log2CbSize • 1))	
coding_quadtree(x0, y0, log2CbSize − 1, cqtDepth + 1)	
if(x1 < pic_width_in_luma_samples)	
coding_quadtree(x1, y0, log2CbSize − 1, cqtDepth + 1)	
if(y1 < pic_height_in_luma_samples)	
coding_quadtree(x0, y1, log2CbSize − 1, cqtDepth + 1)	
if(x1 < pic_width_in_luma_samples && y1 < pic_height_in_luma_samples)	
coding_quadtree(x1, y1, log2CbSize − 1, cqtDepth + 1)	
} else	
coding_unit(x0, y0, log2CbSize)	
}	

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7.3.8.5 Coding unit syntax

coding_unit(x0, y0, log2CbSize) {	Descriptor
if(transquant_bypass_enabled_flag)	
cu_transquant_bypass_flag	ae(v)
if(slice_type != I)	
cu_skip_flag[x0][y0]	ae(v)
nCbS = (1 << log2CbSize)	
if(cu_skip_flag[x0][y0])	
prediction_unit(x0, y0, nCbS, nCbS)	
else {	
if(slice_type != I)	
pred_mode_flag	ae(v)
if(CuPredMode[x0][y0] != MODE_INTRA || log2CbSize == MinCbLog2SizeY)	
part_mode	ae(v)
if(CuPredMode[x0][y0] == MODE_INTRA) {	
if(PartMode == PART_2Nx2N && pcm_enabled_flag && log2CbSize >= Log2MinIpcmCbSizeY && log2CbSize <= Log2MaxIpcmCbSizeY)	
pcm_flag[x0][y0]	ae(v)
if(pcm_flag[x0][y0]) {	
while(!byte_aligned( ))	
pcm_alignment_zero_bit	f(1)
pcm_sample(x0, y0, log2CbSize)	
} else {	
pbOffset = (PartMode == PART_NxN) ? (nCbS / 2) : nCbS	
for(j = 0; j < nCbS; j = j + pbOffset)	
for(i = 0; i < nCbS; i = i + pbOffset)	
prev_intra_luma_pred_flag[x0 + i][y0 + j]	ae(v)
for(j = 0; j < nCbS; j = j + pbOffset)	
for(i = 0; i < nCbS; i = i + pbOffset)	
if(prev_intra_luma_pred_flag[x0 + i][y0 + j])	
mpm_idx[x0 + i][y0 + j]	ae(v)
else	
rem_intra_luma_pred_mode[x0 + i][y0 + j]	ae(v)
intra_chroma_pred_mode[x0][y0]	ae(v)
}	
} else {	
if(PartMode == PART_2Nx2N)	
prediction_unit(x0, y0, nCbS, nCbS)	
else if(PartMode == PART_2NxN) {	
prediction_unit(x0, y0, nCbS, nCbS / 2)	
prediction_unit(x0, y0 + (nCbS / 2), nCbS, nCbS / 2)	
} else if(PartMode == PART_Nx2N) {	
prediction_unit(x0, y0, nCbS / 2, nCbS)	
prediction_unit(x0 + (nCbS / 2), y0, nCbS / 2, nCbS)	
} else if(PartMode == PART_2NxnU) {	
prediction_unit(x0, y0, nCbS, nCbS / 4)	
prediction_unit(x0, y0 + (nCbS / 4), nCbS, nCbS * 3 / 4)	
} else if(PartMode == PART_2NxnD) {	
prediction_unit(x0, y0, nCbS, nCbS * 3 / 4)	

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prediction_unit(x0, y0 + (nCbS * 3 / 4), nCbS, nCbS / 4)	
} else if(PartMode == PART_nLx2N) {	
prediction_unit(x0, y0, nCbS / 4, nCbS)	
prediction_unit(x0 + (nCbS / 4), y0, nCbS * 3 / 4, nCbS)	
} else if(PartMode == PART_nRx2N) {	
prediction_unit(x0, y0, nCbS * 3 / 4, nCbS)	
prediction_unit(x0 + (nCbS * 3 / 4), y0, nCbS / 4, nCbS)	
} else { /* PART_NxN */	
prediction_unit(x0, y0, nCbS / 2, nCbS / 2)	
prediction_unit(x0 + (nCbS / 2), y0, nCbS / 2, nCbS / 2)	
prediction_unit(x0, y0 + (nCbS / 2), nCbS / 2, nCbS / 2)	
prediction_unit(x0 + (nCbS / 2), y0 + (nCbS / 2), nCbS / 2, nCbS / 2)	
}	
}	
if(!pcm_flag[x0][y0]) {	
if(CuPredMode[x0][y0] != MODE_INTRA && !(PartMode == PART_2Nx2N && merge_flag[x0][y0]))	
rqt_root_cbf	ae(v)
if(rqt_root_cbf) {	
MaxTrafoDepth = (CuPredMode[x0][y0] == MODE_INTRA ? (max_transform_hierarchy_depth_intra + IntraSplitFlag) : max_transform_hierarchy_depth_inter)	
transform_tree(x0, y0, x0, y0, log2CbSize, 0, 0)	
}	
}	
}	
}	

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7.3.8.6 Prediction unit syntax

prediction_unit(x0, y0, nPbW, nPbH) {	Descriptor
if(cu_skip_flag[x0][y0]) {	
if(MaxNumMergeCand > 1)	
merge_idx[x0][y0]	ae(v)
} else { /* MODE_INTER */	
merge_flag[x0][y0]	ae(v)
if(merge_flag[x0][y0]) {	
if(MaxNumMergeCand > 1)	
merge_idx[x0][y0]	ae(v)
} else {	
if(slice_type == B)	
inter_pred_idc[x0][y0]	ae(v)
if(inter_pred_idc[x0][y0] != PRED_L1) {	
if(num_ref_idx_l0_active_minus1 > 0)	
ref_idx_l0[x0][y0]	ae(v)
mvd_coding(x0, y0, 0)	
mvp_l0_flag[x0][y0]	ae(v)
}	
if(inter_pred_idc[x0][y0] != PRED_L0) {	
if(num_ref_idx_l1_active_minus1 > 0)	
ref_idx_l1[x0][y0]	ae(v)
if(mvd_l1_zero_flag && inter_pred_idc[x0][y0] == PRED_BI) {	
MvdL1[x0][y0][0] = 0	
MvdL1[x0][y0][1] = 0	
} else	
mvd_coding(x0, y0, 1)	
mvp_l1_flag[x0][y0]	ae(v)
}	
}	
}	
}	

7.3.8.7 PCM sample syntax

pcm_sample(x0, y0, log2CbSize) {	Descriptor
for(i = 0; i < 1 << (log2CbSize << 1); i++)	
pcm_sample_luma[i]	u(v)
for(i = 0; i < (1 << (log2CbSize << 1)) >> 1; i++)	
pcm_sample_chroma[i]	u(v)
}	

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7.3.8.8 Transform tree syntax

transform_tree(x0, y0, xBase, yBase, log2TrafoSize, trafoDepth, blkIdx) {	**Descriptor**
if(log2TrafoSize <= Log2MaxTrafoSize && log2TrafoSize > Log2MinTrafoSize && trafoDepth < MaxTrafoDepth && !(IntraSplitFlag && (trafoDepth == 0)))	
split_transform_flag[x0][y0][trafoDepth]	ae(v)
if(log2TrafoSize > 2) {	
if(trafoDepth == 0 || cbf_cb[xBase][yBase][trafoDepth − 1])	
cbf_cb[x0][y0][trafoDepth]	ae(v)
if(trafoDepth == 0 || cbf_cr[xBase][yBase][trafoDepth − 1])	
cbf_cr[x0][y0][trafoDepth]	ae(v)
}	
if(split_transform_flag[x0][y0][trafoDepth]) {	
x1 = x0 + (1 << (log2TrafoSize • 1))	
y1 = y0 + (1 << (log2TrafoSize • 1))	
transform_tree(x0, y0, x0, y0, log2TrafoSize − 1, trafoDepth + 1, 0)	
transform_tree(x1, y0, x0, y0, log2TrafoSize − 1, trafoDepth + 1, 1)	
transform_tree(x0, y1, x0, y0, log2TrafoSize − 1, trafoDepth + 1, 2)	
transform_tree(x1, y1, x0, y0, log2TrafoSize − 1, trafoDepth + 1, 3)	
} else {	
if(CuPredMode[x0][y0] == MODE_INTRA || trafoDepth != 0 || cbf_cb[x0][y0][trafoDepth] || cbf_cr[x0][y0][trafoDepth])	
cbf_luma[x0][y0][trafoDepth]	ae(v)
transform_unit(x0, y0, xBase, yBase, log2TrafoSize, trafoDepth, blkIdx)	
}	
}	

7.3.8.9 Motion vector difference syntax

mvd_coding(x0, y0, refList) {	**Descriptor**
abs_mvd_greater0_flag[0]	ae(v)
abs_mvd_greater0_flag[1]	ae(v)
if(abs_mvd_greater0_flag[0])	
abs_mvd_greater1_flag[0]	ae(v)
if(abs_mvd_greater0_flag[1])	
abs_mvd_greater1_flag[1]	ae(v)
if(abs_mvd_greater0_flag[0]) {	
if(abs_mvd_greater1_flag[0])	
abs_mvd_minus2[0]	ae(v)
mvd_sign_flag[0]	ae(v)
}	
if(abs_mvd_greater0_flag[1]) {	
if(abs_mvd_greater1_flag[1])	
abs_mvd_minus2[1]	ae(v)
mvd_sign_flag[1]	ae(v)
}	
}	

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7.3.8.10 Transform unit syntax

transform_unit(x0, y0, xBase, yBase, log2TrafoSize, trafoDepth, blkIdx) {	**Descriptor**
if(cbf_luma[x0][y0][trafoDepth] || cbf_cb[x0][y0][trafoDepth] || cbf_cr[x0][y0][trafoDepth]) {	
if(cu_qp_delta_enabled_flag && !IsCuQpDeltaCoded) {	
cu_qp_delta_abs	ae(v)
if(cu_qp_delta_abs)	
cu_qp_delta_sign_flag	ae(v)
}	
if(cbf_luma[x0][y0][trafoDepth])	
residual_coding(x0, y0, log2TrafoSize, 0)	
if(log2TrafoSize > 2) {	
if(cbf_cb[x0][y0][trafoDepth])	
residual_coding(x0, y0, log2TrafoSize − 1, 1)	
if(cbf_cr[x0][y0][trafoDepth])	
residual_coding(x0, y0, log2TrafoSize − 1, 2)	
} else if(blkIdx == 3) {	
if(cbf_cb[xBase][yBase][trafoDepth])	
residual_coding(xBase, yBase, log2TrafoSize, 1)	
if(cbf_cr[xBase][yBase][trafoDepth])	
residual_coding(xBase, yBase, log2TrafoSize, 2)	
}	
}	
}	

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7.3.8.11 Residual coding syntax

residual_coding(x0, y0, log2TrafoSize, cIdx) {	Descriptor
if(transform_skip_enabled_flag && !cu_transquant_bypass_flag && (log2TrafoSize == 2))	
transform_skip_flag[x0][y0][cIdx]	ae(v)
last_sig_coeff_x_prefix	ae(v)
last_sig_coeff_y_prefix	ae(v)
if(last_sig_coeff_x_prefix > 3)	
last_sig_coeff_x_suffix	ae(v)
if(last_sig_coeff_y_prefix > 3)	
last_sig_coeff_y_suffix	ae(v)
lastScanPos = 16	
lastSubBlock = (1 << (log2TrafoSize − 2)) * (1 << (log2TrafoSize − 2)) − 1	
do {	
if(lastScanPos == 0) {	
lastScanPos = 16	
lastSubBlock− −	
}	
lastScanPos− −	
xS = ScanOrder[log2TrafoSize − 2][scanIdx][lastSubBlock][0]	
yS = ScanOrder[log2TrafoSize − 2][scanIdx][lastSubBlock][1]	
xC = (xS << 2) + ScanOrder[2][scanIdx][lastScanPos][0]	
yC = (yS << 2) + ScanOrder[2][scanIdx][lastScanPos][1]	
} while((xC != LastSignificantCoeffX) || (yC != LastSignificantCoeffY))	
for(i = lastSubBlock; i >= 0; i− −) {	
xS = ScanOrder[log2TrafoSize − 2][scanIdx][i][0]	
yS = ScanOrder[log2TrafoSize − 2][scanIdx][i][1]	
inferSbDcSigCoeffFlag = 0	
if((i < lastSubBlock) && (i > 0)) {	
coded_sub_block_flag[xS][yS]	ae(v)
inferSbDcSigCoeffFlag = 1	
}	
for(n = (i == lastSubBlock) ? lastScanPos − 1 : 15; n >= 0; n− −) {	
xC = (xS << 2) + ScanOrder[2][scanIdx][n][0]	
yC = (yS << 2) + ScanOrder[2][scanIdx][n][1]	
if(coded_sub_block_flag[xS][yS] && (n > 0 || !inferSbDcSigCoeffFlag)) {	
sig_coeff_flag[xC][yC]	ae(v)
if(sig_coeff_flag[xC][yC])	
inferSbDcSigCoeffFlag = 0	
}	
}	
firstSigScanPos = 16	
lastSigScanPos = −1	
numGreater1Flag = 0	
lastGreater1ScanPos = −1	
for(n = 15; n >= 0; n− −) {	
xC = (xS << 2) + ScanOrder[2][scanIdx][n][0]	
yC = (yS << 2) + ScanOrder[2][scanIdx][n][1]	

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if(sig_coeff_flag[xC][yC]) {	
if(numGreater1Flag < 8) {	
coeff_abs_level_greater1_flag[n]	ae(v)
numGreater1Flag++	
if(coeff_abs_level_greater1_flag[n] && lastGreater1ScanPos == −1)	
lastGreater1ScanPos = n	
}	
if(lastSigScanPos == −1)	
lastSigScanPos = n	
firstSigScanPos = n	
}	
}	
signHidden = (lastSigScanPos − firstSigScanPos > 3 && !cu_transquant_bypass_flag)	
if(lastGreater1ScanPos != −1)	
coeff_abs_level_greater2_flag[lastGreater1ScanPos]	ae(v)
for(n = 15; n >= 0; n− −) {	
xC = (xS << 2) + ScanOrder[2][scanIdx][n][0]	
yC = (yS << 2) + ScanOrder[2][scanIdx][n][1]	
if(sig_coeff_flag[xC][yC] && (!sign_data_hiding_enabled_flag || !signHidden || (n != firstSigScanPos)))	
coeff_sign_flag[n]	ae(v)
}	
numSigCoeff = 0	
sumAbsLevel = 0	
for(n = 15; n >= 0; n− −) {	
xC = (xS << 2) + ScanOrder[2][scanIdx][n][0]	
yC = (yS << 2) + ScanOrder[2][scanIdx][n][1]	
if(sig_coeff_flag[xC][yC]) {	
baseLevel = 1 + coeff_abs_level_greater1_flag[n] + coeff_abs_level_greater2_flag[n]	
if(baseLevel == ((numSigCoeff < 8) ? ((n == lastGreater1ScanPos) ? 3 : 2) : 1))	
coeff_abs_level_remaining[n]	ae(v)
TransCoeffLevel[x0][y0][cIdx][xC][yC] = (coeff_abs_level_remaining[n] + baseLevel) * (1 − 2 * coeff_sign_flag[n])	
if(sign_data_hiding_enabled_flag && signHidden) {	
sumAbsLevel += (coeff_abs_level_remaining[n] + baseLevel)	
if((n == firstSigScanPos) && ((sumAbsLevel % 2) == 1))	
TransCoeffLevel[x0][y0][cIdx][xC][yC] = −TransCoeffLevel[x0][y0][cIdx][xC][yC]	
}	
numSigCoeff++	
}	
}	
}	
}	

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7.4 Semantics

7.4.1 General

Semantics associated with the syntax structures and with the syntax elements within these structures are specified in this clause. When the semantics of a syntax element are specified using a table or a set of tables, any values that are not specified in the table(s) shall not be present in the bitstream unless otherwise specified in this Specification.

7.4.2 NAL unit semantics

7.4.2.1 General NAL unit semantics

NumBytesInNalUnit specifies the size of the NAL unit in bytes. This value is required for decoding of the NAL unit. Some form of demarcation of NAL unit boundaries is necessary to enable inference of NumBytesInNalUnit. One such demarcation method is specified in Annex B for the byte stream format. Other methods of demarcation may be specified outside of this Specification.

NOTE 1 – The VCL is specified to efficiently represent the content of the video data. The NAL is specified to format that data and provide header information in a manner appropriate for conveyance on a variety of communication channels or storage media. All data are contained in NAL units, each of which contains an integer number of bytes. A NAL unit specifies a generic format for use in both packet-oriented and bitstream systems. The format of NAL units for both packet-oriented transport and byte stream is identical except that each NAL unit can be preceded by a start code prefix and extra padding bytes in the byte stream format specified in Annex B.

rbsp_byte[i] is the i-th byte of an RBSP. An RBSP is specified as an ordered sequence of bytes as follows:

The RBSP contains an SODB as follows:

– If the SODB is empty (i.e., zero bits in length), the RBSP is also empty.

– Otherwise, the RBSP contains the SODB as follows:

1) The first byte of the RBSP contains the (most significant, left-most) eight bits of the SODB; the next byte of the RBSP contains the next eight bits of the SODB, etc., until fewer than eight bits of the SODB remain.

2) rbsp_trailing_bits( ) are present after the SODB as follows:

   i) The first (most significant, left-most) bits of the final RBSP byte contains the remaining bits of the SODB (if any).

   ii) The next bit consists of a single rbsp_stop_one_bit equal to 1.

   iii) When the rbsp_stop_one_bit is not the last bit of a byte-aligned byte, one or more rbsp_alignment_zero_bit is present to result in byte alignment.

3) One or more cabac_zero_word 16-bit syntax elements equal to 0x0000 may be present in some RBSPs after the rbsp_trailing_bits( ) at the end of the RBSP.

Syntax structures having these RBSP properties are denoted in the syntax tables using an "_rbsp" suffix. These structures are carried within NAL units as the content of the rbsp_byte[i] data bytes. The association of the RBSP syntax structures to the NAL units is as specified in Table 7-1.

NOTE 2 – When the boundaries of the RBSP are known, the decoder can extract the SODB from the RBSP by concatenating the bits of the bytes of the RBSP and discarding the rbsp_stop_one_bit, which is the last (least significant, right-most) bit equal to 1, and discarding any following (less significant, farther to the right) bits that follow it, which are equal to 0. The data necessary for the decoding process is contained in the SODB part of the RBSP.

emulation_prevention_three_byte is a byte equal to 0x03. When an emulation_prevention_three_byte is present in the NAL unit, it shall be discarded by the decoding process.

The last byte of the NAL unit shall not be equal to 0x00.

Within the NAL unit, the following three-byte sequences shall not occur at any byte-aligned position:

– 0x000000

– 0x000001

– 0x000002

Within the NAL unit, any four-byte sequence that starts with 0x000003 other than the following sequences shall not occur at any byte-aligned position:

– 0x00000300

– 0x00000301

– 0x00000302

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– 0x00000303

7.4.2.2 NAL unit header semantics

forbidden_zero_bit shall be equal to 0.

nal_unit_type specifies the type of RBSP data structure contained in the NAL unit as specified in Table 7-1.

NAL units that have nal_unit_type in the range of UNSPEC48..UNSPEC63, inclusive, for which semantics are not specified, shall not affect the decoding process specified in this Specification.

NOTE 1 – NAL unit types in the range of UNSPEC48..UNSPEC63 may be used as determined by the application. No decoding process for these values of nal_unit_type is specified in this Specification. Since different applications might use these NAL unit types for different purposes, particular care must be exercised in the design of encoders that generate NAL units with these nal_unit_type values, and in the design of decoders that interpret the content of NAL units with these nal_unit_type values.

For purposes other than determining the amount of data in the decoding units of the bitstream (as specified in Annex C), decoders shall ignore (remove from the bitstream and discard) the contents of all NAL units that use reserved values of nal_unit_type.

NOTE 2 – This requirement allows future definition of compatible extensions to this Specification.

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Table 7-1 – NAL unit type codes and NAL unit type classes

nal_unit_type	Name of nal_unit_type	Content of NAL unit and RBSP syntax structure	NAL unit type class
0 1	TRAIL_N TRAIL_R	Coded slice segment of a non-TSA, non-STSA trailing picture slice_segment_layer_rbsp( )	VCL
2 3	TSA_N TSA_R	Coded slice segment of a TSA picture slice_segment_layer_rbsp( )	VCL
4 5	STSA_N STSA_R	Coded slice segment of an STSA picture slice_segment_layer_rbsp( )	VCL
6 7	RADL_N RADL_R	Coded slice segment of a RADL picture slice_segment_layer_rbsp( )	VCL
8 9	RASL_N RASL_R	Coded slice segment of a RASL picture slice_segment_layer_rbsp( )	VCL
10 12 14	RSV_VCL_N10 RSV_VCL_N12 RSV_VCL_N14	Reserved non-IRAP sub-layer non-reference VCL NAL unit types	VCL
11 13 15	RSV_VCL_R11 RSV_VCL_R13 RSV_VCL_R15	Reserved non-IRAP sub-layer reference VCL NAL unit types	VCL
16 17 18	BLA_W_LP BLA_W_RADL BLA_N_LP	Coded slice segment of a BLA picture slice_segment_layer_rbsp( )	VCL
19 20	IDR_W_RADL IDR_N_LP	Coded slice segment of an IDR picture slice_segment_layer_rbsp( )	VCL
21	CRA_NUT	Coded slice segment of a CRA picture slice_segment_layer_rbsp( )	VCL
22 23	RSV_IRAP_VCL22 RSV_IRAP_VCL23	Reserved IRAP VCL NAL unit types	VCL
24..31	RSV_VCL24.. RSV_VCL31	Reserved non-IRAP VCL NAL unit types	VCL
32	VPS_NUT	Video parameter set video_parameter_set_rbsp( )	non-VCL
33	SPS_NUT	Sequence parameter set seq_parameter_set_rbsp( )	non-VCL
34	PPS_NUT	Picture parameter set pic_parameter_set_rbsp( )	non-VCL
35	AUD_NUT	Access unit delimiter access_unit_delimiter_rbsp( )	non-VCL
36	EOS_NUT	End of sequence end_of_seq_rbsp( )	non-VCL
37	EOB_NUT	End of bitstream end_of_bitstream_rbsp( )	non-VCL
38	FD_NUT	Filler data filler_data_rbsp( )	non-VCL
39 40	PREFIX_SEI_NUT SUFFIX_SEI_NUT	Supplemental enhancement information sei_rbsp( )	non-VCL
41..47	RSV_NVCL41.. RSV_NVCL47	Reserved	non-VCL
48..63	UNSPEC48.. UNSPEC63	Unspecified	non-VCL

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NOTE 3 – A CRA picture may have associated RASL or RADL pictures present in the bitstream.

NOTE 4 – A BLA picture having nal_unit_type equal to BLA_W_LP may have associated RASL or RADL pictures present in the bitstream. A BLA picture having nal_unit_type equal to BLA_W_RADL does not have associated RASL pictures present in the bitstream, but may have associated RADL pictures in the bitstream. A BLA picture having nal_unit_type equal to BLA_N_LP does not have associated leading pictures present in the bitstream.

NOTE 5 – An IDR picture having nal_unit_type equal to IDR_N_LP does not have associated leading pictures present in the bitstream. An IDR picture having nal_unit_type equal to IDR_W_RADL does not have associated RASL pictures present in the bitstream, but may have associated RADL pictures in the bitstream.

NOTE 6 – A sub-layer non-reference picture is not included in any of RefPicSetStCurrBefore, RefPicSetStCurrAfter and RefPicSetLtCurr of any picture with the same value of TemporalId, and may be discarded without affecting the decodability of other pictures with the same value of TemporalId.

All coded slice segment NAL units of an access unit shall have the same value of nal_unit_type. A picture or an access unit is also referred to as having a nal_unit_type equal to the nal_unit_type of the coded slice segment NAL units of the picture or access unit.

If a picture has nal_unit_type equal to TRAIL_N, TSA_N, STSA_N, RADL_N, RASL_N, RSV_VCL_N10, RSV_VCL_N12, or RSV_VCL_N14, the picture is a sub-layer non-reference picture. Otherwise, the picture is a sub-layer reference picture.

Each picture, other than the first picture in the bitstream in decoding order, is considered to be associated with the previous IRAP picture in decoding order.

When a picture is a leading picture, it shall be a RADL or RASL picture.

When a picture is a trailing picture, it shall not be a RADL or RASL picture.

When a picture is a leading picture, it shall precede, in decoding order, all trailing pictures that are associated with the same IRAP picture.

No RASL pictures shall be present in the bitstream that are associated with a BLA picture having nal_unit_type equal to BLA_W_RADL or BLA_N_LP.

No RASL pictures shall be present in the bitstream that are associated with an IDR picture.

No RADL pictures shall be present in the bitstream that are associated with a BLA picture having nal_unit_type equal to BLA_N_LP or that are associated with an IDR picture having nal_unit_type equal to IDR_N_LP.

NOTE 7 – It is possible to perform random access at the position of an IRAP access unit by discarding all access units before the IRAP access unit (and to correctly decode the IRAP picture and all the subsequent non-RASL pictures in decoding order), provided each parameter set is available (either in the bitstream or by external means not specified in this Specification) when it needs to be activated.

Any picture that has PicOutputFlag equal to 1 that precedes an IRAP picture in decoding order shall precede the IRAP picture in output order and shall precede any RADL picture associated with the IRAP picture in output order.

Any RASL picture associated with a CRA or BLA picture shall precede any RADL picture associated with the CRA or BLA picture in output order.

Any RASL picture associated with a CRA picture shall follow, in output order, any IRAP picture that precedes the CRA picture in decoding order.

When sps_temporal_id_nesting_flag is equal to 1 and TemporalId is greater than 0, the nal_unit_type shall be equal to TSA_R, TSA_N, RADL_R, RADL_N, RASL_R, or RASL_N.

nuh_layer_id shall be equal to 0. Other values of nuh_layer_id may be specified in the future by ITU-T | ISO/IEC. For purposes other than determining the amount of data in the decoding units of the bitstream (as specified in Annex C), decoders shall ignore (i.e., remove from the bitstream and discard) all NAL units with values of nuh_layer_id not equal to 0.

NOTE 8 – It is anticipated that in future scalable or 3D video coding extensions of this specification, this syntax element will be used to identify additional layers that may be present in the CVS, wherein a layer may be, e.g., a spatial scalable layer, a quality scalable layer, a texture view or a depth view.

nuh_temporal_id_plus1 minus 1 specifies a temporal identifier for the NAL unit. The value of nuh_temporal_id_plus1 shall not be equal to 0.

The variable TemporalId is specified as follows:

$$TemporalId = nuh\_temporal\_id\_plus1 - 1 \quad (7\text{-}1)$$

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If nal_unit_type is in the range of BLA_W_LP to RSV_IRAP_VCL23, inclusive, i.e., the coded slice segment belongs to an IRAP picture, TemporalId shall be equal to 0. Otherwise, when nal_unit_type is equal to TSA_R, TSA_N, STSA_R, or STSA_N, TemporalId shall not be equal to 0.

The value of TemporalId shall be the same for all VCL NAL units of an access unit. The value of TemporalId of an access unit is the value of the TemporalId of the VCL NAL units of the access unit.

The value of TemporalId for non-VCL NAL units is constrained as follows:

– If nal_unit_type is equal to VPS_NUT or SPS_NUT, TemporalId shall be equal to 0 and the TemporalId of the access unit containing the NAL unit shall be equal to 0.

– Otherwise if nal_unit_type is equal to EOS_NUT or EOB_NUT, TemporalId shall be equal to 0.

– Otherwise, if nal_unit_type is equal to AUD_NUT or FD_NUT, TemporalId shall be equal to the TemporalId of the access unit containing the NAL unit.

– Otherwise, TemporalId shall be greater than or equal to the TemporalId of the access unit containing the NAL unit.

NOTE 9 – When the NAL unit is a non-VCL NAL unit, the value of TemporalId is equal to the minimum value of the TemporalId values of all access units to which the non-VCL NAL unit applies. When nal_unit_type is equal to PPS_NUT, TemporalId may be greater than or equal to the TemporalId of the containing access unit, as all PPSs may be included in the beginning of a bitstream, wherein the first coded picture has TemporalId equal to 0. When nal_unit_type is equal to PREFIX_SEI_NUT or SUFFIX_SEI_NUT, TemporalId may be greater than or equal to the TemporalId of the containing access unit, as an SEI NAL unit may contain information, e.g., in a buffering period SEI message or a picture timing SEI message, that applies to a bitstream subset that includes access units for which the TemporalId values are greater than the TemporalId of the access unit containing the SEI NAL unit.

7.4.2.3 Encapsulation of an SODB within an RBSP (informative)

This clause does not form an integral part of this Specification.

The form of encapsulation of an SODB within an RBSP and the use of the emulation_prevention_three_byte for encapsulation of an RBSP within a NAL unit is described for the following purposes:

– To prevent the emulation of start codes within NAL units while allowing any arbitrary SODB to be represented within a NAL unit,

– To enable identification of the end of the SODB within the NAL unit by searching the RBSP for the rbsp_stop_one_bit starting at the end of the RBSP,

– To enable a NAL unit to have a size greater than that of the SODB under some circumstances (using one or more cabac_zero_word syntax elements).

The encoder can produce a NAL unit from an RBSP by the following procedure:

1. The RBSP data are searched for byte-aligned bits of the following binary patterns:

   '00000000 00000000 000000xx' (where 'xx' represents any two-bit pattern: '00', '01', '10', or '11'),

   and a byte equal to 0x03 is inserted to replace the bit pattern with the pattern:

   '00000000 00000000 00000011 000000xx',

   and finally, when the last byte of the RBSP data is equal to 0x00 (which can only occur when the RBSP ends in a cabac_zero_word), a final byte equal to 0x03 is appended to the end of the data. The last zero byte of a byte-aligned three-byte sequence 0x000000 in the RBSP (which is replaced by the four-byte sequence 0x00000300) is taken into account when searching the RBSP data for the next occurrence of byte-aligned bits with the binary patterns specified above.

2. The resulting sequence of bytes is then prefixed with the NAL unit header, within which the nal_unit_type indicates the type of RBSP data structure in the NAL unit.

The process specified above results in the construction of the entire NAL unit.

This process can allow any SODB to be represented in a NAL unit while ensuring both of the following:

– No byte-aligned start code prefix is emulated within the NAL unit.

– No sequence of 8 zero-valued bits followed by a start code prefix, regardless of byte-alignment, is emulated within the NAL unit.

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7.4.2.4 Order of NAL units and association to coded pictures, access units, and coded video sequences

7.4.2.4.1 General

This clause specifies constraints on the order of NAL units in the bitstream.

Any order of NAL units in the bitstream obeying these constraints is referred to in the text as the decoding order of NAL units. Within a NAL unit, the syntax in clauses 7.3, D.2, and E.2 specifies the decoding order of syntax elements. Decoders shall be capable of receiving NAL units and their syntax elements in decoding order.

7.4.2.4.2 Order of VPS, SPS and PPS RBSPs and their activation

This clause specifies the activation process of VPSs, SPSs, and PPSs.

NOTE 1 – The VPS, SPS, and PPS mechanism decouples the transmission of infrequently changing information from the transmission of coded block data. VPSs, SPSs, and PPSs may, in some applications, be conveyed "out-of-band".

A PPS RBSP includes parameters that can be referred to by the coded slice segment NAL units of one or more coded pictures. Each PPS RBSP is initially considered not active at the start of the operation of the decoding process. At most one PPS RBSP is considered active at any given moment during the operation of the decoding process, and the activation of any particular PPS RBSP results in the deactivation of the previously-active PPS RBSP (if any).

When a PPS RBSP (with a particular value of pps_pic_parameter_set_id) is not active and it is referred to by a coded slice segment NAL unit (using a value of slice_pic_parameter_set_id equal to the pps_pic_parameter_set_id value), it is activated. This PPS RBSP is called the active PPS RBSP until it is deactivated by the activation of another PPS RBSP. A PPS RBSP, with that particular value of pps_pic_parameter_set_id, shall be available to the decoding process prior to its activation, included in at least one access unit with TemporalId less than or equal to the TemporalId of the PPS NAL unit or provided through external means.

Any PPS NAL unit containing the value of pps_pic_parameter_set_id for the active PPS RBSP for a coded picture shall have the same content as that of the active PPS RBSP for the coded picture, unless it follows the last VCL NAL unit of the coded picture and precedes the first VCL NAL unit of another coded picture.

An SPS RBSP includes parameters that can be referred to by one or more PPS RBSPs or one or more SEI NAL units containing an active parameter sets SEI message. Each SPS RBSP is initially considered not active at the start of the operation of the decoding process. At most one SPS RBSP is considered active at any given moment during the operation of the decoding process, and the activation of any particular SPS RBSP results in the deactivation of the previously-active SPS RBSP (if any).

When an SPS RBSP (with a particular value of sps_seq_parameter_set_id) is not already active and it is referred to by activation of a PPS RBSP (in which pps_seq_parameter_set_id is equal to the sps_seq_parameter_set_id value) or is referred to by an SEI NAL unit containing an active parameter sets SEI message (in which active_seq_parameter_set_id[0] is equal to the sps_seq_parameter_set_id value), it is activated. This SPS RBSP is called the active SPS RBSP until it is deactivated by the activation of another SPS RBSP. An SPS RBSP, with that particular value of sps_seq_parameter_set_id, shall be available to the decoding process prior to its activation, included in at least one access unit with TemporalId equal to 0 or provided through external means. An activated SPS RBSP shall remain active for the entire CVS.

NOTE 2 – Because an IRAP access unit with NoRaslOutputFlag equal to 1 begins a new CVS and an activated SPS RBSP must remain active for the entire CVS, an SPS RBSP can only be activated by an active parameter sets SEI message when the active parameter sets SEI message is part of an IRAP access unit with NoRaslOutputFlag equal to 1.

Any SPS NAL unit containing the value of sps_seq_parameter_set_id for the active SPS RBSP for a CVS shall have the same content as that of the active SPS RBSP for the CVS, unless it follows the last access unit of the CVS and precedes the first VCL NAL unit and the first SEI NAL unit containing an active parameter sets SEI message (when present) of another CVS.

A VPS RBSP includes parameters that can be referred to by one or more SPS RBSPs or one or more SEI NAL units containing an active parameter sets SEI message. Each VPS RBSP is initially considered not active at the start of the operation of the decoding process. At most one VPS RBSP is considered active at any given moment during the operation of the decoding process, and the activation of any particular VPS RBSP results in the deactivation of the previously-active VPS RBSP (if any).

When a VPS RBSP (with a particular value of vps_video_parameter_set_id) is not already active and it is referred to by activation of an SPS RBSP (in which sps_video_parameter_set_id is equal to the vps_video_parameter_set_id value), or is referred to by an SEI NAL unit containing an active parameter sets SEI message (in which active_video_parameter_set_id is equal to the vps_video_parameter_set_id value), it is activated. This VPS RBSP is called the active VPS RBSP until it is deactivated by the activation of another VPS RBSP. A VPS RBSP, with that particular value of vps_video_parameter_set_id, shall be available to the decoding process prior to its activation,

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included in at least one access unit with TemporalId equal to 0 or provided through external means. An activated VPS RBSP shall remain active for the entire CVS.

NOTE 3 – Because an IRAP access unit with NoRaslOutputFlag equal to 1 begins a new CVS and an activated VPS RBSP must remain active for the entire CVS, a VPS RBSP can only be activated by an active parameter sets SEI message when the active parameter sets SEI message is part of an IRAP access unit with NoRaslOutputFlag equal to 1.

Any VPS NAL unit containing the value of vps_video_parameter_set_id for the active VPS RBSP for a CVS shall have the same content as that of the active VPS RBSP for the CVS, unless it follows the last access unit of the CVS and precedes the first VCL NAL unit, the first SPS NAL unit, and the first SEI NAL unit containing an active parameter sets SEI message (when present) of another CVS.

NOTE 4 – If VPS RBSP, SPS RBSP, or PPS RBSP are conveyed within the bitstream, these constraints impose an order constraint on the NAL units that contain the VPS RBSP, SPS RBSP, or PPS RBSP, respectively. Otherwise (VPS RBSP, SPS RBSP, or PPS RBSP are conveyed by other means not specified in this Specification), they must be available to the decoding process in a timely fashion such that these constraints are obeyed.

All constraints that are expressed on the relationship between the values of the syntax elements and the values of variables derived from those syntax elements in VPSs, SPSs, and PPSs and other syntax elements are expressions of constraints that apply only to the active VPS, the active SPS, and the active PPS. If any VPS RBSP, SPS RBSP, and PPS RBSP is present that is never activated in the bitstream, its syntax elements shall have values that would conform to the specified constraints if it was activated by reference in an otherwise conforming bitstream.

During operation of the decoding process (see clause 8), the values of parameters of the active VPS, the active SPS, and the active PPS RBSP are considered in effect. For interpretation of SEI messages, the values of the active VPS, the active SPS, and the active PPS RBSP for the operation of the decoding process for the VCL NAL units of the coded picture in the same access unit are considered in effect unless otherwise specified in the SEI message semantics.

7.4.2.4.3 Order of access units and association to CVSs

A bitstream conforming to this Specification consists of one or more CVSs.

A CVS consists of one or more access units. The order of NAL units and coded pictures and their association to access units is described in clause 7.4.2.4.4.

The first access unit of a CVS is an IRAP access unit with NoRaslOutputFlag equal to 1.

It is a requirement of bitstream conformance that, when present, the next access unit after an access unit that contains an end of sequence NAL unit or an end of bitstream NAL unit shall be an IRAP access unit, which may be an IDR access unit, a BLA access unit, or a CRA access unit.

7.4.2.4.4 Order of NAL units and coded pictures and their association to access units

This clause specifies the order of NAL units and coded pictures and their association to access unit for CVSs that conform to one or more of the profiles specified in Annex A that are decoded using the decoding process specified in clauses 2 through 10.

An access unit consists of one coded picture and zero or more non-VCL NAL units. The association of VCL NAL units to coded pictures is described in clause 7.4.2.4.5.

The first access unit in the bitstream starts with the first NAL unit of the bitstream.

The first of any of the following NAL units after the last VCL NAL unit of a coded picture specifies the start of a new access unit:

– access unit delimiter NAL unit (when present),

– VPS NAL unit (when present),

– SPS NAL unit (when present),

– PPS NAL unit (when present),

– Prefix SEI NAL unit (when present),

– NAL units with nal_unit_type in the range of RSV_NVCL41..RSV_NVCL44 (when present),

– NAL units with nal_unit_type in the range of UNSPEC48..UNSPEC55 (when present),

– first VCL NAL unit of a coded picture (always present).

The order of the coded pictures and non-VCL NAL units within an access unit shall obey the following constraints:

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– When an access unit delimiter NAL unit is present, it shall be the first NAL unit. There shall be at most one access unit delimiter NAL unit in any access unit.

– When any prefix SEI NAL units are present, they shall not follow the last VCL NAL unit of the access unit.

– NAL units having nal_unit_type equal to FD_NUT or SUFFIX_SEI_NUT, or in the range of RSV_NVCL45..RSV_NVCL47 or UNSPEC56..UNSPEC63 shall not precede the first VCL NAL unit of the coded picture.

– When an end of sequence NAL unit is present, it shall be the last NAL unit in the access unit other than an end of bitstream NAL unit (when present).

– When an end of bitstream NAL unit is present, it shall be the last NAL unit in the access unit.

NOTE – VPS NAL units, SPS NAL units, PPS NAL units, prefix SEI NAL units, or NAL units with nal_unit_type in the range of RSV_NVCL41..RSV_NVCL44 or UNSPEC48..UNSPEC55, may be present in an access unit, but cannot follow the last VCL NAL unit of the coded picture within the access unit, as this condition would specify the start of a new access unit.

The structure of access units not containing any NAL units with nal_unit_type equal to FD_NUT, VPS_NUT, SPS_NUT, PPS_NUT, RSV_VCL_N10, RSV_VCL_R11, RSV_VCL_N12, RSV_VCL_R13, RSV_VCL_N14, or RSV_VCL_R15, RSV_IRAP_VCL22, or RSV_IRAP_VCL23, or in the range of RSV_VCL24..RSV_VCL31, RSV_NVCL41..RSV_NVCL47, or UNSPEC48..UNSPEC63 is shown in Figure 7-1.

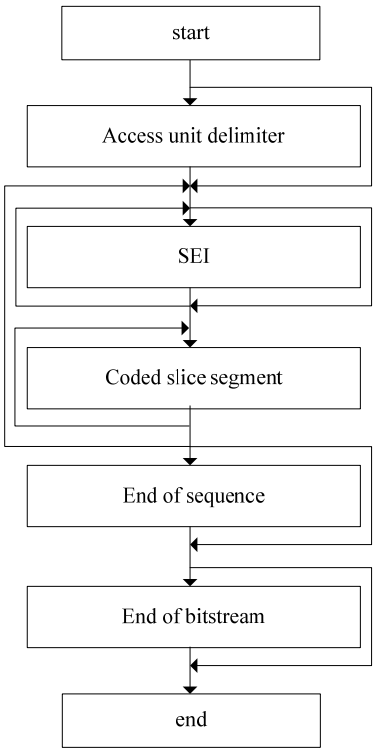


Figure 7-1 – Structure of an access unit not containing any NAL units with nal_unit_type equal to FD_NUT, SUFFIX_SEI_NUT, VPS_NUT, SPS_NUT, PPS_NUT, RSV_VCL_N10, RSV_VCL_R11, RSV_VCL_N12, RSV_VCL_R13, RSV_VCL_N14, RSV_VCL_R15, RSV_IRAP_VCL22, or RSV_IRAP_VCL23, or in the range of RSV_VCL24..RSV_VCL31, RSV_NVCL41..RSV_NVCL47, or UNSPEC48..UNSPEC63

7.4.2.4.5 Order of VCL NAL units and association to coded pictures

This clause specifies the order of VCL NAL units and association to coded pictures.

Each VCL NAL unit is part of a coded picture.

The order of the VCL NAL units within a coded picture is constrained as follows:

– The first VCL NAL unit of the coded picture shall have first_slice_segment_in_pic_flag equal to 1.

– Let sliceSegAddrA and sliceSegAddrB be the slice_segment_address values of any two coded slice segment NAL units A and B within the same coded picture. When either of the following conditions is true, coded slice segment NAL unit A shall precede the coded slice segment NAL unit B:

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– TileId[CtbAddrRsToTs[sliceSegAddrA]] is less than TileId[CtbAddrRsToTs[sliceSegAddrB]].

– TileId[CtbAddrRsToTs[sliceSegAddrA]] is equal to TileId[CtbAddrRsToTs[sliceSegAddrB]] and CtbAddrRsToTs[sliceSegAddrA] is less than CtbAddrRsToTs[sliceSegAddrB].

7.4.3 Raw byte sequence payloads, trailing bits, and byte alignment semantics

7.4.3.1 Video parameter set RBSP semantics

NOTE 1 – VPS NAL units are required to be available to the decoding process prior to their activation (either in the bitstream or by external means), as specified in clause 7.4.2.4.2. However, the VPS RBSP contains information that is not necessary for operation of the decoding process of this version of this Specification. For purposes other than determining the amount of data in the decoding units of the bitstream (as specified in Annex C), decoders conforming to this version of this Specification may ignore (remove from the bitstream and discard) the content of all VPS NAL units.

Any two instances of the syntax structure hrd_parameters( ) included in a VPS RBSP shall not have the same content.

vps_video_parameter_set_id identifies the VPS for reference by other syntax elements.

vps_reserved_three_2bits shall be equal to 3 in bitstreams conforming to this version of this Specification. Other values for vps_reserved_three_2bits are reserved for future use by ITU-T | ISO/IEC. Decoders shall ignore the value of vps_reserved_three_2bits.

vps_max_layers_minus1 shall be equal to 0 in bitstreams conforming to this version of this Specification. Other values for vps_ max_layers_minus1 are reserved for future use by ITU-T | ISO/IEC. Although the value of vps_max_layers_minus1 is required to be equal to 0 in this version of this Specification, decoders shall allow other values of vps_max_layers_minus1 to appear in the syntax.

NOTE 2 – It is anticipated that in future scalable or 3D video coding extensions of this Specification, this field will be used to specify the maximum number of layers that may be present in the CVS, wherein a layer may e.g., be a spatial scalable layer, a quality scalable layer, a texture view or a depth view.

vps_max_sub_layers_minus1 plus 1 specifies the maximum number of temporal sub-layers that may be present in the CVS. The value of vps_max_sub_layers_minus1 shall be in the range of 0 to 6, inclusive.

vps_temporal_id_nesting_flag, when vps_max_sub_layers_minus1 is greater than 0, specifies whether inter prediction is additionally restricted for CVSs referring to the VPS. When vps_max_sub_layers_minus1 is equal to 0, vps_temporal_id_nesting_flag shall be equal to 1.

NOTE 3 – The syntax element vps_temporal_id_nesting_flag is used to indicate that temporal sub-layer up-switching, i.e., switching from decoding of up to any TemporalId tIdN to decoding up to any TemporalId tIdM that is greater than tIdN, is always possible.

vps_reserved_0xffff_16bits shall be equal to 0xFFFF in bitstreams conforming to this version of this Specification. Other values for vps_reserved_0xffff_16bits are reserved for future use by ITU-T | ISO/IEC. Decoders shall ignore the value of vps_reserved_0xffff_16bits.

NOTE 4 – It is anticipated that in future scalable or 3D video coding extensions of this Specification, this this syntax element will specify a byte offset to the next set of fixed-length coded information in the VPS RBSP, within the data currently specified as vps_extension_data_flag syntax elements. The byte offset would then help to locate and access such information in the VPS RBSP without the need for performing entropy decoding.

vps_sub_layer_ordering_info_present_flag equal to 1 specifies that vps_max_dec_pic_buffering_minus1[i], vps_max_num_reorder_pics[i], and vps_max_latency_increase_plus1[i] are present for vps_max_sub_layers_minus1 + 1 sub-layers. vps_sub_layer_ordering_info_present_flag equal to 0 specifies that the values of vps_max_dec_pic_buffering_minus1[vps_max_sub_layers_minus1], vps_max_num_reorder_pics[vps_max_sub_layers_minus1], and vps_max_latency_increase_plus1[vps_max_sub_layers_minus1] apply to all sub-layers.

vps_max_dec_pic_buffering_minus1[i] plus 1 specifies the maximum required size of the decoded picture buffer for the CVS in units of picture storage buffers when HighestTid is equal to i. The value of vps_max_dec_pic_buffering_minus1[i] shall be in the range of 0 to MaxDpbSize − 1 (as specified in clause A.4), inclusive. When i is greater than 0, vps_max_dec_pic_buffering_minus1[i] shall be greater than or equal to vps_max_dec_pic_buffering_minus1[i − 1]. When vps_max_dec_pic_buffering_minus1[i] is not present for i in the range of 0 to vps_max_sub_layers_minus1 − 1, inclusive, due to vps_sub_layer_ordering_info_present_flag being equal to 0, it is inferred to be equal to vps_max_dec_pic_buffering_minus1[vps_max_sub_layers_minus1].

vps_max_num_reorder_pics[i] indicates the maximum allowed number of pictures that can precede any picture in the CVS in decoding order and follow that picture in output order when HighestTid is equal to i. The value of vps_max_num_reorder_pics[i] shall be in the range of 0 to vps_max_dec_pic_buffering_minus1[i], inclusive. When i is greater than 0, vps_max_num_reorder_pics[i] shall be greater than or equal to vps_max_num_reorder_pics[i − 1]. When vps_max_num_reorder_pics[i] is not present for i in the range of 0 to vps_max_sub_layers_minus1 − 1,

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inclusive, due to vps_sub_layer_ordering_info_present_flag being equal to 0, it is inferred to be equal to vps_max_num_reorder_pics[vps_max_sub_layers_minus1].

vps_max_latency_increase_plus1[i] not equal to 0 is used to compute the value of VpsMaxLatencyPictures[i], which specifies the maximum number of pictures that can precede any picture in the CVS in output order and follow that picture in decoding order when HighestTid is equal to i.

When vps_max_latency_increase_plus1[i] is not equal to 0, the value of VpsMaxLatencyPictures[i] is specified as follows:

VpsMaxLatencyPictures[i] = vps_max_num_reorder_pics[i] + (7-2)

When vps_max_latency_increase_plus1[i] is equal to 0, no corresponding limit is expressed.

The value of vps_max_latency_increase_plus1[i] shall be in the range of 0 to $2^{32} - 2$, inclusive. When vps_max_latency_increase_plus1[i] is not present for i in the range of 0 to vps_max_sub_layers_minus1 − 1, inclusive, due to vps_sub_layer_ordering_info_present_flag being equal to 0, it is inferred to be equal to vps_max_latency_increase_plus1[vps_max_sub_layers_minus1].

vps_max_layer_id specifies the maximum allowed value of nuh_layer_id of all NAL units in the CVS.

vps_num_layer_sets_minus1 plus 1 specifies the number of layer sets that are specified by the VPS. In bitstreams conforming to this version of this Specification, the value of vps_num_layer_sets_minus1 shall be equal to 0. Although the value of vps_num_layer_sets_minus1 is required to be equal to 0 in this version of this Specification, decoders shall allow other values of vps_num_layer_sets_minus1 in the range of 0 to 1023, inclusive, to appear in the syntax.

layer_id_included_flag[i][j] equal to 1 specifies that the value of nuh_layer_id equal to j is included in the layer identifier list layerSetLayerIdList[i]. layer_id_included_flag[i][j] equal to 0 specifies that the value of nuh_layer_id equal to j is not included in the layer identifier list layerSetLayerIdList[i].

The value of numLayersInIdList[0] is set equal to 1 and the value of layerSetLayerIdList[0][0] is set equal to 0.

For each value of i in the range of 1 to vps_num_layer_sets_minus1, inclusive, the variable numLayersInIdList[i] and the layer identifier list layerSetLayerIdList[i] are derived as follows:

```
n = 0
for( m = 0; m  <=  vps_max_layer_id; m++ )
     if( layer_id_included_flag[ i ][ m ] )                    (7-3)
          layerSetLayerIdList[ i ][ n++ ] = m
numLayersInIdList[ i ] = n
```

For each value of i in the range of 1 to vps_num_layer_sets_minus1, inclusive, numLayersInIdList[i] shall be in the range of 1 to vps_max_layers_minus1 + 1, inclusive.

When numLayersInIdList[iA] is equal to numLayersInIdList[iB] for any iA and iB in the range of 0 to vps_num_layer_sets_minus1, inclusive, with iA not equal to iB, the value of layerSetLayerIdList[iA][n] shall not be equal to layerSetLayerIdList[iB][n] for at least one value of n in the range of 0 to numLayersInIdList[iA], inclusive.

A layer set is identified by the associated layer identifier list. The i-th layer set specified by the VPS is associated with the layer identifier list layerSetLayerIdList[i], for i in the range of 0 to vps_num_layer_sets_minus1, inclusive.

A layer set consists of all operation points that are associated with the same layer identifier list.

Each operation point is identified by the associated layer identifier list, denoted as OpLayerIdList, which consists of the list of nuh_layer_id values of all NAL units included in the operation point, in increasing order of nuh_layer_id values, and a variable OpTid, which is equal to the highest TemporalId of all NAL units included in the operation point. The bitstream subset associated with the operation point identified by OpLayerIdList and OpTid is the output of the sub-bitstream extraction process as specified in clause 10 with the bitstream, the target highest TemporalId equal to OpTid, and the target layer identifier list equal to OpLayerIdList as inputs. The OpLayerIdList and OpTid that identify an operation point are also referred to as the OpLayerIdList and OpTid associated with the operation point, respectively.

vps_timing_info_present_flag equal to 1 specifies that vps_num_units_in_tick, vps_time_scale, vps_poc_proportional_to_timing_flag, and vps_num_hrd_parameters are present in the VPS. vps_timing_info_present_flag equal to 0 specifies that vps_num_units_in_tick, vps_time_scale, vps_poc_proportional_to_timing_flag, and vps_num_hrd_parameters are not present in the VPS.

vps_num_units_in_tick is the number of time units of a clock operating at the frequency vps_time_scale Hz that corresponds to one increment (called a clock tick) of a clock tick counter. The value of vps_num_units_in_tick shall be greater than 0. A clock tick, in units of seconds, is equal to the quotient of vps_num_units_in_tick divided by

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vps_time_scale. For example, when the picture rate of a video signal is 25 Hz, vps_time_scale may be equal to 27 000 000 and vps_num_units_in_tick may be equal to 1 080 000, and consequently a clock tick may be 0.04 seconds.

vps_time_scale is the number of time units that pass in one second. For example, a time coordinate system that measures time using a 27 MHz clock has a vps_time_scale of 27 000 000. The value of vps_time_scale shall be greater than 0.

vps_poc_proportional_to_timing_flag equal to 1 indicates that the picture order count value for each picture in the CVS that is not the first picture in the CVS, in decoding order, is proportional to the output time of the picture relative to the output time of the first picture in the CVS. vps_poc_proportional_to_timing_flag equal to 0 indicates that the picture order count value for each picture in the CVS that is not the first picture in the CVS, in decoding order, may or may not be proportional to the output time of the picture relative to the output time of the first picture in the CVS.

vps_num_ticks_poc_diff_one_minus1 plus 1 specifies the number of clock ticks corresponding to a difference of picture order count values equal to 1. The value of vps_num_ticks_poc_diff_one_minus1 shall be in the range of 0 to $2^{32} - 2$, inclusive.

vps_num_hrd_parameters specifies the number of hrd_parameters( ) syntax structures present in the VPS RBSP. In bitstreams conforming to this version of this Specification, the value of vps_num_hrd_parameters shall be less than or equal to 1. Although the value of vps_num_hrd_parameters is required to be less than or equal to 1 in this version of this Specification, decoders shall allow other values of vps_num_hrd_parameters in the range of 0 to 1024, inclusive, to appear in the syntax.

hrd_layer_set_idx[i] specifies the index, into the list of layer sets specified by the VPS, of the layer set to which the i-th hrd_parameters( ) syntax structure in the VPS applies. In bitstreams conforming to this version of this Specification, the value of hrd_layer_set_idx[i] shall be equal to 0. Although the value of hrd_layer_set_idx[i] is required to be equal to 0 in this version of this Specification, decoders shall allow other values of hrd_layer_set_idx[i] in the range of 0 to 1023, inclusive, to appear in the syntax.

cprms_present_flag[i] equal to 1 specifies that the HRD parameters that are common for all sub-layers are present in the i-th hrd_parameters( ) syntax structure in the VPS. cprms_present_flag[i] equal to 0 specifies that the HRD parameters that are common for all sub-layers are not present in the i-th hrd_parameters( ) syntax structure in the VPS and are derived to be the same as the (i − 1)-th hrd_parameters( ) syntax structure in the VPS. cprms_present_flag[0] is inferred to be equal to 1.

vps_extension_flag equal to 0 specifies that no vps_extension_data_flag syntax elements are present in the VPS RBSP syntax structure. vps_extension_flag shall be equal to 0 in bitstreams conforming to this version of this Specification. The value of 1 for vps_extension_flag is reserved for future use by ITU-T | ISO/IEC. Decoders shall ignore all data that follow the value 1 for vps_extension_flag in a VPS NAL unit.

vps_extension_data_flag may have any value. Its presence and value do not affect decoder conformance to profiles specified in this version of this Specification. Decoders conforming to this version of this Specification shall ignore all vps_extension_data_flag syntax elements.

7.4.3.2 Sequence parameter set RBSP semantics

sps_video_parameter_set_id specifies the value of the vps_video_parameter_set_id of the active VPS.

sps_max_sub_layers_minus1 plus 1 specifies the maximum number of temporal sub-layers that may be present in each CVS referring to the SPS. The value of sps_max_sub_layers_minus1 shall be in the range of 0 to 6, inclusive.

sps_temporal_id_nesting_flag, when sps_max_sub_layers_minus1 is greater than 0, specifies whether inter prediction is additionally restricted for CVSs referring to the SPS. When vps_temporal_id_nesting_flag is equal to 1, sps_temporal_id_nesting_flag shall be equal to 1. When sps_max_sub_layers_minus1 is equal to 0, sps_temporal_id_nesting_flag shall be equal to 1.

NOTE 1 – The syntax element sps_temporal_id_nesting_flag is used to indicate that temporal up-switching, i.e., switching from decoding up to any TemporalId tIdN to decoding up to any TemporalId tIdM that is greater than tIdN, is always possible in the CVS.

sps_seq_parameter_set_id provides an identifier for the SPS for reference by other syntax elements. The value of sps_seq_parameter_set_id shall be in the range of 0 to 15, inclusive.

chroma_format_idc specifies the chroma sampling relative to the luma sampling as specified in clause 6.2. The value of chroma_format_idc shall be in the range of 0 to 3, inclusive.

separate_colour_plane_flag equal to 1 specifies that the three colour components of the 4:4:4 chroma format are coded separately. separate_colour_plane_flag equal to 0 specifies that the colour components are not coded separately. When separate_colour_plane_flag is not present, it is inferred to be equal to 0. When separate_colour_plane_flag is equal to 1, the coded picture consists of three separate components, each of which consists of coded samples of one

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colour plane (Y, Cb, or Cr) and uses the monochrome coding syntax. In this case, each colour plane is associated with a specific colour_plane_id value.

NOTE 2 – There is no dependency in decoding processes between the colour planes having different colour_plane_id values. For example, the decoding process of a monochrome picture with one value of colour_plane_id does not use any data from monochrome pictures having different values of colour_plane_id for inter prediction.

Depending on the value of separate_colour_plane_flag, the value of the variable ChromaArrayType is assigned as follows:

– If separate_colour_plane_flag is equal to 0, ChromaArrayType is set equal to chroma_format_idc.

– Otherwise (separate_colour_plane_flag is equal to 1), ChromaArrayType is set equal to 0.

pic_width_in_luma_samples specifies the width of each decoded picture in units of luma samples. pic_width_in_luma_samples shall not be equal to 0 and shall be an integer multiple of MinCbSizeY.

pic_height_in_luma_samples specifies the height of each decoded picture in units of luma samples. pic_height_in_luma_samples shall not be equal to 0 and shall be an integer multiple of MinCbSizeY.

conformance_window_flag equal to 1 indicates that the conformance cropping window offset parameters follow next in the SPS. conformance_window_flag equal to 0 indicates that the conformance cropping window offset parameters are not present.

conf_win_left_offset, **conf_win_right_offset**, **conf_win_top_offset**, and **conf_win_bottom_offset** specify the samples of the pictures in the CVS that are output from the decoding process, in terms of a rectangular region specified in picture coordinates for output. When conformance_window_flag is equal to 0, the values of conf_win_left_offset, conf_win_right_offset, conf_win_top_offset, and conf_win_bottom_offset are inferred to be equal to 0.

The conformance cropping window contains the luma samples with horizontal picture coordinates from SubWidthC * conf_win_left_offset to pic_width_in_luma_samples − (SubWidthC * conf_win_right_offset + 1) and vertical picture coordinates from SubHeightC * conf_win_top_offset to pic_height_in_luma_samples − (SubHeightC * conf_win_bottom_offset + 1), inclusive.

The value of SubWidthC * (conf_win_left_offset + conf_win_right_offset) shall be less than pic_width_in_luma_samples, and the value of SubHeightC * (conf_win_top_offset + conf_win_bottom_offset) shall be less than pic_height_in_luma_samples.

When ChromaArrayType is not equal to 0, the corresponding specified samples of the two chroma arrays are the samples having picture coordinates (x / SubWidthC, y / SubHeightC), where (x, y) are the picture coordinates of the specified luma samples.

NOTE 3 – The conformance cropping window offset parameters are only applied at the output. All internal decoding processes are applied to the uncropped picture size.

bit_depth_luma_minus8 specifies the bit depth of the samples of the luma array $BitDepth_Y$ and the value of the luma quantization parameter range offset $QpBdOffset_Y$ as follows:

$$BitDepth_Y = 8 + bit\_depth\_luma\_minus8 \quad (7\text{-}4)$$

$$QpBdOffset_Y = 6 * bit\_depth\_luma\_minus8 \quad (7\text{-}5)$$

bit_depth_luma_minus8 shall be in the range of 0 to 6, inclusive.

bit_depth_chroma_minus8 specifies the bit depth of the samples of the chroma arrays $BitDepth_C$ and the value of the chroma quantization parameter range offset $QpBdOffset_C$ as follows:

$$BitDepth_C = 8 + bit\_depth\_chroma\_minus8 \quad (7\text{-}6)$$

$$QpBdOffset_C = 6 * bit\_depth\_chroma\_minus8 \quad (7\text{-}7)$$

bit_depth_chroma_minus8 shall be in the range of 0 to 6, inclusive.

log2_max_pic_order_cnt_lsb_minus4 specifies the value of the variable MaxPicOrderCntLsb that is used in the decoding process for picture order count as follows:

$$MaxPicOrderCntLsb = 2^{(log2\_max\_pic\_order\_cnt\_lsb\_minus4 + 4)} \quad (7\text{-}8)$$

The value of log2_max_pic_order_cnt_lsb_minus4 shall be in the range of 0 to 12, inclusive.

sps_sub_layer_ordering_info_present_flag equal to 1 specifies that sps_max_dec_pic_buffering_minus1[i], sps_max_num_reorder_pics[i], and sps_max_latency_increase_plus1[i] are present for sps_max_sub_layers_minus1 + 1 sub-layers. sps_sub_layer_ordering_info_present_flag equal to 0 specifies that the values of sps_max_dec_pic_buffering_minus1[sps_max_sub_layers_minus1],

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sps_max_num_reorder_pics[sps_max_sub_layers_minus1], and sps_max_latency_increase_plus1[sps_max_sub_layers_minus1] apply to all sub-layers.

sps_max_dec_pic_buffering_minus1[i] plus 1 specifies the maximum required size of the decoded picture buffer for the CVS in units of picture storage buffers when HighestTid is equal to i. The value of sps_max_dec_pic_buffering_minus1[i] shall be in the range of 0 to MaxDpbSize − 1 (as specified in clause A.4), inclusive. When i is greater than 0, sps_max_dec_pic_buffering_minus1[i] shall be greater than or equal to sps_max_dec_pic_buffering_minus1[i − 1]. The value of sps_max_dec_pic_buffering_minus1[i] shall be less than or equal to vps_max_dec_pic_buffering_minus1[i] for each value of i. When sps_max_dec_pic_buffering_minus1[i] is not present for i in the range of 0 to sps_max_sub_layers_minus1 − 1, inclusive, due to sps_sub_layer_ordering_info_present_flag being equal to 0, it is inferred to be equal to sps_max_dec_pic_buffering_minus1[sps_max_sub_layers_minus1].

sps_max_num_reorder_pics[i] indicates the maximum allowed number of pictures that can precede any picture in the CVS in decoding order and follow that picture in output order when HighestTid is equal to i. The value of sps_max_num_reorder_pics[i] shall be in the range of 0 to sps_max_dec_pic_buffering_minus1[i], inclusive. When i is greater than 0, sps_max_num_reorder_pics[i] shall be greater than or equal to sps_max_num_reorder_pics[i − 1]. The value of sps_max_num_reorder_pics[i] shall be less than or equal to vps_max_num_reorder_pics[i] for each value of i. When sps_max_num_reorder_pics[i] is not present for i in the range of 0 to sps_max_sub_layers_minus1 − 1, inclusive, due to sps_sub_layer_ordering_info_present_flag being equal to 0, it is inferred to be equal to sps_max_num_reorder_pics[sps_max_sub_layers_minus1].

sps_max_latency_increase_plus1[i] not equal to 0 is used to compute the value of SpsMaxLatencyPictures[i], which specifies the maximum number of pictures that can precede any picture in the CVS in output order and follow that picture in decoding order when HighestTid is equal to i.

When sps_max_latency_increase_plus1[i] is not equal to 0, the value of SpsMaxLatencyPictures[i] is specified as follows:

$$SpsMaxLatencyPictures[i] = sps\_max\_num\_reorder\_pics[i] + sps\_max\_latency\_increase\_plus1[i] - 1 \quad (7\text{-}9)$$

When sps_max_latency_increase_plus1[i] is equal to 0, no corresponding limit is expressed.

The value of sps_max_latency_increase_plus1[i] shall be in the range of 0 to $2^{32} - 2$, inclusive. When vps_max_latency_increase_plus1[i] is not equal to 0, the value of sps_max_latency_increase_plus1[i] shall not be equal to 0 and shall be less than or equal to vps_max_latency_increase_plus1[i] for each value of i. When sps_max_latency_increase_plus1[i] is not present for i in the range of 0 to sps_max_sub_layers_minus1 − 1, inclusive, due to sps_sub_layer_ordering_info_present_flag being equal to 0, it is inferred to be equal to sps_max_latency_increase_plus1[sps_max_sub_layers_minus1].

log2_min_luma_coding_block_size_minus3 plus 3 specifies the minimum size of a luma coding block.

log2_diff_max_min_luma_coding_block_size specifies the difference between the maximum and minimum luma coding block size.

The variables MinCbLog2SizeY, CtbLog2SizeY, MinCbSizeY, CtbSizeY, PicWidthInMinCbsY, PicWidthInCtbsY, PicHeightInMinCbsY, PicHeightInCtbsY, PicSizeInMinCbsY, PicSizeInCtbsY, PicSizeInSamplesY, PicWidthInSamplesC, and PicHeightInSamplesC are derived as follows:

$$MinCbLog2SizeY = log2\_min\_luma\_coding\_block\_size\_minus3 + 3 \quad (7\text{-}10)$$

$$CtbLog2SizeY = MinCbLog2SizeY + log2\_diff\_max\_min\_luma\_coding\_block\_size \quad (7\text{-}11)$$

$$MinCbSizeY = 1 \ll MinCbLog2SizeY \quad (7\text{-}12)$$

$$CtbSizeY = 1 \ll CtbLog2SizeY \quad (7\text{-}13)$$

$$PicWidthInMinCbsY = pic\_width\_in\_luma\_samples / MinCbSizeY \quad (7\text{-}14)$$

$$PicWidthInCtbsY = Ceil(pic\_width\_in\_luma\_samples \div CtbSizeY) \quad (7\text{-}15)$$

$$PicHeightInMinCbsY = pic\_height\_in\_luma\_samples / MinCbSizeY \quad (7\text{-}16)$$

$$PicHeightInCtbsY = Ceil(pic\_height\_in\_luma\_samples \div CtbSizeY) \quad (7\text{-}17)$$

$$PicSizeInMinCbsY = PicWidthInMinCbsY * PicHeightInMinCbsY \quad (7\text{-}18)$$

$$PicSizeInCtbsY = PicWidthInCtbsY * PicHeightInCtbsY \quad (7\text{-}19)$$

$$PicSizeInSamplesY = pic\_width\_in\_luma\_samples * pic\_height\_in\_luma\_samples \quad (7\text{-}20)$$

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PicWidthInSamplesC = pic_width_in_luma_samples / SubWidthC (7-21)

PicHeightInSamplesC = pic_height_in_luma_samples / SubHeightC (7-22)

The variables CtbWidthC and CtbHeightC, which specify the width and height, respectively, of the array for each chroma coding tree block, are derived as follows:

– If chroma_format_idc is equal to 0 (monochrome) or separate_colour_plane_flag is equal to 1, CtbWidthC and CtbHeightC are both equal to 0.

– Otherwise, CtbWidthC and CtbHeightC are derived as follows:

CtbWidthC = CtbSizeY / SubWidthC (7-23)

CtbHeightC = CtbSizeY / SubHeightC (7-24)

log2_min_transform_block_size_minus2 plus 2 specifies the minimum transform block size.

The variable Log2MinTrafoSize is set equal to log2_min_transform_block_size_minus2 + 2. The CVS shall not contain data that result in Log2MinTrafoSize greater than or equal to MinCbLog2SizeY.

log2_diff_max_min_transform_block_size specifies the difference between the maximum and minimum transform block size.

The variable Log2MaxTrafoSize is set equal to log2_min_transform_block_size_minus2 + 2 + log2_diff_max_min_transform_block_size.

The CVS shall not contain data that result in Log2MaxTrafoSize greater than Min(CtbLog2SizeY, 5).

The array ScanOrder[log2BlockSize][scanIdx][sPos][sComp] specifies the mapping of the scan position sPos, ranging from 0 to (1 << log2BlockSize) * (1 << log2BlockSize) − 1, inclusive, to horizontal and vertical components of the scan-order matrix. The array index scanIdx equal to 0 specifies an up-right diagonal scan order, scanIdx equal to 1 specifies a horizontal scan order, and scanIdx equal to 2 specifies a vertical scan order. The array index sComp equal to 0 specifies the horizontal component and the array index sComp equal to 1 specifies the vertical component. The array ScanOrder is derived as follows:

For the variable log2BlockSize ranging from 0 to 3, inclusive, the scanning order array ScanOrder is derived as follows:

– The up-right diagonal scan order array initialization process as specified in clause 6.5.3 is invoked with 1 << log2BlockSize as input, and the output is assigned to ScanOrder[log2BlockSize][0].

– The horizontal scan order array initialization process as specified in clause 6.5.4 is invoked with 1 << log2BlockSize as input, and the output is assigned to ScanOrder[log2BlockSize][1].

– The vertical scan order array initialization process as specified in clause 6.5.5 is invoked with 1 << log2BlockSize as input, and the output is assigned to ScanOrder[log2BlockSize][2].

max_transform_hierarchy_depth_inter specifies the maximum hierarchy depth for transform units of coding units coded in inter prediction mode. The value of max_transform_hierarchy_depth_inter shall be in the range of 0 to CtbLog2SizeY − Log2MinTrafoSize, inclusive.

max_transform_hierarchy_depth_intra specifies the maximum hierarchy depth for transform blocks of coding blocks coded in intra prediction mode. The value of max_transform_hierarchy_depth_intra shall be in the range of 0 to CtbLog2SizeY − Log2MinTrafoSize, inclusive.

scaling_list_enabled_flag equal to 1 specifies that a scaling list is used for the scaling process for transform coefficients. scaling_list_enabled_flag equal to 0 specifies that scaling list is not used for the scaling process for transform coefficients.

sps_scaling_list_data_present_flag equal to 1 specifies that scaling list data are present in the SPS. sps_scaling_list_data_present_flag equal to 0 specifies that scaling list data are not present in the SPS. When not present, the value of sps_scaling_list_data_present_flag is inferred to be equal to 0.

amp_enabled_flag equal to 1 specifies that asymmetric motion partitions, i.e., PartMode equal to PART_2NxnU, PART_2NxnD, PART_nLx2N, or PART_nRx2N, may be used in coding tree blocks. amp_enabled_flag equal to 0 specifies that asymmetric motion partitions cannot be used in coding tree blocks.

sample_adaptive_offset_enabled_flag equal to 1 specifies that the sample adaptive offset process is applied to the reconstructed picture after the deblocking filter process. sample_adaptive_offset_enabled_flag equal to 0 specifies that the sample adaptive offset process is not applied to the reconstructed picture after the deblocking filter process.

pcm_enabled_flag equal to 0 specifies that PCM data are not present in the CVS.

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NOTE 4 – When MinCbLog2SizeY is equal to 6, PCM data are not present in the CVS even when pcm_enabled_flag is equal to 1. The maximum size of coding block with pcm_enabled_flag equal to 1 is restricted to be less than or equal to Min(CtbLog2SizeY, 5). Encoders are encouraged to use an appropriate combination of log2_min_luma_coding_block_size_minus3, log2_min_pcm_luma_coding_block_size_minus3, and log2_diff_max_min_pcm_luma_coding_block_size values when sending PCM data in the CVS.

pcm_sample_bit_depth_luma_minus1 specifies the number of bits used to represent each of PCM sample values of the luma component as follows:

$$PcmBitDepth_Y = pcm\_sample\_bit\_depth\_luma\_minus1 + 1 \quad (7\text{-}25)$$

The value of $PcmBitDepth_Y$ shall be less than or equal to the value of $BitDepth_Y$.

pcm_sample_bit_depth_chroma_minus1 specifies the number of bits used to represent each of PCM sample values of the chroma components as follows:

$$PcmBitDepth_C = pcm\_sample\_bit\_depth\_chroma\_minus1 + 1 \quad (7\text{-}26)$$

The value of $PcmBitDepth_C$ shall be less than or equal to the value of $BitDepth_C$.

log2_min_pcm_luma_coding_block_size_minus3 plus 3 specifies the minimum size of coding blocks with pcm_flag equal to 1.

The variable Log2MinIpcmCbSizeY is set equal to log2_min_pcm_luma_coding_block_size_minus3 + 3. The value of Log2MinIpcmCbSizeY shall be in the range of MinCbLog2SizeY to Min(CtbLog2SizeY, 5), inclusive.

log2_diff_max_min_pcm_luma_coding_block_size specifies the difference between the maximum and minimum size of coding blocks with pcm_flag equal to 1.

The variable Log2MaxIpcmCbSizeY is set equal to log2_diff_max_min_pcm_luma_coding_block_size + Log2MinIpcmCbSizeY. The value of Log2MaxIpcmCbSizeY shall be less than or equal to Min(CtbLog2SizeY, 5).

pcm_loop_filter_disabled_flag specifies whether the loop filter process is disabled on reconstructed samples in a coding unit with pcm_flag equal to 1 as follows:

– If pcm_loop_filter_disabled_flag is equal to 1, the deblocking filter and sample adaptive offset filter processes on the reconstructed samples in a coding unit with pcm_flag equal to 1 are disabled.

– Otherwise (pcm_loop_filter_disabled_flag value is equal to 0), the deblocking filter and sample adaptive offset filter processes on the reconstructed samples in a coding unit with pcm_flag equal to 1 are not disabled.

When pcm_loop_filter_disabled_flag is not present, it is inferred to be equal to 0.

num_short_term_ref_pic_sets specifies the number of short_term_ref_pic_set( ) syntax structures included in the SPS. The value of num_short_term_ref_pic_sets shall be in the range of 0 to 64, inclusive.

NOTE 5 – A decoder should allocate memory for a total number of num_short_term_ref_pic_sets + 1 short_term_ref_pic_set( ) syntax structures since there may be a short_term_ref_pic_set( ) syntax structure directly signalled in the slice headers of a current picture. A short_term_ref_pic_set( ) syntax structure directly signalled in the slice headers of a current picture has an index equal to num_short_term_ref_pic_sets.

long_term_ref_pics_present_flag equal to 0 specifies that no long-term reference picture is used for inter prediction of any coded picture in the CVS. long_term_ref_pics_present_flag equal to 1 specifies that long-term reference pictures may be used for inter prediction of one or more coded pictures in the CVS.

num_long_term_ref_pics_sps specifies the number of candidate long-term reference pictures that are specified in the SPS. The value of num_long_term_ref_pics_sps shall be in the range of 0 to 32, inclusive.

lt_ref_pic_poc_lsb_sps[i] specifies the picture order count modulo MaxPicOrderCntLsb of the i-th candidate long-term reference picture specified in the SPS. The number of bits used to represent lt_ref_pic_poc_lsb_sps[i] is equal to log2_max_pic_order_cnt_lsb_minus4 + 4.

used_by_curr_pic_lt_sps_flag[i] equal to 0 specifies that the i-th candidate long-term reference picture specified in the SPS is not used for reference by a picture that includes in its long-term RPS the i-th candidate long-term reference picture specified in the SPS.

sps_temporal_mvp_enabled_flag equal to 1 specifies that slice_temporal_mvp_enabled_flag is present in the slice headers of non-IDR pictures in the CVS. sps_temporal_mvp_enabled_flag equal to 0 specifies that slice_temporal_mvp_enabled_flag is not present in slice headers and that temporal motion vector predictors are not used in the CVS.

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strong_intra_smoothing_enabled_flag equal to 1 specifies that bi-linear interpolation is conditionally used in the filtering process in the CVS as specified in clause 8.4.4.2.3. strong_intra_smoothing_enabled_flag equal to 0 specifies that that the bi-linear interpolation is not used in the CVS.

vui_parameters_present_flag equal to 1 specifies that the vui_parameters( ) syntax structure as specified in Annex E is present. vui_parameters_present_flag equal to 0 specifies that the vui_parameters( ) syntax structure as specified in Annex E is not present.

sps_extension_flag equal to 0 specifies that no sps_extension_data_flag syntax elements are present in the SPS RBSP syntax structure. sps_extension_flag shall be equal to 0 in bitstreams conforming to this version of this Specification. The value of 1 for sps_extension_flag is reserved for future use by ITU-T | ISO/IEC. Decoders shall ignore all sps_extension_data_flag syntax elements that follow the value 1 for sps_extension_flag in an SPS NAL unit.

sps_extension_data_flag may have any value. Its presence and value do not affect decoder conformance to profiles specified in this version of this Specification. Decoders conforming to this version of this Specification shall ignore all sps_extension_data_flag syntax elements.

7.4.3.3 Picture parameter set RBSP semantics

pps_pic_parameter_set_id identifies the PPS for reference by other syntax elements. The value of pps_pic_parameter_set_id shall be in the range of 0 to 63, inclusive.

pps_seq_parameter_set_id specifies the value of sps_seq_parameter_set_id for the active SPS. The value of pps_seq_parameter_set_id shall be in the range of 0 to 15, inclusive.

dependent_slice_segments_enabled_flag equal to 1 specifies the presence of the syntax element dependent_slice_segment_flag in the slice segment headers for coded pictures referring to the PPS. dependent_slice_segments_enabled_flag equal to 0 specifies the absence of the syntax element dependent_slice_segment_flag in the slice segment headers for coded pictures referring to the PPS.

output_flag_present_flag equal to 1 indicates that the pic_output_flag syntax element is present in the associated slice headers. output_flag_present_flag equal to 0 indicates that the pic_output_flag syntax element is not present in the associated slice headers.

num_extra_slice_header_bits equal to 0 specifies that no extra slice header bits are present in the slice header RBSP for coded pictures referring to the PPS. num_extra_slice_header_bits shall be equal to 0 in bitstreams conforming to this version of this Specification. Other values for num_extra_slice_header_bits are reserved for future use by ITU-T | ISO/IEC. However, decoders shall allow num_extra_slice_header_bits to have any value.

sign_data_hiding_enabled_flag equal to 0 specifies that sign bit hiding is disabled. sign_data_hiding_enabled_flag equal to 1 specifies that sign bit hiding is enabled.

cabac_init_present_flag equal to 1 specifies that cabac_init_flag is present in slice headers referring to the PPS. cabac_init_present_flag equal to 0 specifies that cabac_init_flag is not present in slice headers referring to the PPS.

num_ref_idx_l0_default_active_minus1 specifies the inferred value of num_ref_idx_l0_active_minus1 for P and B slices with num_ref_idx_active_override_flag equal to 0. The value of num_ref_idx_l0_default_active_minus1 shall be in the range of 0 to 14, inclusive.

num_ref_idx_l1_default_active_minus1 specifies the inferred value of num_ref_idx_l1_active_minus1 with num_ref_idx_active_override_flag equal to 0. The value of num_ref_idx_l1_default_active_minus1 shall be in the range of 0 to 14, inclusive.

init_qp_minus26 specifies the initial value minus 26 of $SliceQp_Y$ for each slice. The initial value is modified at the slice segment layer when a non-zero value of slice_qp_delta is decoded, and is modified further when a non-zero value of cu_qp_delta_abs is decoded at the coding unit layer. The value of init_qp_minus26 shall be in the range of $-(26 + QpBdOffset_Y)$ to +25, inclusive.

constrained_intra_pred_flag equal to 0 specifies that intra prediction allows usage of residual data and decoded samples of neighbouring coding blocks coded using either intra or inter prediction modes. constrained_intra_pred_flag equal to 1 specifies constrained intra prediction, in which case intra prediction only uses residual data and decoded samples from neighbouring coding blocks coded using intra prediction modes.

transform_skip_enabled_flag equal to 1 specifies that transform_skip_flag may be present in the residual coding syntax. transform_skip_enabled_flag equal to 0 specifies that transform_skip_flag is not present in the residual coding syntax.

cu_qp_delta_enabled_flag equal to 1 specifies that the diff_cu_qp_delta_depth syntax element is present in the PPS and that cu_qp_delta_abs may be present in the transform unit syntax. cu_qp_delta_enabled_flag equal to 0 specifies

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that the diff_cu_qp_delta_depth syntax element is not present in the PPS and that cu_qp_delta_abs is not present in the transform unit syntax.

diff_cu_qp_delta_depth specifies the difference between the luma coding tree block size and the minimum luma coding block size of coding units that convey cu_qp_delta_abs and cu_qp_delta_sign_flag. The value of diff_cu_qp_delta_depth shall be in the range of 0 to log2_diff_max_min_luma_coding_block_size, inclusive. When not present, the value of diff_cu_qp_delta_depth is inferred to be equal to 0.

The variable Log2MinCuQpDeltaSize is devived as follows:

$$\text{Log2MinCuQpDeltaSize} = \text{CtbLog2SizeY} - \text{diff\_cu\_qp\_delta\_depth} \quad (7\text{-}27)$$

pps_cb_qp_offset and **pps_cr_qp_offset** specify offsets to the luma quantization parameter Qp'_Y used for deriving Qp'_{Cb} and Qp'_{Cr}, respectively. The values of pps_cb_qp_offset and pps_cr_qp_offset shall be in the range of −12 to +12, inclusive.

pps_slice_chroma_qp_offsets_present_flag equal to 1 indicates that the slice_cb_qp_offset and slice_cr_qp_offset syntax elements are present in the associated slice headers. pps_slice_chroma_qp_offsets_present_flag equal to 0 indicates that these syntax elements are not present in the associated slice headers.

weighted_pred_flag equal to 0 specifies that weighted prediction is not applied to P slices. weighted_pred_flag equal to 1 specifies that weighted prediction is applied to P slices.

weighted_bipred_flag equal to 0 specifies that the default weighted prediction is applied to B slices. weighted_bipred_flag equal to 1 specifies that weighted prediction is applied to B slices.

transquant_bypass_enabled_flag equal to 1 specifies that cu_transquant_bypass_flag is present. transquant_bypass_enabled_flag equal to 0 specifies that cu_transquant_bypass_flag is not present.

tiles_enabled_flag equal to 1 specifies that there is more than one tile in each picture referring to the PPS. tiles_enabled_flag equal to 0 specifies that there is only one tile in each picture referring to the PPS.

It is a requirement of bitstream conformance that the value of tiles_enabled_flag shall be the same for all PPSs that are activated within a CVS.

entropy_coding_sync_enabled_flag equal to 1 specifies that a specific synchronization process for context variables is invoked before decoding the coding tree unit which includes the first coding tree block of a row of coding tree blocks in each tile in each picture referring to the PPS, and a specific storage process for context variables is invoked after decoding the coding tree unit which includes the second coding tree block of a row of coding tree blocks in each tile in each picture referring to the PPS. entropy_coding_sync_enabled_flag equal to 0 specifies that no specific synchronization process for context variables is required to be invoked before decoding the coding tree unit which includes the first coding tree block of a row of coding tree blocks in each tile in each picture referring to the PPS, and no specific storage process for context variables is required to be invoked after decoding the coding tree unit which includes the second coding tree block of a row of coding tree blocks in each tile in each picture referring to the PPS.

It is a requirement of bitstream conformance that the value of entropy_coding_sync_enabled_flag shall be the same for all PPSs that are activated within a CVS.

When entropy_coding_sync_enabled_flag is equal to 1 and the first coding tree block in a slice is not the first coding tree block of a row of coding tree blocks in a tile, it is a requirement of bitstream conformance that the last coding tree block in the slice shall belong to the same row of coding tree blocks as the first coding tree block in the slice.

When entropy_coding_sync_enabled_flag is equal to 1 and the first coding tree block in a slice segment is not the first coding tree block of a row of coding tree blocks in a tile, it is a requirement of bitstream conformance that the last coding tree block in the slice segment shall belong to the same row of coding tree blocks as the first coding tree block in the slice segment.

num_tile_columns_minus1 plus 1 specifies the number of tile columns partitioning the picture. num_tile_columns_minus1 shall be in the range of 0 to PicWidthInCtbsY − 1, inclusive. When not present, the value of num_tile_columns_minus1 is inferred to be equal to 0.

num_tile_rows_minus1 plus 1 specifies the number of tile rows partitioning the picture. num_tile_rows_minus1 shall be in the range of 0 to PicHeightInCtbsY − 1, inclusive. When not present, the value of num_tile_rows_minus1 is inferred to be equal to 0.

When tiles_enabled_flag is equal to 1, num_tile_columns_minus1 and num_tile_rows_minus1 shall not be both equal to 0.

uniform_spacing_flag equal to 1 specifies that tile column boundaries and likewise tile row boundaries are distributed uniformly across the picture. uniform_spacing_flag equal to 0 specifies that tile column boundaries and likewise tile

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row boundaries are not distributed uniformly across the picture but signalled explicitly using the syntax elements column_width_minus1[i] and row_height_minus1[i]. When not present, the value of uniform_spacing_flag is inferred to be equal to 1.

column_width_minus1[i] plus 1 specifies the width of the i-th tile column in units of coding tree blocks.

row_height_minus1[i] plus 1 specifies the height of the i-th tile row in units of coding tree blocks.

The following variables are derived by invoking the coding tree block raster and tile scanning conversion process as specified in clause 6.5.1:

– The list CtbAddrRsToTs[ctbAddrRs] for ctbAddrRs ranging from 0 to PicSizeInCtbsY − 1, inclusive, specifying the conversion from a CTB address in CTB raster scan of a picture to a CTB address in tile scan,

– the list CtbAddrTsToRs[ctbAddrTs] for ctbAddrTs ranging from 0 to PicSizeInCtbsY − 1, inclusive, specifying the conversion from a CTB address in tile scan to a CTB address in CTB raster scan of a picture,

– the list TileId[ctbAddrTs] for ctbAddrTs ranging from 0 to PicSizeInCtbsY − 1, inclusive, specifying the conversion from a CTB address in tile scan to a tile ID,

– the list ColumnWidthInLumaSamples[i] for i ranging from 0 to num_tile_columns_minus1, inclusive, specifying the width of the i-th tile column in units of luma samples,

– the list RowHeightInLumaSamples[j] for j ranging from 0 to num_tile_rows_minus1, inclusive, specifying the height of the j-th tile row in units of luma samples.

The values of ColumnWidthInLumaSamples[i] for i ranging from 0 to num_tile_columns_minus1, inclusive, and RowHeightInLumaSamples[j] for j ranging from 0 to num_tile_rows_minus1, inclusive, shall all be greater than 0.

The array MinTbAddrZs with elements MinTbAddrZs[x][y] for x ranging from 0 to (PicWidthInCtbsY << (CtbLog2SizeY − Log2MinTrafoSize)) − 1, inclusive, and y ranging from 0 to (PicHeightInCtbsY << (CtbLog2SizeY − Log2MinTrafoSize)) − 1, inclusive, specifying the conversion from a location (x, y) in units of minimum transform blocks to a transform block address in z-scan order, is derived by invoking the z-scan order array initialization process as specified in clause 6.5.2.

loop_filter_across_tiles_enabled_flag equal to 1 specifies that in-loop filtering operations may be performed across tile boundaries in pictures referring to the PPS. loop_filter_across_tiles_enabled_flag equal to 0 specifies that in-loop filtering operations are not performed across tile boundaries in pictures referring to the PPS. The in-loop filtering operations include the deblocking filter and sample adaptive offset filter operations. When not present, the value of loop_filter_across_tiles_enabled_flag is inferred to be equal to 1.

pps_loop_filter_across_slices_enabled_flag equal to 1 specifies that in-loop filtering operations may be performed across left and upper boundaries of slices referring to the PPS. pps_loop_filter_across_slices_enabled_flag equal to 0 specifies that in-loop filtering operations are not performed across left and upper boundaries of slices referring to the PPS. The in-loop filtering operations include the deblocking filter and sample adaptive offset filter operations.

NOTE 1 – Loop filtering across slice boundaries can be enabled while loop filtering across tile boundaries is disabled and vice versa.

deblocking_filter_control_present_flag equal to 1 specifies the presence of deblocking filter control syntax elements in the PPS. deblocking_filter_control_present_flag equal to 0 specifies the absence of deblocking filter control syntax elements in the PPS.

deblocking_filter_override_enabled_flag equal to 1 specifies the presence of deblocking_filter_override_flag in the slice headers for pictures referring to the PPS. deblocking_filter_override_enabled_flag equal to 0 specifies the absence of deblocking_filter_override_flag in the slice headers for pictures referring to the PPS. When not present, the value of deblocking_filter_override_enabled_flag is inferred to be equal to 0.

pps_deblocking_filter_disabled_flag equal to 1 specifies that the operation of deblocking filter is not applied for slices referring to the PPS in which slice_deblocking_filter_disabled_flag is not present. pps_deblocking_filter_disabled_flag equal to 0 specifies that the operation of the deblocking filter is applied for slices referring to the PPS in which slice_deblocking_filter_disabled_flag is not present. When not present, the value of pps_deblocking_filter_disabled_flag is inferred to be equal to 0.

pps_beta_offset_div2 and **pps_tc_offset_div2** specify the default deblocking parameter offsets for β and tC (divided by 2) that are applied for slices referring to the PPS, unless the default deblocking parameter offsets are overridden by the deblocking parameter offsets present in the slice headers of the slices referring to the PPS. The values of pps_beta_offset_div2 and pps_tc_offset_div2 shall both be in the range of −6 to 6, inclusive. When not present, the value of pps_beta_offset_div2 and pps_tc_offset_div2 are inferred to be equal to 0.

pps_scaling_list_data_present_flag equal to 1 specifies that parameters are present in the PPS to modify the scaling lists specified in the active SPS. pps_scaling_list_data_present_flag equal to 0 specifies that the scaling lists used for the

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pictures referring to the PPS is inferred to be equal to those specified by the active SPS. When scaling_list_enabled_flag is equal to 0, the value of pps_scaling_list_data_present_flag shall be equal to 0. When scaling_list_enabled_flag is equal to 1, sps_scaling_list_data_present_flag is equal to 0, and pps_scaling_list_data_present_flag is equal to 0, the default scaling list data are used to derive the array ScalingFactor as described in the scaling list data semantics 7.4.5.

lists_modification_present_flag equal to 1 specifies that the syntax structure ref_pic_lists_modification( ) is present in the slice segment header. lists_modification_present_flag equal to 0 specifies that the syntax structure ref_pic_lists_modification( ) is not present in the slice segment header.

log2_parallel_merge_level_minus2 plus 2 specifies the value of the variable Log2ParMrgLevel, which is used in the derivation process for luma motion vectors for merge mode as specified in clause 8.5.3.2.1 and the derivation process for spatial merging candidates as specified in clause 8.5.3.2.2. The value of log2_parallel_merge_level_minus2 shall be in the range of 0 to CtbLog2SizeY − 2, inclusive.

The variable Log2ParMrgLevel is derived as follows:

$$Log2ParMrgLevel = log2\_parallel\_merge\_level\_minus2 + 2 \quad (7\text{-}28)$$

NOTE 2 – The value of Log2ParMrgLevel indicates the built-in capability of parallel derivation of the merging candidate lists. For example, when Log2ParMrgLevel is equal to 6, the merging candidate lists for all the PUs and CUs contained in a 64x64 block can be derived in parallel.

slice_segment_header_extension_present_flag equal to 0 specifies that no slice segment header extension syntax elements are present in the slice segment headers for coded pictures referring to the PPS. slice_segment_header_extension_present_flag shall be equal to 0 in bitstreams conforming to this version of this Specification. The value of 1 for slice_segment_header_extension_present_flag is reserved for future use by ITU-T | ISO/IEC.

pps_extension_flag equal to 0 specifies that no pps_extension_data_flag syntax elements are present in the PPS RBSP syntax structure. pps_extension_flag shall be equal to 0 in bitstreams conforming to this version of this Specification. The value of 1 for pps_extension_flag is reserved for future use by ITU-T | ISO/IEC. Decoders shall ignore all data that follow the value 1 for pps_extension_flag in a PPS NAL unit.

pps_extension_data_flag may have any value. Its presence and value do not affect decoder conformance to profiles specified in this version of this Specification. Decoders conforming to this version of this Specification shall ignore all pps_extension_data_flag syntax elements.

7.4.3.4 Supplemental enhancement information RBSP semantics

Supplemental Enhancement Information (SEI) contains information that is not necessary to decode the samples of coded pictures from VCL NAL units. An SEI RBSP contains one or more SEI messages.

7.4.3.5 Access unit delimiter RBSP semantics

The access unit delimiter may be used to indicate the type of slices present in a coded picture and to simplify the detection of the boundary between access units. There is no normative decoding process associated with the access unit delimiter.

pic_type indicates that the slice_type values for all slices of the coded picture are members of the set listed in Table 7-2 for the given value of pic_type.

Table 7-2 – Interpretation of pic_type

pic_type	slice_type values that may be present in the coded picture
0	I
1	P, I
2	B, P, I

7.4.3.6 End of sequence RBSP semantics

The end of sequence RBSP specifies that the current access unit is the last access unit in the coded video sequence in decoding order and the next subsequent access unit in the bitstream in decoding order (if any) is an IRAP access unit with NoRaslOutputFlag equal to 1. The syntax content of the SODB and RBSP for the end of sequence RBSP are empty.

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7.4.3.7 End of bitstream RBSP semantics

The end of bitstream RBSP indicates that no additional NAL units are present in the bitstream that are subsequent to the end of bitstream RBSP in decoding order. The syntax content of the SODB and RBSP for the end of bitstream RBSP are empty.

NOTE – When an elementary stream contains more than one bitstream, the last NAL unit of the last access unit of a bitstream must contain an end of bitstream NAL unit and the first access unit of the subsequent bitstream must be an IRAP access unit. This IRAP access unit may be a CRA, BLA, or IDR access unit.

7.4.3.8 Filler data RBSP semantics

The filler data RBSP contains bytes whose value shall be equal to 0xFF. No normative decoding process is specified for a filler data RBSP.

ff_byte is a byte equal to 0xFF.

7.4.3.9 Slice segment layer RBSP semantics

The slice segment layer RBSP consists of a slice segment header and slice segment data.

7.4.3.10 RBSP slice segment trailing bits semantics

cabac_zero_word is a byte-aligned sequence of two bytes equal to 0x0000.

Let NumBytesInVclNalUnits be the sum of the values of NumBytesInNalUnit for all VCL NAL units of a coded picture.

Let BinCountsInNalUnits be the number of times that the parsing process function DecodeBin( ), specified in clause 9.3.4.3, is invoked to decode the contents of all VCL NAL units of a coded picture.

Let the variable RawMinCuBits be derived as follows:

$$RawMinCuBits = MinCbSizeY * MinCbSizeY * (BitDepth_Y + BitDepth_C / 2) \quad (7\text{-}29)$$

The value of BinCountsInNalUnits shall be less than or equal to (32 ÷ 3) * NumBytesInVclNalUnits + (RawMinCuBits * PicSizeInMinCbsY) ÷ 32.

NOTE – The constraint on the maximum number of bins resulting from decoding the contents of the coded slice segment NAL units can be met by inserting a number of cabac_zero_word syntax elements to increase the value of NumBytesInVclNalUnits. Each cabac_zero_word is represented in a NAL unit by the three-byte sequence 0x000003 (as a result of the constraints on NAL unit contents that result in requiring inclusion of an emulation_prevention_three_byte for each cabac_zero_word).

7.4.3.11 RBSP trailing bits semantics

rbsp_stop_one_bit shall be equal to 1.

rbsp_alignment_zero_bit shall be equal to 0.

7.4.3.12 Byte alignment semantics

alignment_bit_equal_to_one shall be equal to 1.

alignment_bit_equal_to_zero shall be equal to 0.

7.4.4 Profile, tier and level semantics

general_profile_space specifies the context for the interpretation of general_profile_idc and general_profile_combatibility_flag[i] for all values of i in the range of 0 to 31, inclusive. The value of general_profile_space shall be equal to 0 in bitstreams conforming to this version of this Specification. Other values for general_profile_space are reserved for future use by ITU-T | ISO/IEC. Decoders shall ignore the CVS when general_profile_space is not equal to 0.

general_tier_flag specifies the tier context for the interpretation of general_level_idc as specified in Annex A.

general_profile_idc, when general_profile_space is equal to 0, indicates a profile to which the CVS conforms as specified in Annex A. Bitstreams shall not contain values of general_profile_idc other than those specified in Annex A. Other values of general_profile_idc are reserved for future use by ITU-T | ISO/IEC.

general_profile_compatibility_flag[j] equal to 1, when general_profile_space is equal to 0, indicates that the CVS conforms to the profile indicated by general_profile_idc equal to j as specified in Annex A. When general_profile_space is equal to 0, general_profile_compatibility_flag[general_profile_idc] shall be equal to 1. The value of general_profile_compatibility_flag[j] shall be equal to 0 for any value of j that is not specified as an allowed value of general_profile_idc in Annex A.

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general_progressive_source_flag and **general_interlaced_source_flag** are interpreted as follows:

– If general_progressive_source_flag is equal to 1 and general interlaced_source_flag is equal to 0, the source scan type of the pictures in the CVS should be interpreted as progressive only.

– Otherwise, if general_progressive_source_flag is equal to 0 and general_interlaced_source_flag is equal to 1, the source scan type of the pictures in the CVS should be interpreted as interlaced only.

– Otherwise, if general_progressive_source_flag is equal to 0 and general_interlaced_source_flag is equal to 0, the source scan type of the pictures in the CVS should be interpreted as unknown or unspecified.

– Otherwise (general_progressive_source_flag is equal to 1 and general_interlaced_source_flag is equal to 1), the source scan type of each picture in the CVS is indicated at the picture level using the syntax element source_scan_type in a picture timing SEI message.

NOTE 1 – Decoders may ignore the values of general_progressive_source_flag and general_interlaced_source_flag for purposes other than determining the value to be inferred for frame_field_info_present_flag when vui_parameters_present_flag is equal to 0, as there are no other decoding process requirements associated with the values of these flags. Moreover, the actual source scan type of the pictures is outside the scope of this Specification, and the method by which the encoder selects the values of general_progressive_source_flag and general_interlaced_source_flag is unspecified.

general_non_packed_constraint_flag equal to 1 specifies that there are no frame packing arrangement SEI messages present in the CVS. general non_packed_constraint_flag equal to 0 indicates that there may or may not be one or more frame packing arrangement SEI messages present in the CVS.

NOTE 2 – Decoders may ignore the value of general_non_packed_constraint_flag, as there are no decoding process requirements associated with the presence or interpretation of frame packing arrangement SEI messages.

general_frame_only_constraint_flag equal to 1 specifies that field_seq_flag is equal to 0. general_frame_only_constraint_flag equal to 0 indicates that field_seq_flag may or may not be equal to 0.

NOTE 3 – Decoders may ignore the value of general_frame_only_constraint_flag, as there are no decoding process requirements associated with the value of field_seq_flag.

NOTE 4 – When general_progressive_source_flag is equal to 1, general_frame_only_constraint_flag may or may not be equal to 1.

general_reserved_zero_44bits shall be equal to 0 in bitstreams conforming to this version of this Specification. Other values for general_reserved_zero_44bits are reserved for future use by ITU-T | ISO/IEC. Decoders shall ignore the value of general_reserved_zero_44bits.

general_level_idc indicates a level to which the CVS conforms as specified in Annex A. Bitstreams shall not contain values of general_level_idc other than those specified in Annex A. Other values of general_level_idc are reserved for future use by ITU-T | ISO/IEC.

NOTE 5 – A greater value of general_level_idc indicates a higher level. The maximum level signalled in the VPS for a CVS may be higher than the level signalled in the SPS for the same CVS.

NOTE 6 – When the coded video sequence conforms to multiple profiles, general_profile_idc should indicate the profile that provides the preferred decoded result or the preferred bitstream identification, as determined by the encoder (in a manner not specified in this Specification).

NOTE 7 – The general_reserved_zero_44bits may be used in future editions of this Specification to indicate further constraints on the bitstream (e.g., that a particular syntax combination that would otherwise be permitted by the indicated values of general_profile_compatibility_flag[j], is not used).

sub_layer_profile_present_flag[i] equal to 1, specifies that profile information is present in the profile_tier_level( ) syntax structure for the representation of the sub-layer with TemporalId equal to i. sub_layer_profile_present_flag[i] equal to 0 specifies that profile information is not present in the profile_tier_level( ) syntax structure for the representations of the sub-layer with TemporalId equal to i.

sub_layer_level_present_flag[i] equal to 1 specifies that level information is present in the profile_tier_level( ) syntax structure for the representation of the sub-layer with TemporalId equal to i. sub_layer_level_present_flag[i] equal to 0 specifies that level information is not present in the profile_tier_level( ) syntax structure for the representation of the sub-layer with TemporalId equal to i.

reserved_zero_2bits[i] shall be equal to 0 in bitstreams conforming to this version of this Specification. Other values for reserved_zero_2bits[i] are reserved for future use by ITU-T | ISO/IEC. Decoders shall ignore the value of reserved_zero_2bits[i].

The semantics of the syntax elements **sub_layer_profile_space**[i], **sub_layer_tier_flag**[i], **sub_layer_profile_idc**[i], **sub_layer_profile_compatibility_flag**[i][j], **sub_layer_progressive_source_flag**[i], **sub_layer_interlaced_source_flag**[i], **sub_layer_non_packed_constraint_flag**[i], **sub_layer_frame_only_constraint_flag**[i], **sub_layer_reserved_zero_44bits**[i], and **sub_layer_level_idc**[i] are the same as the syntax elements general_profile_space, general_tier_flag, general_profile_idc, general_profile_compatibility_flag[j], general_progressive_source_flag, general_interlaced_source_flag,

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general_non_packed_constraint_flag, general_frame_only_constraint_flag, general_reserved_zero_44bits, and general_level_idc, respectively, but apply to the representation of the sub-layer with TemporalId equal to i.

When not present, the value of sub_layer_tier_flag[i] is inferred to be equal to 0.

NOTE 8 – It is possible that sub_layer_tier_flag[i] is not present and sub_layer_level_idc[i] is present. In this case, a default value of sub_layer_tier_flag[i] is needed for interpretation of sub_layer_level_idc[i].

7.4.5 Scaling list data semantics

scaling_list_pred_mode_flag[sizeId][matrixId] equal to 0 specifies that the values of the scaling list are the same as the values of a reference scaling list. The reference scaling list is specified by scaling_list_pred_matrix_id_delta[sizeId][matrixId]. scaling_list_pred_mode_flag[sizeId][matrixId] equal to 1 specifies that the values of the scaling list are explicitly signalled.

scaling_list_pred_matrix_id_delta[sizeId][matrixId] specifies the reference scaling list used to derive ScalingList[sizeId][matrixId] as follows:

– If scaling_list_pred_matrix_id_delta[sizeId][matrixId] is equal to 0, the scaling list is inferred from the default scaling list ScalingList[sizeId][matrixId][i] as specified in Table 7-5 and Table 7-6 for i = 0..Min(63, (1 << (4 + (sizeId << 1))) − 1).

– Otherwise, the scaling list is inferred from the reference scaling list as follows:

$$refMatrixId = matrixId - scaling\_list\_pred\_matrix\_id\_delta[sizeId][matrixId] \quad (7\text{-}30)$$

$$ScalingList[sizeId][matrixId][i] = ScalingList[sizeId][refMatrixId][i] \text{ with } i = 0..Min(63, (1 << (4 + (sizeId << 1))) - 1) \quad (7\text{-}31)$$

The value of scaling_list_pred_matrix_id_delta[sizeId][matrixId] shall be in the range of 0 to matrixId, inclusive.

Table 7-3 – Specification of sizeId

Size of quantization matrix	sizeId
4x4	0
8x8	1
16x16	2
32x32	3

Table 7-4 – Specification of matrixId according to sizeId, prediction mode and colour component

sizeId	CuPredMode	cIdx (colour component)	matrixId
0, 1, 2	MODE_INTRA	0 (Y)	0
0, 1, 2	MODE_INTRA	1 (Cb)	1
0, 1, 2	MODE_INTRA	2 (Cr)	2
0, 1, 2	MODE_INTER	0 (Y)	3
0, 1, 2	MODE_INTER	1 (Cb)	4
0, 1, 2	MODE_INTER	2 (Cr)	5
3	MODE_INTRA	0 (Y)	0
3	MODE_INTER	0 (Y)	1

scaling_list_dc_coef_minus8[sizeId − 2][matrixId] plus 8 specifies the DC value of the scaling list for 16x16 size when sizeId is equal to 2 and specifies the DC value of the scaling list for 32x32 size when sizeId is equal to 3. The value of scaling_list_dc_coef_minus8[sizeId − 2][matrixId] shall be in the range of −7 to 247, inclusive.

When scaling_list_pred_mode_flag[sizeId][matrixId] is equal to 0, scaling_list_pred_matrix_id_delta[sizeId][matrixId] is equal to 0, and sizeId is greater than 1, the value of scaling_list_dc_coef_minus8[sizeId − 2][matrixId] is inferred to be equal to 8.

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When scaling_list_pred_matrix_id_delta[sizeId][matrixId] is not equal to 0 and sizeId is greater than 1, the value of scaling_list_dc_coef_minus8[sizeId − 2][matrixId] is inferred to be equal to scaling_list_dc_coef_minus8[sizeId − 2][refMatrixId].

scaling_list_delta_coef specifies the difference between the current matrix coefficient ScalingList[sizeId][matrixId][i] and the previous matrix coefficient ScalingList[sizeId][matrixId][i − 1], when scaling_list_pred_mode_flag[sizeId][matrixId] is equal to 1. The value of scaling_list_delta_coef shall be in the range of −128 to 127, inclusive. The value of ScalingList[sizeId][matrixId][i] shall be greater than 0.

Table 7-5 – Specification of default values of ScalingList[0][matrixId][i] with i = 0..15

i	**0**	**1**	**2**	**3**	**4**	**5**	**6**	**7**	**8**	**9**	**10**	**11**	**12**	**13**	**14**	**15**
ScalingList[0][0..5][i]	16	16	16	16	16	16	16	16	16	16	16	16	16	16	16	16

Table 7-6 – Specification of default values of ScalingList[1..3][matrixId][i] with i = 0..63

i	**0**	**1**	**2**	**3**	**4**	**5**	**6**	**7**	**8**	**9**	**10**	**11**	**12**	**13**	**14**	**15**
ScalingList[1..2][0..2][i] ScalingList[3][0][i]	16	16	16	16	16	16	16	16	16	16	17	16	17	16	17	18
ScalingList[1..2][3..5][i] ScalingList[3][1][i]	16	16	16	16	16	16	16	16	16	16	17	17	17	17	17	18
i − 16	**0**	**1**	**2**	**3**	**4**	**5**	**6**	**7**	**8**	**9**	**10**	**11**	**12**	**13**	**14**	**15**
ScalingList[1..2][0..2][i] ScalingList[3][0][i]	17	18	18	17	18	21	19	20	21	20	19	21	24	22	22	24
ScalingList[1..2][3..5][i] ScalingList[3][1][i]	18	18	18	18	18	20	20	20	20	20	20	20	24	24	24	24
i − 32	**0**	**1**	**2**	**3**	**4**	**5**	**6**	**7**	**8**	**9**	**10**	**11**	**12**	**13**	**14**	**15**
ScalingList[1..2][0..2][i] ScalingList[3][0][i]	24	22	22	24	25	25	27	30	27	25	25	29	31	35	35	31
ScalingList[1..2][3..5][i] ScalingList[3][1][i]	24	24	24	24	25	25	25	25	25	25	25	28	28	28	28	28
i − 48	**0**	**1**	**2**	**3**	**4**	**5**	**6**	**7**	**8**	**9**	**10**	**11**	**12**	**13**	**14**	**15**
ScalingList[1..2][0..2][i] ScalingList[3][0][i]	29	36	41	44	41	36	47	54	54	47	65	70	65	88	88	115
ScalingList[1..2][3..5][i] ScalingList[3][1][i]	28	33	33	33	33	33	41	41	41	41	54	54	54	71	71	91

The four-dimensional array ScalingFactor[sizeId][matrixId][x][y], with x, y = 0..(1 << (2 + sizeId)) − 1, specifies the array of scaling factors according to the variables sizeId specified in Table 7-3 and matrixId specified in Table 7-4.

The elements of the quantization matrix of size 4x4, ScalingFactor[0][matrixId][ ][ ], are derived as follows:

ScalingFactor[0][matrixId][x][y] = ScalingList[0][matrixId][i] (7-32)
with i = 0..15, matrixId = 0..5, x = ScanOrder[2][0][i][0], and y = ScanOrder[2][0][i][1]

The elements of the quantization matrix of size 8x8, ScalingFactor[1][matrixId][ ][ ], are derived as follows:

ScalingFactor[1][matrixId][x][y] = ScalingList[1][matrixId][i] (7-33)
with i = 0..63, matrixId = 0..5, x = ScanOrder[3][0][i][0], and y = ScanOrder[3][0][i][1]

The elements of the quantization matrix of size 16x16, ScalingFactor[2][matrixId][ ][ ], are derived as follows:

ScalingFactor[2][matrixId][x * 2 + k][y * 2 + j] = ScalingList[2][matrixId][i] (7-34)
with i = 0..63, j = 0..1, k = 0..1, matrixId = 0..5, x = ScanOrder[3][0][i][0],
and y = ScanOrder[3][0][i][1]

ScalingFactor[2][matrixId][0][0] = scaling_list_dc_coef_minus8[0][matrixId] + 8 (7-35)
with matrixId = 0..5

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The elements of the quantization matrix of size 32x32, ScalingFactor[3][matrixId][ ][ ], are derived as follows:

ScalingFactor[3][matrixId][x * 4 + k][y * 4 + j] = ScalingList[3][matrixId][i] (7-36)
with i = 0..63, j = 0..3, k = 0..3, matrixId = 0..1, x = ScanOrder[3][0][i][0],
and y = ScanOrder[3][0][i][1]

ScalingFactor[3][matrixId][0][0] = scaling_list_dc_coef_minus8[1][matrixId] + 8 (7-37)
with matrixId = 0..1

7.4.6 Supplemental enhancement information message semantics

Each SEI message consists of the variables specifying the type payloadType and size payloadSize of the SEI message payload. SEI message payloads are specified in Annex D. The derived SEI message payload size payloadSize is specified in bytes and shall be equal to the number of RBSP bytes in the SEI message payload.

NOTE – The NAL unit byte sequence containing the SEI message might include one or more emulation prevention bytes (represented by emulation_prevention_three_byte syntax elements). Since the payload size of an SEI message is specified in RBSP bytes, the quantity of emulation prevention bytes is not included in the size payloadSize of an SEI payload.

ff_byte is a byte equal to 0xFF identifying a need for a longer representation of the syntax structure that it is used within.

last_payload_type_byte is the last byte of the payload type of an SEI message.

last_payload_size_byte is the last byte of the payload size of an SEI message.

7.4.7 Slice segment header semantics

7.4.7.1 General slice segment header semantics

When present, the value of the slice segment header syntax elements slice_pic_parameter_set_id, pic_output_flag, no_output_of_prior_pics_flag, slice_pic_order_cnt_lsb, short_term_ref_pic_set_sps_flag, short_term_ref_pic_set_idx, num_long_term_sps, num_long_term_pics, and slice_temporal_mvp_enabled_flag shall be the same in all slice segment headers of a coded picture. When present, the value of the slice segment header syntax elements lt_idx_sps[i], poc_lsb_lt[i], used_by_curr_pic_lt_flag[i], delta_poc_msb_present_flag[i], and delta_poc_msb_cycle_lt[i] shall be the same in all slice segment headers of a coded picture for each possible value of i.

first_slice_segment_in_pic_flag equal to 1 specifies that the slice segment is the first slice segment of the picture in decoding order. first_slice_segment_in_pic_flag equal to 0 specifies that the slice segment is not the first slice segment of the picture in decoding order.

no_output_of_prior_pics_flag affects the output of previously-decoded pictures in the decoded picture buffer after the decoding of an IDR or a BLA picture that is not the first picture in the bitstream as specified in Annex C.

slice_pic_parameter_set_id specifies the value of pps_pic_parameter_set for the PPS in use. The value of slice_pic_parameter_set_id shall be in the range of 0 to 63, inclusive.

dependent_slice_segment_flag equal to 1 specifies that the value of each slice segment header syntax element that is not present is inferred to be equal to the value of the corresponding slice segment header syntax element in the slice header. When not present, the value of dependent_slice_segment_flag is inferred to be equal to 0.

The variable SliceAddrRs is derived as follows:

– If dependent_slice_segment_flag is equal to 0, SliceAddrRs is set equal to slice_segment_address.

– Otherwise, SliceAddrRs is set equal to SliceAddrRs of the preceding slice segment containing the coding tree block for which the coding tree block address is CtbAddrTsToRs[CtbAddrRsToTs[slice_segment_address] − 1].

slice_segment_address specifies the address of the first coding tree block in the slice segment, in coding tree block raster scan of a picture. The length of the slice_segment_address syntax element is Ceil(Log2(PicSizeInCtbsY)) bits. The value of slice_segment_address shall be in the range of 0 to PicSizeInCtbsY − 1, inclusive and the value of slice_segment_address shall not be equal to the value of slice_segment_address of any other coded slice segment NAL unit of the same coded picture. When slice_segment_address is not present, it is inferred to be equal to 0.

The variable CtbAddrInRs, specifying a coding tree block address in coding tree block raster scan of a picture, is set equal to slice_segment_address. The variable CtbAddrInTs, specifying a coding tree block address in tile scan, is set equal to CtbAddrRsToTs[CtbAddrInRs]. The variable CuQpDeltaVal, specifying the difference between a luma quantization parameter for the coding unit containing cu_qp_delta_abs and its prediction, is set equal to 0.

slice_reserved_flag[i] has semantics and values that are reserved for future use by ITU-T | ISO/IEC. Decoders shall ignore the presence and value of slice_reserved_flag[i].

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slice_type specifies the coding type of the slice according to Table 7-7.

Table 7-7 – Name association to slice_type

slice_type	Name of slice_type
0	B (B slice)
1	P (P slice)
2	I (I slice)

When nal_unit_type has a value in the range of BLA_W_LP to RSV_IRAP_VCL23, inclusive, i.e., the picture is an IRAP picture, slice_type shall be equal to 2.

When sps_max_dec_pic_buffering_minus1[TemporalId] is equal to 0, slice_type shall be equal to 2.

pic_output_flag affects the decoded picture output and removal processes as specified in Annex C. When pic_output_flag is not present, it is inferred to be equal to 1.

colour_plane_id specifies the colour plane associated with the current slice RBSP when separate_colour_plane_flag is equal to 1. The value of colour_plane_id shall be in the range of 0 to 2, inclusive. colour_plane_id values 0, 1, and 2 correspond to the Y, Cb, and Cr planes, respectively.

NOTE 1 – There is no dependency between the decoding processes of pictures having different values of colour_plane_id.

slice_pic_order_cnt_lsb specifies the picture order count modulo MaxPicOrderCntLsb for the current picture. The length of the slice_pic_order_cnt_lsb syntax element is log2_max_pic_order_cnt_lsb_minus4 + 4 bits. The value of the slice_pic_order_cnt_lsb shall be in the range of 0 to MaxPicOrderCntLsb − 1, inclusive. When slice_pic_order_cnt_lsb is not present, slice_pic_order_cnt_lsb is inferred to be equal to 0, except as specified in clause 8.3.3.1.

short_term_ref_pic_set_sps_flag equal to 1 specifies that the short-term RPS of the current picture is derived based on one of the short_term_ref_pic_set( ) syntax structures in the active SPS that is identified by the syntax element short_term_ref_pic_set_idx in the slice header. short_term_ref_pic_set_sps_flag equal to 0 specifies that the short-term RPS of the current picture is derived based on the short_term_ref_pic_set( ) syntax structure that is directly included in the slice headers of the current picture. When num_short_term_ref_pic_sets is equal to 0, the value of short_term_ref_pic_set_sps_flag shall be equal to 0.

short_term_ref_pic_set_idx specifies the index, into the list of the short_term_ref_pic_set( ) syntax structures included in the active SPS, of the short_term_ref_pic_set( ) syntax structure that is used for derivation of the short-term RPS of the current picture. The syntax element short_term_ref_pic_set_idx is represented by Ceil(Log2(num_short_term_ref_pic_sets)) bits. When not present, the value of short_term_ref_pic_set_idx is inferred to be equal to 0. The value of short_term_ref_pic_set_idx shall be in the range of 0 to num_short_term_ref_pic_sets − 1, inclusive.

The variable CurrRpsIdx is derived as follows:

– If short_term_ref_pic_set_sps_flag is equal to 1, CurrRpsIdx is set equal to short_term_ref_pic_set_idx.

– Otherwise, CurrRpsIdx is set equal to num_short_term_ref_pic_sets.

num_long_term_sps specifies the number of entries in the long-term RPS of the current picture that are derived based on the candidate long-term reference pictures specified in the active SPS. The value of num_long_term_sps shall be in the range of 0 to num_long_term_ref_pics_sps, inclusive. When not present, the value of num_long_term_sps is inferred to be equal to 0.

num_long_term_pics specifies the number of entries in the long-term RPS of the current picture that are directly signalled in the slice header. When not present, the value of num_long_term_pics is inferred to be equal to 0.

The sum of NumNegativePics[CurrRpsIdx], NumPositivePics[CurrRpsIdx], num_long_term_sps, and num_long_term_pics shall be less than or equal to sps_max_dec_pic_buffering_minus1[sps_max_sub_layers_minus1].

lt_idx_sps[i] specifies an index, into the list of candidate long-term reference pictures specified in the active SPS, of the i-th entry in the long-term RPS of the current picture. The number of bits used to represent lt_idx_sps[i] is equal to Ceil(Log2(num_long_term_ref_pics_sps)). When not present, the value of lt_idx_sps[i] is inferred to be equal to 0. The value of lt_idx_sps[i] shall be in the range of 0 to num_long_term_ref_pics_sps − 1, inclusive.

poc_lsb_lt[i] specifies the value of the picture order count modulo MaxPicOrderCntLsb of the i-th entry in the long-term RPS of the current picture. The length of the poc_lsb_lt[i] syntax element is log2_max_pic_order_cnt_lsb_minus4 + 4 bits.

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used_by_curr_pic_lt_flag[i] equal to 0 specifies that the i-th entry in the long-term RPS of the current picture is not used for reference by the current picture.

The variables PocLsbLt[i] and UsedByCurrPicLt[i] are derived as follows:

– If i is less than num_long_term_sps, PocLsbLt[i] is set equal to lt_ref_pic_poc_lsb_sps[lt_idx_sps[i]] and UsedByCurrPicLt[i] is set equal to used_by_curr_pic_lt_sps_flag[lt_idx_sps[i]].

– Otherwise, PocLsbLt[i] is set equal to poc_lsb_lt[i] and UsedByCurrPicLt[i] is set equal to used_by_curr_pic_lt_flag[i].

delta_poc_msb_present_flag[i] equal to 1 specifies that delta_poc_msb_cycle_lt[i] is present. delta_poc_msb_present_flag[i] equal to 0 specifies that delta_poc_msb_cycle_lt[i] is not present.

Let prevTid0Pic be the previous picture in decoding order that has TemporalId equal to 0 and is not a RASL picture, a RADL picture, or a sub-layer non-reference picture. Let setOfPrevPocVals be a set consisting of the following:

– the PicOrderCntVal of prevTid0Pic,

– the PicOrderCntVal of each picture in the RPS of prevTid0Pic,

– the PicOrderCntVal of each picture that follows prevTid0Pic in decoding order and precedes the current picture in decoding order.

When there is more than one value in setOfPrevPocVals for which the value modulo MaxPicOrderCntLsb is equal to PocLsbLt[i], delta_poc_msb_present_flag[i] shall be equal to 1.

delta_poc_msb_cycle_lt[i] is used to determine the value of the most significant bits of the picture order count value of the i-th entry in the long-term RPS of the current picture. When delta_poc_msb_cycle_lt[i] is not present, it is inferred to be equal to 0.

The variable DeltaPocMsbCycleLt[i] is derived as follows:

```
if( i == 0 || i == num_long_term_sps )
    DeltaPocMsbCycleLt[ i ] = delta_poc_msb_cycle_lt[ i ]
else                                                                    (7-38)
    DeltaPocMsbCycleLt[ i ] = delta_poc_msb_cycle_lt[ i ] + DeltaPocMsbCycleLt[ i − 1 ]
```

slice_temporal_mvp_enabled_flag specifies whether temporal motion vector predictors can be used for inter prediction. If slice_temporal_mvp_enabled_flag is equal to 0, the syntax elements of the current picture shall be constrained such that no temporal motion vector predictor is used in decoding of the current picture. Otherwise (slice_temporal_mvp_enabled_flag is equal to 1), temporal motion vector predictors may be used in decoding of the current picture. When not present, the value of slice_temporal_mvp_enabled_flag is inferred to be equal to 0.

When both slice_temporal_mvp_enabled_flag and TemporalId are equal to 0, the syntax elements for all coded pictures that follow the current picture in decoding order shall be constrained such that no temporal motion vector from any picture that precedes the current picture in decoding order is used in decoding of any coded picture that follows the current picture in decoding order.

NOTE 2 – When slice_temporal_mvp_enabled_flag is equal to 0 in an I slice, it has no impact on the normative decoding process of the picture but merely expresses a bitstream constraint.

NOTE 3 – When slice_temporal_mvp_enabled_flag is equal to 0 in a slice with TemporalId are equal to 0, decoders may empty "motion vector storage" for all reference pictures in the decoded picture buffer.

slice_sao_luma_flag equal to 1 specifies that SAO is enabled for the luma component in the current slice; slice_sao_luma_flag equal to 0 specifies that SAO is disabled for the luma component in the current slice. When slice_sao_luma_flag is not present, it is inferred to be equal to 0.

slice_sao_chroma_flag equal to 1 specifies that SAO is enabled for the chroma component in the current slice; slice_sao_chroma_flag equal to 0 specifies that SAO is disabled for the chroma component in the current slice. When slice_sao_chroma_flag is not present, it is inferred to be equal to 0.

num_ref_idx_active_override_flag equal to 1 specifies that the syntax element num_ref_idx_l0_active_minus1 is present for P and B slices and that the syntax element num_ref_idx_l1_active_minus1 is present for B slices. num_ref_idx_active_override_flag equal to 0 specifies that the syntax elements num_ref_idx_l0_active_minus1 and num_ref_idx_l1_active_minus1 are not present.

num_ref_idx_l0_active_minus1 specifies the maximum reference index for reference picture list 0 that may be used to decode the slice. num_ref_idx_l0_active_minus1 shall be in the range of 0 to 14, inclusive. When the current slice is a P or B slice and num_ref_idx_l0_active_minus1 is not present, num_ref_idx_l0_active_minus1 is inferred to be equal to num_ref_idx_l0_default_active_minus1.

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num_ref_idx_l1_active_minus1 specifies the maximum reference index for reference picture list 1 that may be used to decode the slice. num_ref_idx_l1_active_minus1 shall be in the range of 0 to 14, inclusive. When num_ref_idx_l1_active_minus1 is not present, num_ref_idx_l1_active_minus1 is inferred to be equal to num_ref_idx_l1_default_active_minus1.

mvd_l1_zero_flag equal to 1 indicates that the mvd_coding(x0, y0, 1) syntax structure is not parsed and MvdL1[x0][y0][compIdx] is set equal to 0 for compIdx = 0..1. mvd_l1_zero_flag equal to 0 indicates that the mvd_coding(x0, y0, 1) syntax structure is parsed.

cabac_init_flag specifies the method for determining the initialization table used in the initialization process for context variables. When cabac_init_flag is not present, it is inferred to be equal to 0.

collocated_from_l0_flag equal to 1 specifies that the collocated picture used for temporal motion vector prediction is derived from reference picture list 0. collocated_from_l0_flag equal to 0 specifies that the collocated picture used for temporal motion vector prediction is derived from reference picture list 1. When collocated_from_l0_flag is not present, it is inferred to be equal to 1.

collocated_ref_idx specifies the reference index of the collocated picture used for temporal motion vector prediction.

When slice_type is equal to P or when slice_type is equal to B and collocated_from_l0 is equal to 1, collocated_ref_idx refers to a picture in list 0, and the value of collocated_ref_idx shall be in the range of 0 to num_ref_idx_l0_active_minus1, inclusive.

When slice_type is equal to B and collocated_from_l0 is equal to 0, collocated_ref_idx refers to a picture in list 1, and the value of collocated_ref_idx shall be in the range of 0 to num_ref_idx_l1_active_minus1, inclusive.

It is a requirement of bitstream conformance that the picture referred to by collocated_ref_idx shall be the same for all slices of a coded picture.

five_minus_max_num_merge_cand specifies the maximum number of merging MVP candidates supported in the slice subtracted from 5. The maximum number of merging MVP candidates, MaxNumMergeCand is derived as follows:

$$MaxNumMergeCand = 5 - five\_minus\_max\_num\_merge\_cand \quad (7\text{-}39)$$

The value of MaxNumMergeCand shall be in the range of 1 to 5, inclusive.

slice_qp_delta specifies the initial value of Qp_Y to be used for the coding blocks in the slice until modified by the value of CuQpDeltaVal in the coding unit layer. The initial value of the Qp_Y quantization parameter for the slice, $SliceQp_Y$, is derived as follows:

$$SliceQp_Y = 26 + init\_qp\_minus26 + slice\_qp\_delta \quad (7\text{-}40)$$

The value of $SliceQp_Y$ shall be in the range of $-QpBdOffset_Y$ to +51, inclusive.

slice_cb_qp_offset specifies a difference to be added to the value of pps_cb_qp_offset when determining the value of the Qp'_{Cb} quantization parameter. The value of slice_cb_qp_offset shall be in the range of −12 to +12, inclusive. When slice_cb_qp_offset is not present, it is inferred to be equal to 0. The value of pps_cb_qp_offset + slice_cb_qp_offset shall be in the range of −12 to +12, inclusive.

slice_cr_qp_offset specifies a difference to be added to the value of pps_cr_qp_offset when determining the value of the Qp'_{Cr} quantization parameter. The value of slice_cr_qp_offset shall be in the range of −12 to +12, inclusive. When slice_cr_qp_offset is not present, it is inferred to be equal to 0. The value of pps_cr_qp_offset + slice_cr_qp_offset shall be in the range of −12 to +12, inclusive.

deblocking_filter_override_flag equal to 1 specifies that deblocking parameters are present in the slice header. deblocking_filter_override_flag equal to 0 specifies that deblocking parameters are not present in the slice header. When not present, the value of deblocking_filter_override_flag is inferred to be equal to 0.

slice_deblocking_filter_disabled_flag equal to 1 specifies that the operation of the deblocking filter is not applied for the current slice. slice_deblocking_filter_disabled_flag equal to 0 specifies that the operation of the deblocking filter is applied for the current slice. When slice_deblocking_filter_disabled_flag is not present, it is inferred to be equal to pps_deblocking_filter_disabled_flag.

slice_beta_offset_div2 and **slice_tc_offset_div2** specify the deblocking parameter offsets for β and tC (divided by 2) for the current slice. The values of slice_beta_offset_div2 and slice_tc_offset_div2 shall both be in the range of −6 to 6, inclusive. When not present, the values of slice_beta_offset_div2 and slice_tc_offset_div2 are inferred to be equal to pps_beta_offset_div2 and pps_tc_offset_div2, respectively.

slice_loop_filter_across_slices_enabled_flag equal to 1 specifies that in-loop filtering operations may be performed across the left and upper boundaries of the current slice. slice_loop_filter_across_slices_enabled_flag equal to 0 specifies that in-loop operations are not performed across left and upper boundaries of the current slice. The in-loop

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filtering operations include the deblocking filter and sample adaptive offset filter. When slice_loop_filter_across_slices_enabled_flag is not present, it is inferred to be equal to pps_loop_filter_across_slices_enabled_flag.

num_entry_point_offsets specifies the number of entry_point_offset_minus1[i] syntax elements in the slice header. When not present, the value of num_entry_point_offsets is inferred to be equal to 0.

The value of num_entry_point_offsets is constrained as follows:

– If tiles_enabled_flag is equal to 0 and entropy_coding_sync_enabled_flag is equal to 1, the value of num_entry_point_offsets shall be in the range of 0 to PicHeightInCtbsY − 1, inclusive.

– Otherwise, if tiles_enabled_flag is equal to 1 and entropy_coding_sync_enabled_flag is equal to 0, the value of num_entry_point_offsets shall be in the range of 0 to (num_tile_columns_minus1 + 1) * (num_tile_rows_minus1 + 1) − 1, inclusive.

– Otherwise, when tiles_enabled_flag is equal to 1 and entropy_coding_sync_enabled_flag is equal to 1, the value of num_entry_point_offsets shall be in the range of 0 to (num_tile_columns_minus1 + 1) * PicHeightInCtbsY − 1, inclusive.

offset_len_minus1 plus 1 specifies the length, in bits, of the entry_point_offset_minus1[i] syntax elements. The value of offset_len_minus1 shall be in the range of 0 to 31, inclusive.

entry_point_offset_minus1[i] plus 1 specifies the i-th entry point offset in bytes, and is represented by offset_len_minus1 plus 1 bits. The slice segment data that follows the slice segment header consists of num_entry_point_offsets + 1 subsets, with subset index values ranging from 0 to num_entry_point_offsets, inclusive. The first byte of the slice segment data is considered byte 0. When present, emulation prevention bytes that appear in the slice segment data portion of the coded slice segment NAL unit are counted as part of the slice segment data for purposes of subset identification. Subset 0 consists of bytes 0 to entry_point_offset_minus1[0], inclusive, of the coded slice segment data, subset k, with k in the range of 1 to num_entry_point_offsets − 1, inclusive, consists of bytes firstByte[k] to lastByte[k], inclusive, of the coded slice segment data with firstByte[k] and lastByte[k] defined as:

$$\text{firstByte}[k] = \sum_{n=1}^{k} (\text{entry\_point\_offset\_minus1}[n-1]+1) \tag{7-41}$$

$$\text{lastByte}[k] = \text{firstByte}[k] + \text{entry\_point\_offset\_minus1}[k] \tag{7-42}$$

The last subset (with subset index equal to num_entry_point_offsets) consists of the remaining bytes of the coded slice segment data.

When tiles_enabled_flag is equal to 1 and entropy_coding_sync_enabled_flag is equal to 0, each subset shall consist of all coded bits of all coding tree units in the slice segment that are within the same tile, and the number of subsets (i.e., the value of num_entry_point_offsets + 1) shall be equal to the number of tiles that contain coding tree units that are in the coded slice segment.

NOTE 4 – When tiles_enabled_flag is equal to 1 and entropy_coding_sync_enabled_flag is equal to 0, each slice must include either a subset of the coding tree units of one tile (in which case the syntax element entry_point_offset_minus1[i] is not present) or must include all coding tree units of an integer number of complete tiles.

When tiles_enabled_flag is equal to 0 and entropy_coding_sync_enabled_flag is equal to 1, each subset k with k in the range of 0 to num_entry_point_offsets, inclusive, shall consist of all coded bits of all coding tree units in the slice segment that include luma coding tree blocks that are in the same luma coding tree block row of the picture, and the number of subsets (i.e., the value of num_entry_point_offsets + 1) shall be equal to the number of coding tree block rows of the picture that contain coding tree units that are in the coded slice segment.

NOTE 5 – The last subset (i.e., subset k for k equal to num_entry_point_offsets) may or may not contain all coding tree units that include luma coding tree blocks that are in a luma coding tree block row of the picture.

When tiles_enabled_flag is equal to 1 and entropy_coding_sync_enabled_flag is equal to 1, each subset k with k in the range of 0 to num_entry_point_offsets, inclusive, shall consist of all coded bits of all coding tree units in the slice segment that include luma coding tree blocks that are in the same luma coding tree block row of a tile, and the number of subsets (i.e., the value of num_entry_point_offsets + 1) shall be equal to the number of luma coding tree block rows of a tile that contain coding tree units that are in the coded slice segment.

slice_segment_header_extension_length specifies the length of the slice segment header extension data in bytes, not including the bits used for signalling slice_segment_header_extension_length itself. The value of slice_segment_header_extension_length shall be in the range of 0 to 256, inclusive.

slice_segment_header_extension_data_byte may have any value. Decoders shall ignore the value of slice_segment_header_extension_data_byte. Its value does not affect decoder conformance to profiles specified in this version of this Specification.

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7.4.7.2 Reference picture list modification semantics

ref_pic_list_modification_flag_l0 equal to 1 indicates that reference picture list 0 is specified explicitly by a list of list_entry_l0[i] values. ref_pic_list_modification_flag_l0 equal to 0 indicates that reference picture list 0 is determined implicitly. When ref_pic_list_modification_flag_l0 is not present in the slice header, it is inferred to be equal to 0.

list_entry_l0[i] specifies the index of the reference picture in RefPicListTemp0 to be placed at the current position of reference picture list 0. The length of the list_entry_l0[i] syntax element is Ceil(Log2(NumPocTotalCurr)) bits. The value of list_entry_l0[i] shall be in the range of 0 to NumPocTotalCurr − 1, inclusive. When the syntax element list_entry_l0[i] is not present in the slice header, it is inferred to be equal to 0.

The variable NumPocTotalCurr is derived as follows:

```
NumPocTotalCurr = 0
for( i = 0; i < NumNegativePics[ CurrRpsIdx ]; i++ )
    if( UsedByCurrPicS0[ CurrRpsIdx ][ i ] )
        NumPocTotalCurr++
for( i = 0; i < NumPositivePics[ CurrRpsIdx ]; i++)                    (7-43)
    if( UsedByCurrPicS1[ CurrRpsIdx ][ i ] )
        NumPocTotalCurr++
for( i = 0; i < num_long_term_sps + num_long_term_pics; i++ )
    if( UsedByCurrPicLt[ i ] )
        NumPocTotalCurr++
```

ref_pic_list_modification_flag_l1 equal to 1 indicates that reference picture list 1 is specified explicitly by a list of list_entry_l1[i] values. ref_pic_list_modification_flag_l1 equal to 0 indicates that reference picture list 1 is determined implicitly. When ref_pic_list_modification_flag_l1 is not present in the slice header, it is inferred to be equal to 0.

list_entry_l1[i] specifies the index of the reference picture in RefPicListTemp1 to be placed at the current position of reference picture list 1. The length of the list_entry_l1[i] syntax element is Ceil(Log2(NumPocTotalCurr)) bits. The value of list_entry_l1[i] shall be in the range of 0 to NumPocTotalCurr − 1, inclusive. When the syntax element list_entry_l1[i] is not present in the slice header, it is inferred to be equal to 0.

7.4.7.3 Weighted prediction parameters semantics

luma_log2_weight_denom is the base 2 logarithm of the denominator for all luma weighting factors. The value of luma_log2_weight_denom shall be in the range of 0 to 7, inclusive.

delta_chroma_log2_weight_denom is the difference of the base 2 logarithm of the denominator for all chroma weighting factors.

The variable ChromaLog2WeightDenom is derived to be equal to luma_log2_weight_denom + delta_chroma_log2_weight_denom, and the value shall be in the range of 0 to 7, inclusive.

luma_weight_l0_flag[i] equal to 1 specifies that weighting factors for the luma component of list 0 prediction using RefPicList0[i] are present. luma_weight_l0_flag[i] equal to 0 specifies that these weighting factors are not present.

chroma_weight_l0_flag[i **]** equal to 1 specifies that weighting factors for the chroma prediction values of list 0 prediction using RefPicList0[i] are present. chroma_weight_l0_flag[i] equal to 0 specifies that these weighting factors are not present. When chroma_weight_l0_flag[i] is not present, it is inferred to be equal to 0.

delta_luma_weight_l0[i **]** is the difference of the weighting factor applied to the luma prediction value for list 0 prediction using RefPicList0[i].

The variable LumaWeightL0[i] is derived to be equal to (1 << luma_log2_weight_denom) + delta_luma_weight_l0[i]. When luma_weight_l0_flag[i] is equal to 1, the value of delta_luma_weight_l0[i] shall be in the range of −128 to 127, inclusive. When luma_weight_l0_flag[i] is equal to 0, LumaWeightL0[i] is inferred to be equal to $2^{\text{luma\_log2\_weight\_denom}}$.

luma_offset_l0[i **]** is the additive offset applied to the luma prediction value for list 0 prediction using RefPicList0[i]. The value of luma_offset_l0[i] shall be in the range of −128 to 127, inclusive. When luma_weight_l0_flag[i] is equal to 0, luma_offset_l0[i] is inferred as equal to 0.

delta_chroma_weight_l0[i **][** j **]** is the difference of the weighting factor applied to the chroma prediction values for list 0 prediction using RefPicList0[i] with j equal to 0 for Cb and j equal to 1 for Cr.

The variable ChromaWeightL0[i][j] is derived to be equal to (1 << ChromaLog2WeightDenom) + delta_chroma_weight_l0[i][j]. When chroma_weight_l0_flag[i] is equal to 1, the value of delta_chroma_weight_l0[i][j] shall be in the range of −128 to 127, inclusive. When chroma_weight_l0_flag[i] is equal to 0**,** ChromaWeightL0[i][j] is inferred to be equal to $2^{\text{ChromaLog2WeightDenom}}$.

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delta_chroma_offset_l0[i **][** j **]** is the difference of the additive offset applied to the chroma prediction values for list 0 prediction using RefPicList0[i] with j equal to 0 for Cb and j equal to 1 for Cr.

The variable ChromaOffsetL0[i][j] is derived as follows:

$$\begin{aligned} \text{ChromaOffsetL0}[\,i\,][\,j\,] = \text{Clip3}(-128, 127, (\text{delta\_chroma\_offset\_l0}[\,i\,][\,j\,] - \\ ((128 * \text{ChromaWeightL0}[\,i\,][\,j\,]) \gg \text{ChromaLog2WeightDenom}) + 128)) \end{aligned} \tag{7-44}$$

The value of delta_chroma_offset_l0[i][j] shall be in the range of −512 to 511, inclusive. When chroma_weight_l0_flag[i] is equal to 0**,** ChromaOffsetL0[i][j] is inferred to be equal to 0.

luma_weight_l1_flag[i]**, chroma_weight_l1_flag**[i]**, delta_luma_weight_l1**[i], **luma_offset_l1**[i], **delta_chroma_weight_l1**[i][j], and **delta_chroma_offset_l1**[i][j] have the same semantics as luma_weight_l0_flag[i], chroma_weight_l0_flag[i], delta_luma_weight_l0[i], luma_offset_l0[i], delta_chroma_weight_l0[i][j], and delta_chroma_offset_l0[i][j], respectively, with l0, L0, list 0, and List0 replaced by l1, L1, list 1, and List1, respectively.

The variable sumWeightL0Flags is derived to be equal to the sum of luma_weight_l0_flag[i] + 2 * chroma_weight_l0_flag[i], for i = 0..num_ref_idx_l0_active_minus1.

When slice_type is equal to B, the variable sumWeightL1Flags is derived to be equal to the sum of luma_weight_l1_flag[i] + 2 * chroma_weight_l1_flag[i], for i = 0..num_ref_idx_l1_active_minus1.

It is a requirement of bitstream conformance that, when slice_type is equal to P, sumWeightL0Flags shall be less than or equal to 24, and when slice_type is equal to B, the sum of sumWeightL0Flags and sumWeightL1Flags shall be less than or equal to 24.

7.4.8 Short-term reference picture set semantics

A short_term_ref_pic_set(stRpsIdx) syntax structure may be present in an SPS or in a slice header. Depending on whether the syntax structure is included in a slice header or an SPS, the following applies:

– If present in a slice header, the short_term_ref_pic_set(stRpsIdx) syntax structure specifies the short-term RPS of the current picture (the picture containing the slice), and the following applies:
  – The content of the short_term_ref_pic_set(stRpsIdx) syntax structure shall be the same in all slice headers of the current picture.
  – The value of stRpsIdx shall be equal to the syntax element num_short_term_ref_pic_sets in the active SPS.
  – The short-term RPS of the current picture is also referred to as the num_short_term_ref_pic_sets-th candidate short-term RPS in the semantics specified in the remainder of this clause.
– Otherwise (present in an SPS), the short_term_ref_pic_set(stRpsIdx) syntax structure specifies a candidate short-term RPS, and the term "the current picture" in the semantics specified in the remainder of this clause refers to each picture that has short_term_ref_pic_set_idx equal to stRpsIdx in a CVS that has the SPS as the active SPS.

inter_ref_pic_set_prediction_flag equal to 1 specifies that the stRpsIdx-th candidate short-term RPS is predicted from another candidate short-term RPS, which is referred to as the source candidate short-term RPS. When inter_ref_pic_set_prediction_flag is not present, it is inferred to be equal to 0.

delta_idx_minus1 plus 1 specifies the difference between the value of stRpsIdx and the index, into the list of the candidate short-term RPSs specified in the SPS, of the source candidate short-term RPS. The value of delta_idx_minus1 shall be in the range of 0 to stRpsIdx − 1, inclusive. When delta_idx_minus1 is not present, it is inferred to be equal to 0.

The variable RefRpsIdx is derived as follows:

$$\text{RefRpsIdx} = \text{stRpsIdx} - (\text{delta\_idx\_minus1} + 1) \tag{7-45}$$

delta_rps_sign and **abs_delta_rps_minus1** together specify the value of the variable deltaRps as follows:

$$\text{deltaRps} = (1 - 2 * \text{delta\_rps\_sign}) * (\text{abs\_delta\_rps\_minus1} + 1) \tag{7-46}$$

The variable deltaRps represents the value to be added to the picture order count difference values of the source candidate short-term RPS to obtain the picture order count difference values of the stRpsIdx-th candidate short-term RPS. The value of abs_delta_rps_minus1 shall be in the range of 0 to $2^{15} - 1$, inclusive.

used_by_curr_pic_flag[j] equal to 0 specifies that the j-th entry in the source candidate short-term RPS is not used for reference by the current picture.

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use_delta_flag[j] equal to 1 specifies that the j-th entry in the source candidate short-term RPS is included in the stRpsIdx-th candidate short-term RPS. use_delta_flag[j] equal to 0 specifies that the j-th entry in the source candidate short-term RPS is not included in the stRpsIdx-th candidate short-term RPS. When use_delta_flag[j] is not present, its value is inferred to be equal to 1.

When inter_ref_pic_set_prediction_flag is equal to 1, the variables DeltaPocS0[stRpsIdx][i], UsedByCurrPicS0[stRpsIdx][i], NumNegativePics[stRpsIdx], DeltaPocS1[stRpsIdx][i], UsedByCurrPicS1[stRpsIdx][i], and NumPositivePics[stRpsIdx] are derived as follows:

```
i = 0
for( j = NumPositivePics[ RefRpsIdx ] − 1; j >= 0; j− − ) {
    dPoc = DeltaPocS1[ RefRpsIdx ][ j ] + deltaRps
    if( dPoc < 0 && use_delta_flag[ NumNegativePics[ RefRpsIdx ] + j ] ) {
        DeltaPocS0[ stRpsIdx ][ i ] = dPoc
        UsedByCurrPicS0[ stRpsIdx ][ i++ ] = used_by_curr_pic_flag[ NumNegativePics[ RefRpsIdx ] + j ]
    }
}
if( deltaRps < 0 && use_delta_flag[ NumDeltaPocs[ RefRpsIdx ] ] ) {                    (7-47)
    DeltaPocS0[ stRpsIdx ][ i ] = deltaRps
    UsedByCurrPicS0[ stRpsIdx ][ i++ ] = used_by_curr_pic_flag[ NumDeltaPocs[ RefRpsIdx ] ]
}
for( j = 0; j < NumNegativePics[ RefRpsIdx ]; j++ ) {
    dPoc = DeltaPocS0[ RefRpsIdx ][ j ] + deltaRps
    if( dPoc < 0 && use_delta_flag[ j ] ) {
        DeltaPocS0[ stRpsIdx ][ i ] = dPoc
        UsedByCurrPicS0[ stRpsIdx ][ i++ ] = used_by_curr_pic_flag[ j ]
    }
}
NumNegativePics[ stRpsIdx ] = i

i = 0
for( j = NumNegativePics[ RefRpsIdx ] − 1; j >= 0; j− − ) {
    dPoc = DeltaPocS0[ RefRpsIdx ][ j ] + deltaRps
    if( dPoc > 0 && use_delta_flag[ j ] ) {
        DeltaPocS1[ stRpsIdx ][ i ] = dPoc
        UsedByCurrPicS1[ stRpsIdx ][ i++ ] = used_by_curr_pic_flag[ j ]
    }
}
if( deltaRps > 0 && use_delta_flag[ NumDeltaPocs[ RefRpsIdx ] ] ) {                    (7-48)
    DeltaPocS1[ stRpsIdx ][ i ] = deltaRps
    UsedByCurrPicS1[ stRpsIdx ][ i++ ] = used_by_curr_pic_flag[ NumDeltaPocs[ RefRpsIdx ] ]
}
for( j = 0; j < NumPositivePics[ RefRpsIdx ]; j++) {
    dPoc = DeltaPocS1[ RefRpsIdx ][ j ] + deltaRps
    if( dPoc > 0 && use_delta_flag[ NumNegativePics[ RefRpsIdx ] + j ] ) {
        DeltaPocS1[ stRpsIdx ][ i ] = dPoc
        UsedByCurrPicS1[ stRpsIdx ][ i++ ] = used_by_curr_pic_flag[ NumNegativePics[ RefRpsIdx ] + j ]
    }
}
NumPositivePics[ stRpsIdx ] = i
```

num_negative_pics specifies the number of entries in the stRpsIdx-th candidate short-term RPS that have picture order count values less than the picture order count value of the current picture. The value of num_negative_pics shall be in the range of 0 to sps_max_dec_pic_buffering_minus1[sps_max_sub_layers_minus1], inclusive.

num_positive_pics specifies the number of entries in the stRpsIdx-th candidate short-term RPS that have picture order count values greater than the picture order count value of the current picture. The value of num_positive_pics shall be in the range of 0 to sps_max_dec_pic_buffering_minus1[sps_max_sub_layers_minus1] − num_negative_pics, inclusive.

delta_poc_s0_minus1[i] plus 1, when i is equal to 0, specifies the difference between the picture order count values of the current picture and i-th entry in the stRpsIdx-th candidate short-term RPS that has picture order count value less than that of the current picture, or, when i is greater than 0, specifies the difference between the picture order count values of the i-th entry and the (i + 1)-th entry in the stRpsIdx-th candidate short-term RPS that have picture order count values less than the picture order count value of the current picture. The value of delta_poc_s0_minus1[i] shall be in the range of 0 to $2^{15} − 1$, inclusive.

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used_by_curr_pic_s0_flag[i] equal to 0 specifies that the i-th entry in the stRpsIdx-th candidate short-term RPS that has picture order count value less than that of the current picture is not used for reference by the current picture.

delta_poc_s1_minus1[i] plus 1, when i is equal to 0, specifies the difference between the picture order count values of the current picture and the i-th entry in the stRpsIdx-th candidate short-term RPS that has picture order count value greater than that of the current picture, or, when i is greater than 0, specifies the difference between the picture order count values of the (i + 1)-th entry and i-th entry in the current candidate short-term RPS that have picture order count values greater than the picture order count value of the current picture. The value of delta_poc_s1_minus1[i] shall be in the range of 0 to $2^{15} - 1$, inclusive.

used_by_curr_pic_s1_flag[i] equal to 0 specifies that the i-th entry in the current candidate short-term RPS that has picture order count value greater than that of the current picture is not used for reference by the current picture.

When inter_ref_pic_set_prediction_flag is equal to 0, the variables NumNegativePics[stRpsIdx], NumPositivePics[stRpsIdx], UsedByCurrPicS0[stRpsIdx][i], UsedByCurrPicS1[stRpsIdx][i], DeltaPocS0[stRpsIdx][i], and DeltaPocS1[stRpsIdx][i] are derived as follows:

NumNegativePics[stRpsIdx] = num_negative_pics (7-49)

NumPositivePics[stRpsIdx] = num_positive_pics (7-50)

UsedByCurrPicS0[stRpsIdx][i] = used_by_curr_pic_s0_flag[i] (7-51)

UsedByCurrPicS1[stRpsIdx][i] = used_by_curr_pic_s1_flag[i] (7-52)

– If i is equal to 0, the following applies:

DeltaPocS0[stRpsIdx][i] = −(delta_poc_s0_minus1[i] + 1) (7-53)

DeltaPocS1[stRpsIdx][i] = delta_poc_s1_minus1[i] + 1 (7-54)

– Otherwise, the following applies:

DeltaPocS0[stRpsIdx][i] = DeltaPocS0[stRpsIdx][i − 1] − (delta_poc_s0_minus1[i] + 1) (7-55)

DeltaPocS1[stRpsIdx][i] = DeltaPocS1[stRpsIdx][i − 1] + (delta_poc_s1_minus1[i] + 1) (7-56)

The variable NumDeltaPocs[stRpsIdx] is derived as follows:

NumDeltaPocs[stRpsIdx] = NumNegativePics[stRpsIdx] + NumPositivePics[stRpsIdx] (7-57)

7.4.9 Slice segment data semantics

7.4.9.1 General slice segment data semantics

end_of_slice_segment_flag equal to 0 specifies that another coding tree unit is following in the slice. end_of_slice_segment_flag equal to 1 specifies the end of the slice segment, i.e., that no further coding tree unit follows in the slice segment.

end_of_sub_stream_one_bit shall be equal to 1.

7.4.9.2 Coding tree unit semantics

The coding tree unit is the root node of the coding quadtree structure.

7.4.9.3 Sample adaptive offset semantics

sao_merge_left_flag equal to 1 specifies that the syntax elements sao_type_idx_luma, sao_type_idx_chroma, sao_band_position, sao_eo_class_luma, sao_eo_class_chroma, sao_offset_abs, and sao_offset_sign are derived from the corresponding syntax elements of the left coding tree block. sao_merge_left_flag equal to 0 specifies that these syntax elements are not derived from the corresponding syntax elements of the left coding tree block. When sao_merge_left_flag is not present, it is inferred to be equal to 0.

sao_merge_up_flag equal to 1 specifies that the syntax elements sao_type_idx_luma, sao_type_idx_chroma, sao_band_position, sao_eo_class_luma, sao_eo_class_chroma, sao_offset_abs, and sao_offset_sign are derived from the corresponding syntax elements of the above coding tree block. sao_merge_up_flag equal to 0 specifies that these syntax elements are not derived from the corresponding syntax elements of the above coding tree block. When sao_merge_up_flag is not present, it is inferred to be equal to 0.

sao_type_idx_luma specifies the offset type for the luma component. The array SaoTypeIdx[cIdx][rx][ry] specifies the offset type as specified in Table 7-8 for the coding tree block at the location (rx, ry) for the colour component cIdx. The value of SaoTypeIdx[0][rx][ry] is derived as follows:

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– If sao_type_idx_luma is present, SaoTypeIdx[0][rx][ry] is set equal to sao_type_idx_luma.

– Otherwise (sao_type_idx_luma is not present), SaoTypeIdx[0][rx][ry] is derived as follows:

  – If sao_merge_left_flag is equal to 1, SaoTypeIdx[0][rx][ry] is set equal to SaoTypeIdx[0][rx − 1][ry].

  – Otherwise, if sao_merge_up_flag is equal to 1, SaoTypeIdx[0][rx][ry] is set equal to SaoTypeIdx[0][rx][ry − 1].

  – Otherwise, SaoTypeIdx[0][rx][ry] is set equal to 0.

sao_type_idx_chroma specifies the offset type for the chroma components. The values of SaoTypeIdx[cIdx][rx][ry] are derived as follows for cIdx equal to 1..2:

– If sao_type_idx_chroma is present, SaoTypeIdx[cIdx][rx][ry] is set equal to sao_type_idx_chroma.

– Otherwise (sao_type_idx_chroma is not present), SaoTypeIdx[cIdx][rx][ry] is derived as follows:

  – If sao_merge_left_flag is equal to 1, SaoTypeIdx[cIdx][rx][ry] is set equal to SaoTypeIdx[cIdx][rx − 1][ry].

  – Otherwise, if sao_merge_up_flag is equal to 1, SaoTypeIdx[cIdx][rx][ry] is set equal to SaoTypeIdx[cIdx][rx][ry − 1].

  – Otherwise, SaoTypeIdx[cIdx][rx][ry] is set equal to 0.

Table 7-8 – Specification of the SAO type

SaoTypeIdx[cIdx][rx][ry]	SAO type (informative)
0	Not applied
1	Band offset
2	Edge offset

sao_offset_abs[cIdx][rx][ry][i] specifies the offset value of i-th category for the coding tree block at the location (rx, ry) for the colour component cIdx.

When sao_offset_abs[cIdx][rx][ry][i] is not present, it is inferred as follows:

– If sao_merge_left_flag is equal to 1, sao_offset_abs[cIdx][rx][ry][i] is inferred to be equal to sao_offset_abs[cIdx][rx − 1][ry][i].

– Otherwise, if sao_merge_up_flag is equal to 1, sao_offset_abs[cIdx][rx][ry][i] is inferred to be equal to sao_offset_abs[cIdx][rx][ry − 1][i].

– Otherwise, sao_offset_abs[cIdx][rx][ry][i] is inferred to be equal to 0.

sao_offset_sign[cIdx][rx][ry][i] specifies the sign of the offset value of i-th category for the coding tree block at the location (rx, ry) for the colour component cIdx.

When sao_offset_sign[cIdx][rx][ry][i] is not present, it is inferred as follows:

– If sao_merge_left_flag is equal to 1, sao_offset_sign[cIdx][rx][ry][i] is inferred to be equal to sao_offset_sign[cIdx][rx − 1][ry][i].

– Otherwise, if sao_merge_up_flag is equal to 1, sao_offset_sign[cIdx][rx][ry][i] is inferred to be equal to sao_offset_sign[cIdx][rx][ry − 1][i].

– Otherwise, if SaoTypeIdx[cIdx][rx][ry] is equal to 2, the following applies:

  – If i is equal to 0 or 1, sao_offset_sign[cIdx][rx][ry][i] is inferred to be equal 0.

  – Otherwise (i is equal to 2 or 3), sao_offset_sign[cIdx][rx][ry][i] is inferred to be equal 1.

– Otherwise, sao_offset_sign[cIdx][rx][ry][i] is inferred to be equal 0.

The variable bitDepth is derived as follows:

– If cIdx is equal to 0, bitDepth is set equal to $BitDepth_Y$.

– Otherwise (cIdx is equal to 1 or 2), bitDepth is set equal to $BitDepth_C$.

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The list SaoOffsetVal[cIdx][rx][ry][i] for i ranging from 0 to 4, inclusive, is derived as follows:

```
SaoOffsetVal[ cIdx ][ rx ][ ry ][ 0 ] = 0
for( i = 0; i < 4; i++ )
SaoOffsetVal[ cIdx ][ rx ][ ry ][ i + 1 ] = ( 1 − 2 * sao_offset_sign[ cIdx ][ rx ][ ry ][ i ] ) *
        sao_offset_abs[ cIdx ][ rx ][ ry ][ i ] << ( bitDepth − Min( bitDepth, 10 ) )
```

(7-58)

sao_band_position[cIdx][rx][ry] specifies the displacement of the band offset of the sample range when SaoTypeIdx[cIdx][rx][ry] is equal to 1.

When sao_band_position[cIdx][rx][ry] is not present, it is inferred as follows:

– If sao_merge_left_flag is equal to 1, sao_band_position[cIdx][rx][ry] is inferred to be equal to sao_band_position[cIdx][rx − 1][ry].

– Otherwise, if sao_merge_up_flag is equal to 1, sao_band_position[cIdx][rx][ry] is inferred to be equal to sao_band_position[cIdx][rx][ry − 1].

– Otherwise, sao_band_position[cIdx][rx][ry] is inferred to be equal to 0.

sao_eo_class_luma specifies the edge offset class for the luma component. The array SaoEoClass[cIdx][rx][ry] specifies the offset type as specified in Table 7-9 for the coding tree block at the location (rx, ry) for the colour component cIdx. The value of SaoEoClass[0][rx][ry] is derived as follows:

– If sao_eo_class_luma is present, SaoEoClass[0][rx][ry] is set equal to sao_eo_class_luma.

– Otherwise (sao_eo_class_luma is not present), SaoEoClass[0][rx][ry] is derived as follows:

  – If sao_merge_left_flag is equal to 1, SaoEoClass[0][rx][ry] is set equal to SaoEoClass[0][rx − 1][ry].

  – Otherwise, if sao_merge_up_flag is equal to 1, SaoEoClass[0][rx][ry] is set equal to SaoEoClass[0][rx][ry − 1].

  – Otherwise, SaoEoClass[0][rx][ry] is set equal to 0.

sao_eo_class_chroma specifies the edge offset class for the chroma components. The values of SaoEoClass[cIdx][rx][ry] are derived as follows for cIdx equal to 1..2:

– If sao_eo_class_chroma is present, SaoEoClass[cIdx][rx][ry] is set equal to sao_eo_class_chroma.

– Otherwise (sao_eo_class_chroma is not present), SaoEoClass[cIdx][rx][ry] is derived as follows:

  – If sao_merge_left_flag is equal to 1, SaoEoClass[cIdx][rx][ry] is set equal to SaoEoClass[cIdx][rx − 1][ry].

  – Otherwise, if sao_merge_up_flag is equal to 1, SaoEoClass[cIdx][rx][ry] is set equal to SaoEoClass[cIdx][rx][ry − 1].

  – Otherwise, SaoEoClass[cIdx][rx][ry] is set equal to 0.

Table 7-9 – Specification of the SAO edge offset class

SaoEoClass[cIdx][rx][ry]	SAO edge offset class (informative)
0	1D 0-degree edge offset
1	1D 90-degree edge offset
2	1D 135-degree edge offset
3	1D 45-degree edge offset

7.4.9.4 Coding quadtree semantics

split_cu_flag[x0][y0] specifies whether a coding unit is split into coding units with half horizontal and vertical size. The array indices x0, y0 specify the location (x0, y0) of the top-left luma sample of the considered coding block relative to the top-left luma sample of the picture.

When split_cu_flag[x0][y0] is not present, the following applies:

– If log2CbSize is greater than MinCbLog2SizeY, the value of split_cu_flag[x0][y0] is inferred to be equal to 1.

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– Otherwise (log2CbSize is equal to MinCbLog2SizeY), the value of split_cu_flag[x0][y0] is inferred to be equal to 0.

The array CtDepth[x][y] specifies the coding tree depth for a luma coding block covering the location (x, y). When split_cu_flag[x0][y0] is equal to 0, CtDepth[x][y] is inferred to be equal to cqtDepth for x = x0..x0 + nCbS − 1 and y = y0..y0 + nCbS − 1.

7.4.9.5 Coding unit semantics

cu_transquant_bypass_flag equal to 1 specifies that the scaling and transform process as specified in clause 8.6 and the in-loop filter process as specified in clause 8.7 are bypassed. When cu_transquant_bypass_flag is not present, it is inferred to be equal to 0.

cu_skip_flag[x0][y0] equal to 1 specifies that for the current coding unit, when decoding a P or B slice, no more syntax elements except the merging candidate index merge_idx[x0][y0] are parsed after cu_skip_flag[x0][y0]. cu_skip_flag[x0][y0] equal to 0 specifies that the coding unit is not skipped. The array indices x0, y0 specify the location (x0, y0) of the top-left luma sample of the considered coding block relative to the top-left luma sample of the picture.

When cu_skip_flag[x0][y0] is not present, it is inferred to be equal to 0.

pred_mode_flag equal to 0 specifies that the current coding unit is coded in inter prediction mode. pred_mode_flag equal to 1 specifies that the current coding unit is coded in intra prediction mode. The variable CuPredMode[x][y] is derived as follows for x = x0..x0 + nCbS − 1 and y = y0..y0 + nCbS − 1:

– If pred_mode_flag is equal to 0, CuPredMode[x][y] is set equal to MODE_INTER.

– Otherwise (pred_mode_flag is equal to 1), CuPredMode[x][y] is set equal to MODE_INTRA.

When pred_mode_flag is not present, the variable CuPredMode[x][y] is derived as follows for x = x0..x0 + nCbS − 1 and y = y0..y0 + nCbS − 1:

– If slice_type is equal to I, CuPredMode[x][y] is inferred to be equal to MODE_INTRA.

– Otherwise (slice_type is equal to P or B), when cu_skip_flag[x0][y0] is equal to 1, CuPredMode[x][y] is inferred to be equal to MODE_SKIP.

part_mode specifies partitioning mode of the current coding unit. The semantics of part_mode depend on CuPredMode[x0][y0]. The variables PartMode and IntraSplitFlag are derived from the value of part_mode as defined in Table 7-10.

The value of part_mode is restricted as follows:

– If CuPredMode[x0][y0] is equal to MODE_INTRA, part_mode shall be equal to 0 or 1.

– Otherwise (CuPredMode[x0][y0] is equal to MODE_INTER), the following applies:

  – If log2CbSize is greater than MinCbLog2SizeY and amp_enabled_flag is equal to 1, part_mode shall be in the range of 0 to 2, inclusive, or in the range of 4 to 7, inclusive.

  – Otherwise, if log2CbSize is greater than MinCbLog2SizeY and amp_enabled_flag is equal to 0, or log2CbSize is equal to 3, part_mode shall be in the range of 0 to 2, inclusive.

  – Otherwise (log2CbSize is greater than 3 and less than or equal to MinCbLog2SizeY), the value of part_mode shall be in the range of 0 to 3, inclusive.

When part_mode is not present, the variables PartMode and IntraSplitFlag are derived as follows:

– PartMode is set equal to PART_2Nx2N.

– IntraSplitFlag is set equal to 0.

pcm_flag[x0][y0] equal to 1 specifies that the pcm_sample( ) syntax structure is present and the transform_tree( ) syntax structure is not present in the coding unit including the luma coding block at the location (x0, y0). pcm_flag[x0][y0] equal to 0 specifies that pcm_sample( ) syntax structure is not present. When pcm_flag[x0][y0] is not present, it is inferred to be equal to 0.

The value of pcm_flag[x0 + i][y0 + j] with i = 1..nCbS − 1, j = 1..nCbS − 1 is inferred to be equal to pcm_flag[x0][y0].

pcm_alignment_zero_bit is a bit equal to 0.

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Table 7-10 – Name association to prediction mode and partitioning type

CuPredMode[x0][y0]	part_mode	IntraSplitFlag	PartMode
MODE_INTRA	0	0	PART_2Nx2N
	1	1	PART_NxN
MODE_INTER	0	0	PART_2Nx2N
	1	0	PART_2NxN
	2	0	PART_Nx2N
	3	0	PART_NxN
	4	0	PART_2NxnU
	5	0	PART_2NxnD
	6	0	PART_nLx2N
	7	0	PART_nRx2N

The syntax elements **prev_intra_luma_pred_flag**[x0 + i][y0 + j], **mpm_idx**[x0 + i][y0 + j] and **rem_intra_luma_pred_mode**[x0 + i][y0 + j] specify the intra prediction mode for luma samples. The array indices x0 + i, y0 + j specify the location (x0 + i, y0 + j) of the top-left luma sample of the considered prediction block relative to the top-left luma sample of the picture. When prev_intra_luma_pred_flag[x0 + i][y0 + j] is equal to 1, the intra prediction mode is inferred from a neighbouring intra-predicted prediction unit according to clause 8.4.2.

intra_chroma_pred_mode[x0][y0] specifies the intra prediction mode for chroma samples. The array indices x0, y0 specify the location (x0, y0) of the top-left luma sample of the considered prediction block relative to the top-left luma sample of the picture.

rqt_root_cbf equal to 1 specifies that the transform_tree( ) syntax structure is present for the current coding unit. rqt_root_cbf equal to 0 specifies that the transform_tree( ) syntax structure is not present for the current coding unit.

When rqt_root_cbf is not present, its value is inferred to be equal to 1.

7.4.9.6 Prediction unit semantics

mvp_l0_flag[x0][y0] specifies the motion vector predictor index of list 0 where x0, y0 specify the location (x0, y0) of the top-left luma sample of the considered prediction block relative to the top-left luma sample of the picture.

When mvp_l0_flag[x0][y0] is not present, it is inferred to be equal to 0.

mvp_l1_flag[x0][y0] has the same semantics as mvp_l0_flag, with l0 and list 0 replaced by l1 and list 1, respectively.

merge_flag[x0][y0] specifies whether the inter prediction parameters for the current prediction unit are inferred from a neighbouring inter-predicted partition. The array indices x0, y0 specify the location (x0, y0) of the top-left luma sample of the considered prediction block relative to the top-left luma sample of the picture.

When merge_flag[x0][y0] is not present, it is inferred as follows:

– If CuPredMode[x0][y0] is equal to MODE_SKIP, merge_flag[x0][y0] is inferred to be equal to 1.

– Otherwise, merge_flag[x0][y0] is inferred to be equal to 0.

merge_idx[x0][y0] specifies the merging candidate index of the merging candidate list where x0, y0 specify the location (x0, y0) of the top-left luma sample of the considered prediction block relative to the top-left luma sample of the picture.

When merge_idx[x0][y0] is not present, it is inferred to be equal to 0.

inter_pred_idc[x0][y0] specifies whether list0, list1, or bi-prediction is used for the current prediction unit according to Table 7-11. The array indices x0, y0 specify the location (x0, y0) of the top-left luma sample of the considered prediction block relative to the top-left luma sample of the picture.

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Table 7-11 – Name association to inter prediction mode

inter_pred_idc	Name of inter_pred_idc	
	(nPbW + nPbH) != 12	(nPbW + nPbH) == 12
0	PRED_L0	PRED_L0
1	PRED_L1	PRED_L1
2	PRED_BI	na

When inter_pred_idc[x0][y0] is not present, it is inferred to be equal to PRED_L0.

ref_idx_l0[x0][y0] specifies the list 0 reference picture index for the current prediction unit. The array indices x0, y0 specify the location (x0, y0) of the top-left luma sample of the considered prediction block relative to the top-left luma sample of the picture.

When ref_idx_l0[x0][y0] is not present it is inferred to be equal to 0.

ref_idx_l1[x0][y0] has the same semantics as ref_idx_l0, with l0 and list 0 replaced by l1 and list 1, respectively.

7.4.9.7 PCM sample semantics

pcm_sample_luma[i] represents a coded luma sample value in the raster scan within the coding unit. The number of bits used to represent each of these samples is $PcmBitDepth_Y$.

pcm_sample_chroma[i] represents a coded chroma sample value in the raster scan within the coding unit. The first half of the values represent coded Cb samples and the remaining half of the values represent coded Cr samples. The number of bits used to represent each of these samples is $PcmBitDepth_C$.

7.4.9.8 Transform tree semantics

split_transform_flag[x0][y0][trafoDepth] specifies whether a block is split into four blocks with half horizontal and half vertical size for the purpose of transform coding. The array indices x0, y0 specify the location (x0, y0) of the top-left luma sample of the considered block relative to the top-left luma sample of the picture. The array index trafoDepth specifies the current subdivision level of a coding block into blocks for the purpose of transform coding. trafoDepth is equal to 0 for blocks that correspond to coding blocks.

The variable interSplitFlag is derived as follows:

– If max_transform_hierarchy_depth_inter is equal to 0 and CuPredMode[x0][y0] is equal to MODE_INTER and PartMode is not equal to PART_2Nx2N and trafoDepth is equal to 0, interSplitFlag is set equal to 1.

– Otherwise, interSplitFlag is set equal to 0.

When split_transform_flag[x0][y0][trafoDepth] is not present, it is inferred as follows:

– If one or more of the following conditions are true, the value of split_transform_flag[x0][y0][trafoDepth] is inferred to be equal to 1:

  – log2TrafoSize is greater than Log2MaxTrafoSize

  – IntraSplitFlag is equal to 1 and trafoDepth is equal to 0

  – interSplitFlag is equal to 1

– Otherwise, the value of split_transform_flag[x0][y0][trafoDepth] is inferred to be equal to 0.

cbf_luma[x0][y0][trafoDepth] equal to 1 specifies that the luma transform block contains one or more transform coefficient levels not equal to 0. The array indices x0, y0 specify the location (x0, y0) of the top-left luma sample of the considered transform block relative to the top-left luma sample of the picture. The array index trafoDepth specifies the current subdivision level of a coding block into blocks for the purpose of transform coding. trafoDepth is equal to 0 for blocks that correspond to coding blocks.

When cbf_luma[x0][y0][trafoDepth] is not present, it is inferred to be equal to 1.

cbf_cb[x0][y0][trafoDepth] equal to 1 specifies that the Cb transform block contains one or more transform coefficient levels not equal to 0. The array indices x0, y0 specify the top-left location (x0, y0) of the considered transform unit. The array index trafoDepth specifies the current subdivision level of a coding block into blocks for the purpose of transform coding. trafoDepth is equal to 0 for blocks that correspond to coding blocks.

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When cbf_cb[x0][y0][trafoDepth] is not present, the value of cbf_cb[x0][y0][trafoDepth] is inferred as follows:

– If trafoDepth is greater than 0 and log2TrafoSize is equal to 2, cbf_cb[x0][y0][trafoDepth] is inferred to be equal to cbf_cb[xBase][yBase][trafoDepth − 1]

– Otherwise, cbf_cb[x0][y0][trafoDepth] is inferred to be equal to 0.

cbf_cr[x0][y0][trafoDepth] equal to 1 specifies that the Cr transform block contains one or more transform coefficient levels not equal to 0. The array indices x0, y0 specify the top-left location (x0, y0) of the considered transform unit. The array index trafoDepth specifies the current subdivision level of a coding block into blocks for the purpose of transform coding. trafoDepth is equal to 0 for blocks that correspond to coding blocks.

When cbf_cr[x0][y0][trafoDepth] is not present, the value of cbf_cr[x0][y0][trafoDepth] is inferred as follows:

– If trafoDepth is greater than 0 and log2TrafoSize is equal to 2, cbf_cr[x0][y0][trafoDepth] is inferred to be equal to cbf_cr[xBase][yBase][trafoDepth − 1]

– Otherwise, cbf_cr[x0][y0][trafoDepth] is inferred to be equal to 0.

7.4.9.9 Motion vector difference semantics

abs_mvd_greater0_flag[compIdx **]** specifies whether the absolute value of a motion vector component difference is greater than 0.

abs_mvd_greater1_flag[compIdx **]** specifies whether the absolute value of a motion vector component difference is greater than 1.

When abs_mvd_greater1_flag[compIdx] is not present, it is inferred to be equal to 0.

abs_mvd_minus2[compIdx **]** plus 2 specifies the absolute value of a motion vector component difference.

When abs_mvd_minus2[compIdx] is not present, it is inferred to be equal to −1.

mvd_sign_flag[compIdx **]** specifies the sign of a motion vector component difference as follows:

– If mvd_sign_flag[compIdx] is equal to 0, the corresponding motion vector component difference has a positive value.

– Otherwise (mvd_sign_flag[compIdx] is equal to 1), the corresponding motion vector component difference has a negative value.

When mvd_sign_flag[compIdx] is not present, it is inferred to be equal to 0.

The motion vector difference lMvd[compIdx] for compIdx = 0..1 is derived as follows:

$$lMvd[compIdx] = abs\_mvd\_greater0\_flag[compIdx] * (abs\_mvd\_minus2[compIdx] + 2) * (1 - 2 * mvd\_sign\_flag[compIdx]) \quad (7\text{-}59)$$

The variable MvdLX[x0][y0][compIdx], with X being 0 or 1, specifies the difference between a list X vector component to be used and its prediction. The value of MvdLX[x0][y0][compIdx] shall be in the range of -2^{15} to $2^{15} - 1$, inclusive. The array indices x0, y0 specify the location (x0, y0) of the top-left luma sample of the considered prediction block relative to the top-left luma sample of the picture. The horizontal motion vector component difference is assigned compIdx = 0 and the vertical motion vector component is assigned compIdx = 1.

– If refList is equal to 0, MvdL0[x0][y0][compIdx] is set equal to lMvd[compIdx] for compIdx = 0..1.

– Otherwise (refList is equal to 1), MvdL1[x0][y0][compIdx] is set equal to lMvd[compIdx] for compIdx = 0..1.

7.4.9.10 Transform unit semantics

The transform coefficient levels are represented by the arrays TransCoeffLevel[x0][y0][cIdx][xC][yC], which are either specified in clause 7.3.8.11 or inferred as follows. The array indices x0, y0 specify the location (x0, y0) of the top-left luma sample of the considered transform block relative to the top-left luma sample of the picture. The array index cIdx specifies an indicator for the colour component; it is equal to 0 for Y, 1 for Cb, and 2 for Cr. The array indices xC and yC specify the transform coefficient location (xC, yC) within the current transform block. When the value of TransCoeffLevel[x0][y0][cIdx][xC][yC] is not specified in clause 7.3.8.11, it is inferred to be equal to 0.

cu_qp_delta_abs specifies the absolute value of the difference CuQpDeltaVal between the luma quantization parameter of the current coding unit and its prediction.

cu_qp_delta_sign_flag specifies the sign of CuQpDeltaVal as follows:

– If cu_qp_delta_sign_flag is equal to 0, the corresponding CuQpDeltaVal has a positive value.

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– Otherwise (cu_qp_delta_sign_flag is equal to 1), the corresponding CuQpDeltaVal has a negative value.

When cu_qp_delta_sign_flag is not present, it is inferred to be equal to 0.

When cu_qp_delta_abs is present, the variables IsCuQpDeltaCoded and CuQpDeltaVal are derived as follows:

$$IsCuQpDeltaCoded = 1 \tag{7-60}$$

$$CuQpDeltaVal = cu\_qp\_delta\_abs * (1 - 2 * cu\_qp\_delta\_sign\_flag) \tag{7-61}$$

The value of CuQpDeltaVal shall be in the range of $-(26 + QpBdOffset_Y / 2)$ to $+(25 + QpBdOffset_Y / 2)$, inclusive.

7.4.9.11 Residual coding semantics

For intra prediction, different scanning orders are used. The variable scanIdx specifies which scan order is used where scanIdx equal to 0 specifies an up-right diagonal scan order, scanIdx equal to 1 specifies a horizontal scan order, and scanIdx equal to 2 specifies a vertical scan order. The value of scanIdx is derived as follows:

– If CuPredMode[x0][y0] is equal to MODE_INTRA and one or more of the following conditions are true:
  – log2TrafoSize is equal to 2.
  – log2TrafoSize is equal to 3 and cIdx is equal to 0.

  predModeIntra is derived as follows:
  – If cIdx is equal to 0, predModeIntra is set equal to IntraPredModeY[x0][y0].
  – Otherwise, predModeIntra is set equal to IntraPredModeC.

  scanIdx is derived as follows:
  – If predModeIntra is in the range of 6 to 14, inclusive, scanIdx is set equal to 2.
  – Otherwise if predModeIntra is in the range of 22 to 30, inclusive, scanIdx is set equal to 1.
  – Otherwise, scanIdx is set equal to 0.
– Otherwise, scanIdx is set equal to 0.

transform_skip_flag[x0][y0][cIdx] specifies whether a transform is applied to the associated transform block or not: The array indices x0, y0 specify the location (x0, y0) of the top-left luma sample of the considered transform block relative to the top-left luma sample of the picture. The array index cIdx specifies an indicator for the colour component; it is equal to 0 for luma, equal to 1 for Cb, and equal to 2 for Cr. transform_skip_flag[x0][y0][cIdx] equal to 1 specifies that no transform is applied to the current transform block. transform_skip_flag[x0][y0][cIdx] equal to 0 specifies that the decision whether transform is applied to the current transform block or not depends on other syntax elements. When transform_skip_flag[x0][y0][cIdx] is not present, it is inferred to be equal to 0.

last_sig_coeff_x_prefix specifies the prefix of the column position of the last significant coefficient in scanning order within a transform block. The values of last_sig_coeff_x_prefix shall be in the range of 0 to (log2TrafoSize << 1) − 1, inclusive.

last_sig_coeff_y_prefix specifies the prefix of the row position of the last significant coefficient in scanning order within a transform block. The values of last_sig_coeff_y_prefix shall be in the range of 0 to (log2TrafoSize << 1) − 1, inclusive.

last_sig_coeff_x_suffix specifies the suffix of the column position of the last significant coefficient in scanning order within a transform block. The values of last_sig_coeff_x_suffix shall be in the range of 0 to (1 << ((last_sig_coeff_x_prefix >> 1) − 1)) − 1, inclusive.

The column position of the last significant coefficient in scanning order within a transform block LastSignificantCoeffX is derived as follows:

– If last_sig_coeff_x_suffix is not present, the following applies:

$$LastSignificantCoeffX = last\_sig\_coeff\_x\_prefix \tag{7-62}$$

– Otherwise (last_sig_coeff_x_suffix is present), the following applies:

$$LastSignificantCoeffX = (1 << ((last\_sig\_coeff\_x\_prefix >> 1) - 1)) * (2 + (last\_sig\_coeff\_x\_prefix \,\&\, 1)) + last\_sig\_coeff\_x\_suffix \tag{7-63}$$

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last_sig_coeff_y_suffix specifies the suffix of the row position of the last significant coefficient in scanning order within a transform block. The values of last_sig_coeff_y_suffix shall be in the range of 0 to (1 << ((last_sig_coeff_y_prefix >> 1) − 1)) − 1, inclusive.

The row position of the last significant coefficient in scanning order within a transform block LastSignificantCoeffY is derived as follows:

– If last_sig_coeff_y_suffix is not present, the following applies:

$$LastSignificantCoeffY = last\_sig\_coeff\_y\_prefix \tag{7-64}$$

– Otherwise (last_sig_coeff_y_suffix is present), the following applies:

$$LastSignificantCoeffY = (1 << ((last\_sig\_coeff\_y\_prefix >> 1) - 1)) * (2 + (last\_sig\_coeff\_y\_prefix \& 1)) + last\_sig\_coeff\_y\_suffix \tag{7-65}$$

When scanIdx is equal to 2, the coordinates are swapped as follows:

$$(LastSignificantCoeffX, LastSignificantCoeffY) = Swap(LastSignificantCoeffX, LastSignificantCoeffY) \tag{7-66}$$

coded_sub_block_flag[xS **][** yS **]** specifies the following for the sub-block at location (xS, yS) within the current transform block, where a sub-block is a (4x4) array of 16 transform coefficient levels:

– If coded_sub_block_flag[xS][yS] is equal to 0, the 16 transform coefficient levels of the sub-block at location (xS, yS) are inferred to be equal to 0.

– Otherwise (coded_sub_block_flag[xS][yS] is equal to 1), the following applies:

  – If (xS, yS) is equal to (0, 0) and (LastSignificantCoeffX, LastSignificantCoeffY) is not equal to (0, 0), at least one of the 16 sig_coeff_flag syntax elements is present for the sub-block at location (xS, yS) .

  – Otherwise, at least one of the 16 transform coefficient levels of the sub-block at location (xS, yS) has a non zero value.

When coded_sub_block_flag[xS][yS] is not present, it is inferred as follows:

– If one or more of the following conditions are true, coded_sub_block_flag[xS][yS] is inferred to be equal to 1:

  – (xS, yS) is equal to (0, 0)

  – (xS, yS) is equal to (LastSignificantCoeffX >> 2 , LastSignificantCoeffY >> 2)

– Otherwise, coded_sub_block_flag[xS][yS] is inferred to be equal to 0.

sig_coeff_flag[xC **][** yC **]** specifies for the transform coefficient location (xC, yC) within the current transform block whether the corresponding transform coefficient level at the location (xC, yC) is non-zero as follows:

– If sig_coeff_flag[xC][yC] is equal to 0, the transform coefficient level at the location (xC, yC) is set equal to 0.

– Otherwise (sig_coeff_flag[xC][yC] is equal to 1), the transform coefficient level at the location (xC, yC) has a non-zero value.

When sig_coeff_flag[xC][yC] is not present, it is inferred as follows:

– If (xC, yC) is the last significant location (LastSignificantCoeffX, LastSignificantCoeffY) in scan order or all of the following conditions are true, sig_coeff_flag[xC][yC] is inferred to be equal to 1:

  – (xC & 3, yC & 3) is equal to (0, 0)

  – inferSbDcSigCoeffFlag is equal to 1

  – coded_sub_block_flag[xS][yS] is equal to 1

– Otherwise, sig_coeff_flag[xC][yC] is inferred to be equal to 0.

coeff_abs_level_greater1_flag[n **]** specifies for the scanning position n whether there are transform coefficient levels greater than 1.

When coeff_abs_level_greater1_flag[n] is not present, it is inferred to be equal to 0.

coeff_abs_level_greater2_flag[n **]** specifies for the scanning position n whether there are transform coefficient levels greater than 2.

When coeff_abs_level_greater2_flag[n] is not present, it is inferred to be equal to 0.

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coeff_sign_flag[n **]** specifies the sign of a transform coefficient level for the scanning position n as follows:

– If coeff_sign_flag[n] is equal to 0, the corresponding transform coefficient level has a positive value.

– Otherwise (coeff_sign_flag[n] is equal to 1), the corresponding transform coefficient level has a negative value.

When coeff_sign_flag[n] is not present, it is inferred to be equal to 0.

coeff_abs_level_remaining[n **]** is the remaining absolute value of a transform coefficient level that is coded with Golomb-Rice code at the scanning position n. When coeff_abs_level_remaining[n] is not present, it is inferred to be equal to 0.

It is a requirement of bitstream conformance that the value of coeff_abs_level_remaining[n] shall be constrained such that the corresponding value of TransCoeffLevel[x0][y0][cIdx][xC][yC] is in the range of −32768 to 32767, inclusive.

8 Decoding process

8.1 General decoding process

Input to this process is a bitstream. Output of this process is a list of decoded pictures.

The layer identifier list TargetDecLayerIdList, which specifies the list of nuh_layer_id values, in increasing order of nuh_layer_id values, of the NAL units to be decoded, is specified as follows:

– If some external means, not specified in this Specification, is available to set TargetDecLayerIdList, TargetDecLayerIdList is set by the external means.

– Otherwise, if the decoding process is invoked in a bitstream conformance test as specified in clause C.1, TargetDecLayerIdList is set as specified in clause C.1.

– Otherwise, TargetDecLayerIdList contains only one nuh_layer_id value that is equal to 0.

The variable HighestTid, which identifies the highest temporal sub-layer to be decoded, is specified as follows:

– If some external means, not specified in this Specification, is available to set HighestTid, HighestTid is set by the external means.

– Otherwise, if the decoding process is invoked in a bitstream conformance test as specified in clause C.1, HighestTid is set as specified in clause C.1.

– Otherwise, HighestTid is set equal to sps_max_sub_layers_minus1.

The sub-bitstream extraction process as specified in clause 10 is applied with the bitstream, HighestTid, and TargetDecLayerIdList as inputs, and the output is assigned to a bitstream referred to as BitstreamToDecode.

The decoding processes specified in the remainder of this clause apply to each coded picture, referred to as the current picture and denoted by the variable CurrPic, in BitstreamToDecode.

Depending on the value of chroma_format_idc, the number of sample arrays of the current picture is as follows:

– If chroma_format_idc is equal to 0, the current picture consists of 1 sample array S_L.

– Otherwise (chroma_format_idc is not equal to 0), the current picture consists of 3 sample arrays S_L, S_{Cb}, S_{Cr}.

The decoding process for the current picture takes as inputs the syntax elements and upper-case variables from clause 7. When interpreting the semantics of each syntax element in each NAL unit, the term "the bitstream" (or part thereof, e.g., a CVS of the bitstream) refers to BitstreamToDecode (or part thereof).

The decoding process is specified such that all decoders will produce numerically identical cropped decoded pictures. Any decoding process that produces identical cropped decoded pictures to those produced by the process described herein (with the correct output order or output timing, as specified) conforms to the decoding process requirements of this Specification.

When the current picture is a BLA picture that has nal_unit_type equal to BLA_W_LP or is a CRA picture, the following applies:

– If some external means not specified in this Specification is available to set the variable UseAltCpbParamsFlag to a value, UseAltCpbParamsFlag is set equal to the value provided by the external means.

– Otherwise, the value of UseAltCpbParamsFlag is set equal to 0.

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When the current picture is an IRAP picture, the following applies:

– If the current picture is an IDR picture, a BLA picture, the first picture in the bitstream in decoding order, or the first picture that follows an end of sequence NAL unit in decoding order, the variable NoRaslOutputFlag is set equal to 1.

– Otherwise, if some external means not specified in this Specification is available to set the variable HandleCraAsBlaFlag to a value for the current picture, the variable HandleCraAsBlaFlag is set equal to the value provided by the external means and the variable NoRaslOutputFlag is set equal to HandleCraAsBlaFlag.

– Otherwise, the variable HandleCraAsBlaFlag is set equal to 0 and the variable NoRaslOutputFlag is set equal to 0.

Depending on the value of separate_colour_plane_flag, the decoding process is structured as follows:

– If separate_colour_plane_flag is equal to 0, the decoding process is invoked a single time with the current picture being the output.

– Otherwise (separate_colour_plane_flag is equal to 1), the decoding process is invoked three times. Inputs to the decoding process are all NAL units of the coded picture with identical value of colour_plane_id. The decoding process of NAL units with a particular value of colour_plane_id is specified as if only a CVS with monochrome colour format with that particular value of colour_plane_id would be present in the bitstream. The output of each of the three decoding processes is assigned to one of the 3 sample arrays of the current picture, with the NAL units with colour_plane_id equal to 0, 1, and 2 being assigned to S_L, S_{Cb}, and S_{Cr}, respectively.

NOTE – The variable ChromaArrayType is derived as equal to 0 when separate_colour_plane_flag is equal to 1 and chroma_format_idc is equal to 3. In the decoding process, the value of this variable is evaluated resulting in operations identical to that of monochrome pictures (when chroma_format_idc is equal to 0).

The decoding process operates as follows for the current picture CurrPic:

1. The decoding of NAL units is specified in clause 8.2.
2. The processes in clause 8.3 specify the following decoding processes using syntax elements in the slice segment layer and above:
   – Variables and functions relating to picture order count are derived in clause 8.3.1. This needs to be invoked only for the first slice segment of a picture.
   – The decoding process for RPS in clause 8.3.2 is invoked, wherein reference pictures may be marked as "unused for reference" or "used for long-term reference". This needs to be invoked only for the first slice segment of a picture.
   – When the current picture is a BLA picture or is a CRA picture with NoRaslOutputFlag equal to 1, the decoding process for generating unavailable reference pictures specified in clause 8.3.3 is invoked, which needs to be invoked only for the first slice segment of a picture.
   – PicOutputFlag is set as follows:
     – If the current picture is a RASL picture and NoRaslOutputFlag of the associated IRAP picture is equal to 1, PicOutputFlag is set equal to 0.
     – Otherwise, PicOutputFlag is set equal to pic_output_flag.
   – At the beginning of the decoding process for each P or B slice, the decoding process for reference picture lists construction specified in clause 8.3.4 is invoked for derivation of reference picture list 0 (RefPicList0) and, when decoding a B slice, reference picture list 1 (RefPicList1).
3. The processes in clauses 8.4, 8.5, 8.6, and 8.7 specify decoding processes using syntax elements in all syntax structure layers. It is a requirement of bitstream conformance that the coded slices of the picture shall contain slice segment data for every coding tree unit of the picture, such that the division of the picture into slices, the division of the slices into slice segments, and the division of the slice segments into coding tree units each forms a partitioning of the picture.
4. After all slices of the current picture have been decoded, the decoded picture is marked as "used for short-term reference".

8.2 NAL unit decoding process

Inputs to this process are NAL units of the access unit containing the current picture.

Outputs of this process are the parsed RBSP syntax structures encapsulated within the NAL units of the access unit containing the current picture.

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The decoding process for each NAL unit extracts the RBSP syntax structure from the NAL unit and then parses the RBSP syntax structure.

8.3 Slice decoding process

8.3.1 Decoding process for picture order count

Output of this process is PicOrderCntVal, the picture order count of the current picture.

Picture order counts are used to identify pictures, for deriving motion parameters in merge mode and motion vector prediction, and for decoder conformance checking (see clause C.5).

Each coded picture is associated with a picture order count variable, denoted as PicOrderCntVal.

When the current picture is not an IRAP picture with NoRaslOutputFlag equal to 1, the variables prevPicOrderCntLsb and prevPicOrderCntMsb are derived as follows:

– Let prevTid0Pic be the previous picture in decoding order that has TemporalId equal to 0 and that is not a RASL picture, a RADL picture, or a sub-layer non-reference picture.

– The variable prevPicOrderCntLsb is set equal to slice_pic_order_cnt_lsb of prevTid0Pic.

– The variable prevPicOrderCntMsb is set equal to PicOrderCntMsb of prevTid0Pic.

The variable PicOrderCntMsb of the current picture is derived as follows:

– If the current picture is an IRAP picture with NoRaslOutputFlag equal to 1, PicOrderCntMsb is set equal to 0.

– Otherwise, PicOrderCntMsb is derived as follows:

```
if( ( slice_pic_order_cnt_lsb < prevPicOrderCntLsb )  &&
        ( ( prevPicOrderCntLsb − slice_pic_order_cnt_lsb )  >=  ( MaxPicOrderCntLsb / 2 ) ) )
    PicOrderCntMsb = prevPicOrderCntMsb + MaxPicOrderCntLsb                    (8-1)
else if( (slice_pic_order_cnt_lsb > prevPicOrderCntLsb )  &&
        ( ( slice_pic_order_cnt_lsb − prevPicOrderCntLsb ) > ( MaxPicOrderCntLsb / 2 ) ) )
    PicOrderCntMsb = prevPicOrderCntMsb − MaxPicOrderCntLsb
else
    PicOrderCntMsb = prevPicOrderCntMsb
```

PicOrderCntVal is derived as follows:

$$PicOrderCntVal = PicOrderCntMsb + slice\_pic\_order\_cnt\_lsb \quad (8\text{-}2)$$

NOTE 1 – All IDR pictures will have PicOrderCntVal equal to 0 since slice_pic_order_cnt_lsb is inferred to be 0 for IDR pictures and prevPicOrderCntLsb and prevPicOrderCntMsb are both set equal to 0.

The value of PicOrderCntVal shall be in the range of -2^{31} to $2^{31} - 1$, inclusive. In one CVS, the PicOrderCntVal values for any two coded pictures shall not be the same.

The function PicOrderCnt(picX) is specified as follows:

$$PicOrderCnt(picX) = PicOrderCntVal \text{ of the picture } picX \quad (8\text{-}3)$$

The function DiffPicOrderCnt(picA, picB) is specified as follows:

$$DiffPicOrderCnt(picA, picB) = PicOrderCnt(picA) - PicOrderCnt(picB) \quad (8\text{-}4)$$

The bitstream shall not contain data that result in values of DiffPicOrderCnt(picA, picB) used in the decoding process that are not in the range of -2^{15} to $2^{15} - 1$, inclusive.

NOTE 2 – Let X be the current picture and Y and Z be two other pictures in the same CVS, Y and Z are considered to be in the same output order direction from X when both DiffPicOrderCnt(X, Y) and DiffPicOrderCnt(X, Z) are positive or both are negative.

8.3.2 Decoding process for reference picture set

This process is invoked once per picture, after decoding of a slice header but prior to the decoding of any coding unit and prior to the decoding process for reference picture list construction for the slice as specified in clause 8.3.3. This process may result in one or more reference pictures in the DPB being marked as "unused for reference" or "used for long-term reference".

NOTE 1 – The RPS is an absolute description of the reference pictures used in the decoding process of the current and future coded pictures. The RPS signalling is explicit in the sense that all reference pictures included in the RPS are listed explicitly.

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A decoded picture in the DPB can be marked as "unused for reference", "used for short-term reference", or "used for long-term reference", but only one among these three at any given moment during the operation of the decoding process. Assigning one of these markings to a picture implicitly removes another of these markings when applicable. When a picture is referred to as being marked as "used for reference", this collectively refers to the picture being marked as "used for short-term reference" or "used for long-term reference" (but not both).

When the current picture is an IRAP picture with NoRaslOutputFlag equal to 1, all reference pictures currently in the DPB (if any) are marked as "unused for reference".

Short-term reference pictures are identified by their PicOrderCntVal values. Long-term reference pictures are identified either by their PicOrderCntVal values or their slice_pic_order_cnt_lsb values.

Five lists of picture order count values are constructed to derive the RPS. These five lists are PocStCurrBefore, PocStCurrAfter, PocStFoll, PocLtCurr, and PocLtFoll, with NumPocStCurrBefore, NumPocStCurrAfter, NumPocStFoll, NumPocLtCurr, and NumPocLtFoll number of elements, respectively. The five lists and the five variables are derived as follows:

– If the current picture is an IDR picture, PocStCurrBefore, PocStCurrAfter, PocStFoll, PocLtCurr, and PocLtFoll are all set to be empty, and NumPocStCurrBefore, NumPocStCurrAfter, NumPocStFoll, NumPocLtCurr, and NumPocLtFoll are all set equal to 0.

– Otherwise, the following applies:

```
for( i = 0, j = 0, k = 0; i < NumNegativePics[ CurrRpsIdx ] ; i++ )
    if( UsedByCurrPicS0[ CurrRpsIdx ][ i ] )
        PocStCurrBefore[ j++ ] = PicOrderCntVal + DeltaPocS0[ CurrRpsIdx ][ i ]
    else
        PocStFoll[ k++ ] = PicOrderCntVal + DeltaPocS0[ CurrRpsIdx ][ i ]
NumPocStCurrBefore = j

for( i = 0, j = 0; i < NumPositivePics[ CurrRpsIdx ]; i++ )
    if( UsedByCurrPicS1[ CurrRpsIdx ][ i ] )
        PocStCurrAfter[ j++ ] = PicOrderCntVal + DeltaPocS1[ CurrRpsIdx ][ i ]
    else
        PocStFoll[ k++ ] = PicOrderCntVal + DeltaPocS1[ CurrRpsIdx ][ i ]
NumPocStCurrAfter = j
NumPocStFoll = k                                                                    (8-5)
for( i = 0, j = 0, k = 0; i < num_long_term_sps + num_long_term_pics; i++ ) {
    pocLt = PocLsbLt[ i ]
    if( delta_poc_msb_present_flag[ i ] )
        pocLt  +=  PicOrderCntVal − DeltaPocMsbCycleLt[ i ] * MaxPicOrderCntLsb − slice_pic_order_cnt_lsb
    if( UsedByCurrPicLt[ i ] ) {
        PocLtCurr[ j ] = pocLt
        CurrDeltaPocMsbPresentFlag[ j++ ] = delta_poc_msb_present_flag[ i ]
    } else {
        PocLtFoll[ k ] = pocLt
        FollDeltaPocMsbPresentFlag[ k++ ] = delta_poc_msb_present_flag[ i ]
    }
}
NumPocLtCurr = j
NumPocLtFoll = k
```

where PicOrderCntVal is the picture order count of the current picture as specified in clause 8.3.1.

NOTE 2 – A value of CurrRpsIdx in the range of 0 to num_short_term_ref_pic_sets − 1, inclusive, indicates that a candidate short-term RPS from the active SPS is being used, where CurrRpsIdx is the index of the candidate short-term RPS into the list of candidate short-term RPSs signalled in the active SPS. CurrRpsIdx equal to num_short_term_ref_pic_sets indicates that the short-term RPS of the current picture is directly signalled in the slice header.

For each i in the range of 0 to NumPocLtCurr − 1, inclusive, when CurrDeltaPocMsbPresentFlag[i] is equal to 1, it is a requirement of bitstream conformance that the following conditions apply:

– There shall be no j in the range of 0 to NumPocStCurrBefore − 1, inclusive, for which PocLtCurr[i] is equal to PocStCurrBefore[j].

– There shall be no j in the range of 0 to NumPocStCurrAfter − 1, inclusive, for which PocLtCurr[i] is equal to PocStCurrAfter[j].

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– There shall be no j in the range of 0 to NumPocStFoll − 1, inclusive, for which PocLtCurr[i] is equal to PocStFoll[j].

– There shall be no j in the range of 0 to NumPocLtCurr − 1, inclusive, where j is not equal to i, for which PocLtCurr[i] is equal to PocLtCurr[j].

For each i in the range of 0 to NumPocLtFoll − 1, inclusive, when FollDeltaPocMsbPresentFlag[i] is equal to 1, it is a requirement of bitstream conformance that the following conditions apply:

– There shall be no j in the range of 0 to NumPocStCurrBefore − 1, inclusive, for which PocLtFoll[i] is equal to PocStCurrBefore[j].

– There shall be no j in the range of 0 to NumPocStCurrAfter − 1, inclusive, for which PocLtFoll[i] is equal to PocStCurrAfter[j].

– There shall be no j in the range of 0 to NumPocStFoll − 1, inclusive, for which PocLtFoll[i] is equal to PocStFoll[j].

– There shall be no j in the range of 0 to NumPocLtFoll − 1, inclusive, where j is not equal to i, for which PocLtFoll[i] is equal to PocLtFoll[j].

– There shall be no j in the range of 0 to NumPocLtCurr − 1, inclusive, for which PocLtFoll[i] is equal to PocLtCurr[j].

For each i in the range of 0 to NumPocLtCurr − 1, inclusive, when CurrDeltaPocMsbPresentFlag[i] is equal to 0, it is a requirement of bitstream conformance that the following conditions apply:

– There shall be no j in the range of 0 to NumPocStCurrBefore − 1, inclusive, for which PocLtCurr[i] is equal to (PocStCurrBefore[j] & (MaxPicOrderCntLsb − 1)).

– There shall be no j in the range of 0 to NumPocStCurrAfter − 1, inclusive, for which PocLtCurr[i] is equal to (PocStCurrAfter[j] & (MaxPicOrderCntLsb − 1)).

– There shall be no j in the range of 0 to NumPocStFoll − 1, inclusive, for which PocLtCurr[i] is equal to (PocStFoll[j] & (MaxPicOrderCntLsb − 1)).

– There shall be no j in the range of 0 to NumPocLtCurr − 1, inclusive, where j is not equal to i, for which PocLtCurr[i] is equal to (PocLtCurr[j] & (MaxPicOrderCntLsb − 1)).

For each i in the range of 0 to NumPocLtFoll − 1, inclusive, when FollDeltaPocMsbPresentFlag[i] is equal to 0, it is a requirement of bitstream conformance that the following conditions apply:

– There shall be no j in the range of 0 to NumPocStCurrBefore − 1, inclusive, for which PocLtFoll[i] is equal to (PocStCurrBefore[j] & (MaxPicOrderCntLsb − 1)).

– There shall be no j in the range of 0 to NumPocStCurrAfter − 1, inclusive, for which PocLtFoll[i] is equal to (PocStCurrAfter[j] & (MaxPicOrderCntLsb − 1)).

– There shall be no j in the range of 0 to NumPocStFoll − 1, inclusive, for which PocLtFoll[i] is equal to (PocStFoll[j] & (MaxPicOrderCntLsb − 1)).

– There shall be no j in the range of 0 to NumPocLtFoll − 1, inclusive, where j is not equal to i, for which PocLtFoll[i] is equal to (PocLtFoll[j] & (MaxPicOrderCntLsb − 1)).

– There shall be no j in the range of 0 to NumPocLtCurr − 1, inclusive, for which PocLtFoll[i] is equal to (PocLtCurr[j] & (MaxPicOrderCntLsb − 1)).

The variable NumPocTotalCurr is derived as specified in clause 7.4.7.2. It is a requirement of bitstream conformance that the following applies to the value of NumPocTotalCurr:

– If the current picture is a BLA or CRA picture, the value of NumPocTotalCurr shall be equal to 0.

– Otherwise, when the current picture contains a P or B slice, the value of NumPocTotalCurr shall not be equal to 0.

The RPS of the current picture consists of five RPS lists; RefPicSetStCurrBefore, RefPicSetStCurrAfter, RefPicSetStFoll, RefPicSetLtCurr and RefPicSetLtFoll. RefPicSetStCurrBefore, RefPicSetStCurrAfter, and RefPicSetStFoll are collectively referred to as the short-term RPS. RefPicSetLtCurr and RefPicSetLtFoll are collectively referred to as the long-term RPS.

NOTE 3 – RefPicSetStCurrBefore, RefPicSetStCurrAfter, and RefPicSetLtCurr contain all reference pictures that may be used for inter prediction of the current picture and one or more pictures that follow the current picture in decoding order. RefPicSetStFoll and RefPicSetLtFoll consist of all reference pictures that are *not* used for inter prediction of the current picture but may be used in inter prediction for one or more pictures that follow the current picture in decoding order.

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The derivation process for the RPS and picture marking are performed according to the following ordered steps:

1. The following applies:

```
for( i = 0; i < NumPocLtCurr; i++ )
    if( !CurrDeltaPocMsbPresentFlag[ i ] )
        if( there is a reference picture picX in the DPB with slice_pic_order_cnt_lsb equal to PocLtCurr[ i ] )
            RefPicSetLtCurr[ i ] = picX
        else
            RefPicSetLtCurr[ i ] = "no reference picture"
    else
        if( there is a reference picture picX in the DPB with PicOrderCntVal equal to PocLtCurr[ i ] )
            RefPicSetLtCurr[ i ] = picX
        else
            RefPicSetLtCurr[ i ] = "no reference picture"                                   (8-6)
for( i = 0; i < NumPocLtFoll; i++ )
    if( !FollDeltaPocMsbPresentFlag[ i ] )
        if( there is a reference picture picX in the DPB with slice_pic_order_cnt_lsb equal to PocLtFoll[ i ] )
            RefPicSetLtFoll[ i ] = picX
        else
            RefPicSetLtFoll[ i ] = "no reference picture"
    else
        if( there is a reference picture picX in the DPB with PicOrderCntVal equal to PocLtFoll[ i ] )
            RefPicSetLtFoll[ i ] = picX
        else
            RefPicSetLtFoll[ i ] = "no reference picture"
```

2. All reference pictures that are included in RefPicSetLtCurr and RefPicSetLtFoll are marked as "used for long-term reference".

3. The following applies:

```
for( i = 0; i < NumPocStCurrBefore; i++ )
    if( there is a short-term reference picture picX in the DPB
            with PicOrderCntVal equal to PocStCurrBefore[ i ] )
        RefPicSetStCurrBefore[ i ] = picX
    else
        RefPicSetStCurrBefore[ i ] = "no reference picture"

for( i = 0; i < NumPocStCurrAfter; i++ )
    if( there is a short-term reference picture picX in the DPB
            with PicOrderCntVal equal to PocStCurrAfter[ i ] )
        RefPicSetStCurrAfter[ i ] = picX
    else
        RefPicSetStCurrAfter[ i ] = "no reference picture"                                  (8-7)

for( i = 0; i < NumPocStFoll; i++ )
    if( there is a short-term reference picture picX in the DPB
            with PicOrderCntVal equal to PocStFoll[ i ] )
        RefPicSetStFoll[ i ] = picX
    else
        RefPicSetStFoll[ i ] = "no reference picture"
```

4. All reference pictures in the DPB that are not included in RefPicSetLtCurr, RefPicSetLtFoll, RefPicSetStCurrBefore, RefPicSetStCurrAfter, or RefPicSetStFoll are marked as "unused for reference".

NOTE 4 – There may be one or more entries in the RPS lists that are equal to "no reference picture" because the corresponding pictures are not present in the DPB. Entries in RefPicSetStFoll or RefPicSetLtFoll that are equal to "no reference picture" should be ignored. An unintentional picture loss should be inferred for each entry in RefPicSetStCurrBefore, RefPicSetStCurrAfter, or RefPicSetLtCurr that is equal to "no reference picture".

NOTE 5 – A picture cannot be included in more than one of the five RPS lists.

It is a requirement of bitstream conformance that the RPS is restricted as follows:

– There shall be no entry in RefPicSetStCurrBefore, RefPicSetStCurrAfter, or RefPicSetLtCurr for which one or more of the following are true:
  – The entry is equal to "no reference picture".

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  - The entry is a sub-layer non-reference picture and has TemporalId equal to that of the current picture.
  - The entry is a picture that has TemporalId greater than that of the current picture.
- There shall be no entry in RefPicSetLtCurr or RefPicSetLtFoll for which the difference between the picture order count value of the current picture and the picture order count value of the entry is greater than or equal to 2^{24}.
- When the current picture is a TSA picture, there shall be no picture included in the RPS with TemporalId greater than or equal to the TemporalId of the current picture.
- When the current picture is an STSA picture, there shall be no picture included in RefPicSetStCurrBefore, RefPicSetStCurrAfter, or RefPicSetLtCurr that has TemporalId equal to that of the current picture.
- When the current picture is a picture that follows, in decoding order, an STSA picture that has TemporalId equal to that of the current picture, there shall be no picture that has TemporalId equal to that of the current picture included in RefPicSetStCurrBefore, RefPicSetStCurrAfter, or RefPicSetLtCurr that precedes the STSA picture in decoding order.
- When the current picture is a CRA picture, there shall be no picture included in the RPS that precedes, in decoding order, any preceding IRAP picture in decoding order (when present).
- When the current picture is a trailing picture, there shall be no picture in RefPicSetStCurrBefore, RefPicSetStCurrAfter, or RefPicSetLtCurr that was generated by the decoding process for generating unavailable reference pictures as specified in clause 8.3.3.
- When the current picture is a trailing picture, there shall be no picture in the RPS that precedes the associated IRAP picture in output order or decoding order.
- When the current picture is a RADL picture, there shall be no picture included in RefPicSetStCurrBefore, RefPicSetStCurrAfter, or RefPicSetLtCurr that is any of the following:
  - A RASL picture
  - A picture that was generated by the decoding process for generating unavailable reference pictures as specified in clause 8.3.3
  - A picture that precedes the associated IRAP picture in decoding order
- When sps_temporal_id_nesting_flag is equal to 1, the following applies:
  - Let tIdA be the value of TemporalId of the current picture picA.
  - Any picture picB with TemporalId equal to tIdB that is less than or equal to tIdA shall not be included in RefPicSetStCurrBefore, RefPicSetStCurrAfter, or RefPicSetLtCurr of picA when there exists a picture picC that has TemporalId less than tIdB, follows picB in decoding order, and precedes picA in decoding order.

8.3.3 Decoding process for generating unavailable reference pictures

8.3.3.1 General decoding process for generating unavailable reference pictures

This process is invoked once per coded picture when the current picture is a BLA picture or is a CRA picture with NoRaslOutputFlag equal to 1.

NOTE – This process is primarily specified only for the specification of syntax constraints for RASL pictures. The entire specification of the decoding process for RASL pictures associated with an IRAP picture that has NoRaslOutputFlag equal to 1 is included herein only for purposes of specifying constraints on the allowed syntax content of such RASL pictures. During the decoding process, any RASL pictures associated with an IRAP picture that has NoRaslOutputFlag equal to 1 may be ignored, as these pictures are not specified for output and have no effect on the decoding process of any other pictures that are specified for output. However, in HRD operations as specified in Annex C, RASL access units may need to be taken into consideration in derivation of CPB arrival and removal times.

When this process is invoked, the following applies:

- For each RefPicSetStFoll[i], with i in the range of 0 to NumPocStFoll − 1, inclusive, that is equal to "no reference picture", a picture is generated as specified in clause 8.3.3.2, and the following applies:
  - The value of PicOrderCntVal for the generated picture is set equal to PocStFoll[i].
  - The value of PicOutputFlag for the generated picture is set equal to 0.
  - The generated picture is marked as "used for short-term reference".
  - RefPicSetStFoll[i] is set to be the generated reference picture.

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– For each RefPicSetLtFoll[i], with i in the range of 0 to NumPocLtFoll − 1, inclusive, that is equal to "no reference picture", a picture is generated as specified in clause 8.3.3.2, and the following applies:

  – The value of PicOrderCntVal for the generated picture is set equal to PocLtFoll[i].

  – The value of slice_pic_order_cnt_lsb for the generated picture is inferred to be equal to (PocLtFoll[i] & (MaxPicOrderCntLsb – 1)).

  – The value of PicOutputFlag for the generated picture is set equal to 0.

  – The generated picture is marked as "used for long-term reference".

  – RefPicSetLtFoll[i] is set to be the generated reference picture.

8.3.3.2 Generation of one unavailable picture

When this process is invoked, an unavailable picture is generated as follows:

– The value of each element in the sample array S_L for the picture is set equal to 1 << ($BitDepth_Y$ − 1).

– The value of each element in the sample arrays S_{Cb} and S_{Cr} for the picture is set equal to 1 << ($BitDepth_C$ − 1).

– The prediction mode CuPredMode[x][y] is set equal to MODE_INTRA for x = 0..pic_width_in_luma_samples − 1, y = 0..pic_height_in_luma_samples − 1.

8.3.4 Decoding process for reference picture lists construction

This process is invoked at the beginning of the decoding process for each P or B slice.

Reference pictures are addressed through reference indices as specified in clause 8.5.3.3.2. A reference index is an index into a reference picture list. When decoding a P slice, there is a single reference picture list RefPicList0. When decoding a B slice, there is a second independent reference picture list RefPicList1 in addition to RefPicList0.

At the beginning of the decoding process for each slice, the reference picture lists RefPicList0 and, for B slices, RefPicList1 are derived as follows:

The variable NumRpsCurrTempList0 is set equal to Max(num_ref_idx_l0_active_minus1 + 1, NumPocTotalCurr) and the list RefPicListTemp0 is constructed as follows:

```
rIdx = 0
while( rIdx < NumRpsCurrTempList0 ) {
    for( i = 0; i < NumPocStCurrBefore  &&  rIdx < NumRpsCurrTempList0; rIdx++, i++ )
        RefPicListTemp0[ rIdx ] = RefPicSetStCurrBefore[ i ]
    for( i = 0;  i < NumPocStCurrAfter  &&  rIdx < NumRpsCurrTempList0; rIdx++, i++ )          (8-8)
        RefPicListTemp0[ rIdx ] = RefPicSetStCurrAfter[ i ]
    for( i = 0; i < NumPocLtCurr  &&  rIdx < NumRpsCurrTempList0; rIdx++, i++ )
        RefPicListTemp0[ rIdx ] = RefPicSetLtCurr[ i ]
}
```

The list RefPicList0 is constructed as follows:

```
for( rIdx = 0; rIdx  <=  num_ref_idx_l0_active_minus1; rIdx++)                              (8-9)
    RefPicList0[ rIdx ] = ref_pic_list_modification_flag_l0 ? RefPicListTemp0[ list_entry_l0[ rIdx ] ] :
                                                              RefPicListTemp0[ rIdx ]
```

When the slice is a B slice, the variable NumRpsCurrTempList1 is set equal to Max(num_ref_idx_l1_active_minus1 + 1, NumPocTotalCurr) and the list RefPicListTemp1 is constructed as follows:

```
rIdx = 0
while( rIdx < NumRpsCurrTempList1 ) {
    for( i = 0; i < NumPocStCurrAfter  &&  rIdx < NumRpsCurrTempList1; rIdx++, i++ )
        RefPicListTemp1[ rIdx ] = RefPicSetStCurrAfter[ i ]
    for( i = 0;  i < NumPocStCurrBefore  &&  rIdx < NumRpsCurrTempList1; rIdx++, i++ )         (8-10)
        RefPicListTemp1[ rIdx ] = RefPicSetStCurrBefore[ i ]
    for( i = 0; i < NumPocLtCurr  &&  rIdx < NumRpsCurrTempList1; rIdx++, i++ )
        RefPicListTemp1[ rIdx ] = RefPicSetLtCurr[ i ]
}
```


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When the slice is a B slice, the list RefPicList1 is constructed as follows:

```
for( rIdx = 0; rIdx <= num_ref_idx_l1_active_minus1; rIdx++)                    (8-11)
    RefPicList1[ rIdx ] = ref_pic_list_modification_flag_l1 ? RefPicListTemp1[ list_entry_l1[ rIdx ] ] :
                                                              RefPicListTemp1[ rIdx ]
```

8.4 Decoding process for coding units coded in intra prediction mode

8.4.1 General decoding process for coding units coded in intra prediction mode

Inputs to this process are:

– a luma location (xCb, yCb) specifying the top-left sample of the current luma coding block relative to the top-left luma sample of the current picture,

– a variable log2CbSize specifying the size of the current luma coding block.

Output of this process is a modified reconstructed picture before deblocking filtering.

The derivation process for quantization parameters as specified in clause 8.6.1 is invoked with the luma location (xCb, yCb) as input.

A variable nCbS is set equal to 1 << log2CbSize.

Depending on the values of pcm_flag[xCb][yCb] and IntraSplitFlag, the decoding process for luma samples is specified as follows:

– If pcm_flag[xCb][yCb] is equal to 1, the reconstructed picture is modified as follows:

$$S_L[xCb + i][yCb + j] = pcm\_sample\_luma[(nCbS * j) + i] << (BitDepth_Y - PcmBitDepth_Y), \text{ with } i, j = 0..nCbS - 1 \quad (8\text{-}12)$$

– Otherwise (pcm_flag[xCb][yCb] is equal to 0), if IntraSplitFlag is equal to 0, the following ordered steps apply:

1. The derivation process for the intra prediction mode as specified in clause 8.4.2 is invoked with the luma location (xCb, yCb) as input.
2. The general decoding process for intra blocks as specified in clause 8.4.4.1 is invoked with the luma location (xCb, yCb), the variable log2TrafoSize set equal to log2CbSize, the variable trafoDepth set equal to 0, the variable predModeIntra set equal to IntraPredModeY[xCb][yCb], and the variable cIdx set equal to 0 as inputs, and the output is a modified reconstructed picture before deblocking filtering.

– Otherwise (pcm_flag[xCb][yCb] is equal to 0 and IntraSplitFlag is equal to 1), for the variable blkIdx proceeding over the values 0..3, the following ordered steps apply:

1. The variable xPb is set equal to xCb + (nCbS >> 1) * (blkIdx % 2).
2. The variable yPb is set equal to yCb + (nCbS >> 1) * (blkIdx / 2).
3. The derivation process for the intra prediction mode as specified in clause 8.4.2 is invoked with the luma location (xPb, yPb) as input.
4. The general decoding process for intra blocks as specified in clause 8.4.4.1 is invoked with the luma location (xPb, yPb), the variable log2TrafoSize set equal to log2CbSize − 1, the variable trafoDepth set equal to 1, the variable predModeIntra set equal to IntraPredModeY[xPb][yPb], and the variable cIdx set equal to 0 as inputs, and the output is a modified reconstructed picture before deblocking filtering.

Depending on the value of pcm_flag[xCb][yCb], the decoding process for chroma samples is specified as follows:

– If pcm_flag[xCb][yCb] is equal to 1, the reconstructed picture is modified as follows:

$$S_{Cb}[xCb / 2 + i][yCb / 2 + j] = pcm\_sample\_chroma[(nCbS / 2 * j) + i] << (BitDepth_C - PcmBitDepth_C), \text{ with } i, j = 0..nCbS / 2 - 1 \quad (8\text{-}13)$$

$$S_{Cr}[xCb / 2 + i][yCb / 2 + j] = pcm\_sample\_chroma[(nCbS / 2 * (j + nCbS / 2)) + i] << (BitDepth_C - PcmBitDepth_C), \text{ with } i, j = 0..nCbS / 2 - 1 \quad (8\text{-}14)$$

– Otherwise (pcm_flag[xCb][yCb] is equal to 0), the following ordered steps apply:

1. The derivation process for the chroma intra prediction mode as specified in 8.4.3 is invoked with the luma location (xCb, yCb) as input, and the output is the variable IntraPredModeC.

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2. The general decoding process for intra blocks as specified in clause 8.4.4.1 is invoked with the chroma location (xCb / 2, yCb / 2), the variable log2TrafoSize set equal to log2CbSize − 1, the variable trafoDepth set equal to 0, the variable predModeIntra set equal to IntraPredModeC, and the variable cIdx set equal to 1 as inputs, and the output is a modified reconstructed picture before deblocking filtering.

3. The general decoding process for intra blocks as specified in clause 8.4.4.1 is invoked with the chroma location (xCb / 2, yCb / 2), the variable log2TrafoSize set equal to log2CbSize − 1, the variable trafoDepth set equal to 0, the variable predModeIntra set equal to IntraPredModeC, and the variable cIdx set equal to 2 as inputs, and the output is a modified reconstructed picture before deblocking filtering.

8.4.2 Derivation process for luma intra prediction mode

Input to this process is a luma location (xPb, yPb) specifying the top-left sample of the current luma prediction block relative to the top-left luma sample of the current picture.

In this process, the luma intra prediction mode IntraPredModeY[xPb][yPb] is derived.

Table 8-1 specifies the value for the intra prediction mode and the associated names.

Table 8-1 – Specification of intra prediction mode and associated names

Intra prediction mode	Associated name
0	INTRA_PLANAR
1	INTRA_DC
2..34	INTRA_ANGULAR2..INTRA_ANGULAR34

IntraPredModeY[xPb][yPb] labelled 0..34 represents directions of predictions as illustrated in Figure 8-1.

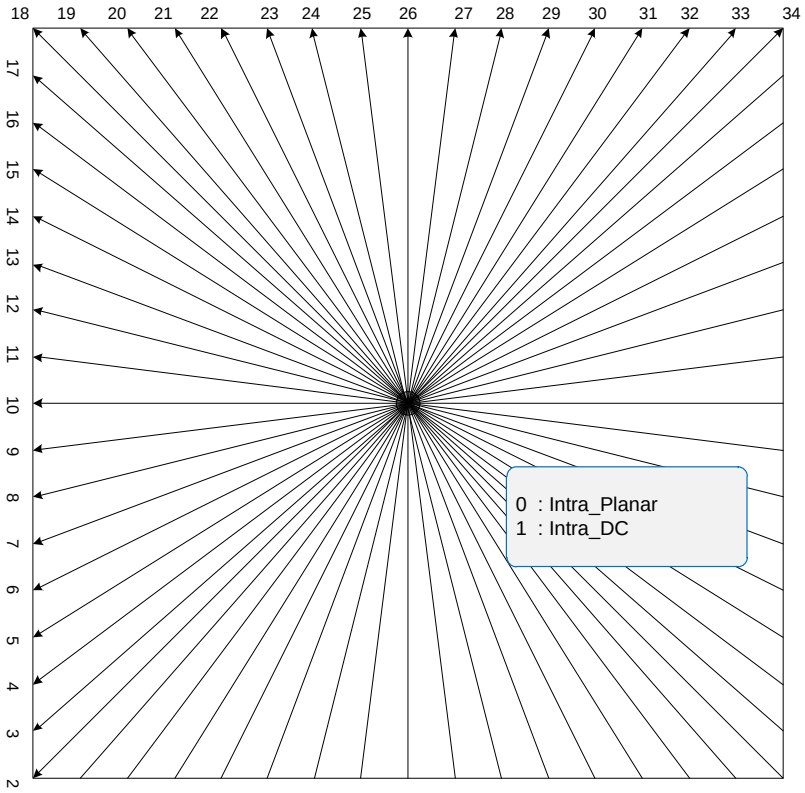


Figure 8-1 – Intra prediction mode directions (informative)

IntraPredModeY[xPb][yPb] is derived by the following ordered steps:

1. The neighbouring locations (xNbA, yNbA) and (xNbB, yNbB) are set equal to (xPb − 1, yPb) and (xPb, yPb − 1), respectively.

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2. For X being replaced by either A or B, the variables candIntraPredModeX are derived as follows:
   - The availability derivation process for a block in z-scan order as specified in clause 6.4.1 is invoked with the location (xCurr, yCurr) set equal to (xPb, yPb) and the neighbouring location (xNbY, yNbY) set equal to (xNbX, yNbX) as inputs, and the output is assigned to availableX.
   - The candidate intra prediction mode candIntraPredModeX is derived as follows:
     - If availableX is equal to FALSE, candIntraPredModeX is set equal to INTRA_DC.
     - Otherwise, if CuPredMode[xNbX][yNbX] is not equal to MODE_INTRA or pcm_flag[xNbX][yNbX] is equal to 1, candIntraPredModeX is set equal to INTRA_DC,
     - Otherwise, if X is equal to B and yPb − 1 is less than ((yPb >> CtbLog2SizeY) << CtbLog2SizeY), candIntraPredModeB is set equal to INTRA_DC.
     - Otherwise, candIntraPredModeX is set equal to IntraPredModeY[xNbX][yNbX].
3. The candModeList[x] with x = 0..2 is derived as follows:
   - If candIntraPredModeB is equal to candIntraPredModeA, the following applies:
     - If candIntraPredModeA is less than 2 (i.e., equal to INTRA_PLANAR or INTRA_DC), candModeList[x] with x = 0..2 is derived as follows:

       candModeList[0] = INTRA_PLANAR (8-15)

       candModeList[1] = INTRA_DC (8-16)

       candModeList[2] = INTRA_ANGULAR26 (8-17)
     - Otherwise, candModeList[x] with x = 0..2 is derived as follows:

       candModeList[0] = candIntraPredModeA (8-18)

       candModeList[1] = 2 + ((candIntraPredModeA + 29) % 32) (8-19)

       candModeList[2] = 2 + ((candIntraPredModeA − 2 + 1) % 32) (8-20)
   - Otherwise (candIntraPredModeB is not equal to candIntraPredModeA), the following applies:
     - candModeList[0] and candModeList[1] are derived as follows:

       candModeList[0] = candIntraPredModeA (8-21)

       candModeList[1] = candIntraPredModeB (8-22)
     - If neither of candModeList[0] and candModeList[1] is equal to INTRA_PLANAR, candModeList[2] is set equal to INTRA_PLANAR,
     - Otherwise, if neither of candModeList[0] and candModeList[1] is equal to INTRA_DC, candModeList[2] is set equal to INTRA_DC,
     - Otherwise, candModeList[2] is set equal to INTRA_ANGULAR26.
4. IntraPredModeY[xPb][yPb] is derived by applying the following procedure:
   - If prev_intra_luma_pred_flag[xPb][yPb] is equal to 1, the IntraPredModeY[xPb][yPb] is set equal to candModeList[mpm_idx].
   - Otherwise, IntraPredModeY[xPb][yPb] is derived by applying the following ordered steps:
     1) The array candModeList[x], x = 0..2 is modified as the following ordered steps:
        i. When candModeList[0] is greater than candModeList[1], both values are swapped as follows:

           (candModeList[0], candModeList[1]) = Swap(candModeList[0], candModeList[1]) (8-23)

        ii. When candModeList[0] is greater than candModeList[2], both values are swapped as follows:

           (candModeList[0], candModeList[2]) = Swap(candModeList[0], candModeList[2]) (8-24)

        iii. When candModeList[1] is greater than candModeList[2], both values are swapped as follows:

           (candModeList[1], candModeList[2]) = Swap(candModeList[1], candModeList[2]) (8-25)

     2) IntraPredModeY[xPb][yPb] is derived by the following ordered steps:

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i. IntraPredModeY[xPb][yPb] is set equal to rem_intra_luma_pred_mode[xPb][yPb].

ii. For i equal to 0 to 2, inclusive, when IntraPredModeY[xPb][yPb] is greater than or equal to candModeList[i], the value of IntraPredModeY[xPb][yPb] is incremented by one.

8.4.3 Derivation process for chroma intra prediction mode

Input to this process is a luma location (xCb, yCb) specifying the top-left sample of the current luma coding block relative to the top-left luma sample of the current picture.

Output of this process is the variable IntraPredModeC.

The chroma intra prediction mode IntraPredModeC is derived using intra_chroma_pred_mode[xCb][yCb] and IntraPredModeY[xCb][yCb] as specified in Table 8-2.

Table 8-2 – Specification of IntraPredModeC

intra_chroma_pred_mode[xCb][yCb]	**IntraPredModeY[xCb][yCb]**				
	0	**26**	**10**	**1**	**X (0 <= X <= 34)**
0	34	0	0	0	0
1	26	34	26	26	26
2	10	10	34	10	10
3	1	1	1	34	1
4	0	26	10	1	X

8.4.4 Decoding process for intra blocks

8.4.4.1 General decoding process for intra blocks

Inputs to this process are:

– a sample location (xTb0, yTb0) specifying the top-left sample of the current transform block relative to the top-left sample of the current picture,

– a variable log2TrafoSize specifying the size of the current transform block,

– a variable trafoDepth specifying the hierarchy depth of the current block relative to the coding unit,

– a variable predModeIntra specifying the intra prediction mode,

– a variable cIdx specifying the colour component of the current block.

Output of this process is a modified reconstructed picture before deblocking filtering.

The luma sample location (xTbY, yTbY) specifying the top-left sample of the current luma transform block relative to the top-left luma sample of the current picture is derived as follows:

$$(xTbY, yTbY) = (cIdx == 0) ? (xTb0, yTb0) : (xTb0 << 1, yTb0 << 1) \quad (8\text{-}26)$$

The variable splitFlag is derived as follows:

– If cIdx is equal to 0, splitFlag is set equal to split_transform_flag[xTbY][yTbY][trafoDepth].

– Otherwise, if all of the following conditions are true, splitFlag is set equal to 1.

  – cIdx is greater than 0

  – split_transform_flag[xTbY][yTbY][trafoDepth] is equal to 1

  – log2TrafoSize is greater than 2

– Otherwise, splitFlag is set equal to 0.

Depending on the value of splitFlag, the following applies:

– If splitFlag is equal to 1, the following ordered steps apply:

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1. The variables xTb1 and yTb1 are derived as follows:
   - The variable xTb1 is set equal to xTb0 + (1 << (log2TrafoSize − 1)).
   - The variable yTb1 is set equal to yTb0 + (1 << (log2TrafoSize − 1)).
2. The general decoding process for intra blocks as specified in this clause is invoked with the location (xTb0, yTb0), the variable log2TrafoSize set equal to log2TrafoSize − 1, the variable trafoDepth set equal to trafoDepth + 1, the intra prediction mode predModeIntra, and the variable cIdx as inputs, and the output is a modified reconstructed picture before deblocking filtering.
3. The general decoding process for intra blocks as specified in this clause is invoked with the location (xTb1, yTb0), the variable log2TrafoSize set equal to log2TrafoSize − 1, the variable trafoDepth set equal to trafoDepth + 1, the intra prediction mode predModeIntra, and the variable cIdx as inputs, and the output is a modified reconstructed picture before deblocking filtering.
4. The general decoding process for intra blocks as specified in this clause is invoked with the location (xTb0, yTb1), the variable log2TrafoSize set equal to log2TrafoSize − 1, the variable trafoDepth set equal to trafoDepth + 1, the intra prediction mode predModeIntra, and the variable cIdx as inputs, and the output is a modified reconstructed picture before deblocking filtering.
5. The general decoding process for intra blocks as specified in this clause is invoked with the location (xTb1, yTb1), the variable log2TrafoSize set equal to log2TrafoSize − 1, the variable trafoDepth set equal to trafoDepth + 1, the intra prediction mode predModeIntra, and the variable cIdx as inputs, and the output is a modified reconstructed picture before deblocking filtering.

– Otherwise (splitFlag is equal to 0), the following ordered steps apply:

1. The variable nTbS is set equal to 1 << log2TrafoSize.
2. The general intra sample prediction process as specified in clause 8.4.4.2.1 is invoked with the transform block location (xTb0, yTb0), the intra prediction mode predModeIntra, the transform block size nTbS, and the variable cIdx as inputs, and the output is an (nTbS)x(nTbS) array predSamples.
3. The scaling and transformation process as specified in clause 8.6.2 is invoked with the luma location (xTbY, yTbY), the variable trafoDepth, the variable cIdx, and the transform size trafoSize set equal to nTbS as inputs, and the output is an (nTbS)x(nTbS) array resSamples.
4. The picture reconstruction process prior to in-loop filtering for a colour component as specified in clause 8.6.5 is invoked with the transform block location (xTb0, yTb0), the transform block size nTbS, the variable cIdx, the (nTbS)x(nTbS) array predSamples, and the (nTbS)x(nTbS) array resSamples as inputs.

8.4.4.2 Intra sample prediction

8.4.4.2.1 General intra sample prediction

Inputs to this process are:

– a sample location (xTbCmp, yTbCmp) specifying the top-left sample of the current transform block relative to the top-left sample of the current picture,

– a variable predModeIntra specifying the intra prediction mode,

– a variable nTbS specifying the transform block size,

– a variable cIdx specifying the colour component of the current block.

Outputs of this process are the predicted samples predSamples[x][y], with x, y = 0..nTbS − 1.

The nTbS * 4 + 1 neighbouring samples p[x][y] that are constructed samples prior to the deblocking filter process, with x = −1, y = −1..nTbS * 2 − 1 and x = 0..nTbS * 2 − 1, y = −1, are derived as follows:

– The neighbouring location (xNbCmp, yNbCmp) is specified by:

$$(xNbCmp, yNbCmp) = (xTbCmp + x, yTbCmp + y) \quad (8\text{-}27)$$

– The current luma location (xTbY, yTbY) and the neighbouring luma location (xNbY, yNbY) are derived as follows:

$$(xTbY, yTbY) = (cIdx == 0) ? (xTbCmp, yTbCmp) : (xTbCmp << 1, yTbCmp << 1) \quad (8\text{-}28)$$

$$(xNbY, yNbY) = (cIdx == 0) ? (xNbCmp, yNbCmp) : (xNbCmp << 1, yNbCmp << 1) \quad (8\text{-}29)$$

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– The availability derivation process for a block in z-scan order as specified in clause 6.4.1 is invoked with the current luma location (xCurr, yCurr) set equal to (xTbY, yTbY) and the neighbouring luma location (xNbY, yNbY) as inputs, and the output is assigned to availableN.

– Each sample p[x][y] is derived as follows:

  – If one or more of the following conditions are true, the sample p[x][y] is marked as "not available for intra prediction":

    – The variable availableN is equal to FALSE.

    – CuPredMode[xNbY][yNbY] is not equal to MODE_INTRA and constrained_intra_pred_flag is equal to 1.

  – Otherwise, the sample p[x][y] is marked as "available for intra prediction" and the sample at the location (xNbCmp, yNbCmp) is assigned to p[x][y].

When at least one sample p[x][y] with x = −1, y = −1..nTbS * 2 − 1 and x = 0..nTbS * 2 − 1, y = −1 is marked as "not available for intra prediction", the reference sample substitution process for intra sample prediction in clause 8.4.4.2.2 is invoked with the samples p[x][y] with x = −1, y = −1..nTbS * 2 − 1 and x = 0..nTbS * 2 − 1, y = −1, nTbS, and cIdx as inputs, and the modified samples p[x][y] with x = −1, y = −1..nTbS * 2 − 1 and x = 0..nTbS * 2 − 1, y = −1 as output.

Depending on the value of predModeIntra, the following ordered steps apply:

1. When cIdx is equal to 0, the filtering process of neighbouring samples specified in clause 8.4.4.2.3 is invoked with the sample array p and the transform block size nTbS as inputs, and the output is reassigned to the sample array p.
2. The intra sample prediction process according to predModeIntra applies as follows:

   – If predModeIntra is equal to INTRA_PLANAR, the corresponding intra prediction mode specified in clause 8.4.4.2.4 is invoked with the sample array p and the transform block size nTbS as inputs, and the output is the predicted sample array predSamples.

   – Otherwise, if predModeIntra is equal to INTRA_DC, the corresponding intra prediction mode specified in clause 8.4.4.2.5 is invoked with the sample array p, the transform block size nTbS, and the colour component index cIdx as inputs, and the output is the predicted sample array predSamples.

   – Otherwise (predModeIntra is in the range of INTRA_ANGULAR2..INTRA_ANGULAR34), the corresponding intra prediction mode specified in clause 8.4.4.2.6 is invoked with the intra prediction mode predModeIntra, the sample array p, the transform block size nTbS, and the colour component index cIdx as inputs, and the output is the predicted sample array predSamples.

8.4.4.2.2 Reference sample substitution process for intra sample prediction

Inputs to this process are:

– reference samples p[x][y] with x = −1, y = −1..nTbS * 2 − 1 and x = 0..nTbS * 2 − 1, y = −1 for intra sample prediction,

– a transform block size nTbS,

– a variable cIdx specifying the colour component of the current block.

Outputs of this process are the modified reference samples p[x][y] with x = −1, y = −1..nTbS * 2 − 1 and x = 0..nTbS * 2 − 1, y = −1 for intra sample prediction.

The variable bitDepth is derived as follows:

– If cIdx is equal to 0, bitDepth is set equal to $BitDepth_Y$.

– Otherwise, bitDepth is set equal to $BitDepth_C$.

The values of the samples p[x][y] with x = −1, y = −1..nTbS * 2 − 1 and x = 0..nTbS * 2 − 1, y = −1 are modified as follows:

– If all samples p[x][y] with x = −1, y = −1..nTbS * 2 − 1 and x = 0..nTbS * 2 − 1, y = −1 are marked as "not available for intra prediction", the value 1 << (bitDepth − 1) is substituted for the values of all samples p[x][y].

– Otherwise (at least one but not all samples p[x][y] are marked as "not available for intra prediction"), the following ordered steps are performed:

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1. When p[−1][nTbS * 2 − 1] is marked as "not available for intra prediction", search sequentially starting from x = −1, y = nTbS * 2 − 1 to x = −1, y = −1, then from x = 0, y = −1 to x = nTbS * 2 − 1, y = −1. Once a sample p[x][y] marked as "available for intra prediction" is found, the search is terminated and the value of p[x][y] is assigned to p[−1][nTbS * 2 − 1].
2. Search sequentially starting from x = −1, y = nTbS * 2 − 2 to x = −1, y = −1, when p[x][y] is marked as "not available for intra prediction", the value of p[x][y + 1] is substituted for the value of p[x][y].
3. For x = 0..nTbS * 2 − 1, y = −1, when p[x][y] is marked as "not available for intra prediction", the value of p[x − 1][y] is substituted for the value of p[x][y].

All samples p[x][y] with x = −1, y = −1..nTbS * 2 − 1 and x = 0..nTbS * 2 − 1, y = −1 are marked as "available for intra prediction".

8.4.4.2.3 Filtering process of neighbouring samples

Inputs to this process are:

– the neighbouring samples p[x][y], with x = −1, y = −1..nTbS * 2 − 1 and x = 0..nTbS * 2 − 1, y = −1,

– a variable nTbS specifying the transform block size.

Outputs of this process are the filtered samples pF[x][y], with x = −1, y = −1..nTbS * 2 − 1 and x = 0..nTbS * 2 − 1, y = −1.

The variable filterFlag is derived as follows:

– If one or more of the following conditions are true, filterFlag is set equal to 0:
  – predModeIntra is equal to INTRA_DC.
  – nTbS is equal 4.
– Otherwise, the following applies:
  – The variable minDistVerHor is set equal to Min(Abs(predModeIntra − 26), Abs(predModeIntra − 10)).
  – The variable intraHorVerDistThres[nTbS] is specified in Table 8-3.
  – The variable filterFlag is derived as follows:
    – If minDistVerHor is greater than intraHorVerDistThres[nTbS], filterFlag is set equal to 1.
    – Otherwise, filterFlag is set equal to 0.

Table 8-3 – Specification of intraHorVerDistThres[nTbS] for various transform block sizes

	nTbS = 8	**nTbS = 16**	**nTbS = 32**
intraHorVerDistThres[nTbS]	7	1	0

When filterFlag is equal to 1, the following applies:

– The variable biIntFlag is derived as follows:
  – If all of the following conditions are true, biIntFlag is set equal to 1:
    – strong_intra_smoothing_enabled_flag is equal to 1
    – nTbS is equal to 32
    – Abs(p[−1][−1] + p[nTbS * 2 − 1][−1] – 2 * p[nTbS − 1][−1]) < (1 << ($BitDepth_Y$ − 5))
    – Abs(p[−1][−1] + p[−1][nTbS * 2 − 1] – 2 * p[−1][nTbS − 1]) < (1 << ($BitDepth_Y$ − 5))
  – Otherwise, biIntFlag is set equal to 0.
– The filtering is performed as follows:
  – If biIntFlag is equal to 1, the filtered sample values pF[x][y] with x = −1, y = −1..63 and x = 0..63, y = −1 are derived as follows:

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pF[−1][−1] = p[−1][−1] (8-30)

pF[−1][y] = ((63 − y) * p[−1][−1] + (y + 1) * p[−1][63] + 32) >> 6 for y = 0..62 (8-31)

pF[−1][63] = p[−1][63] (8-32)

pF[x][−1] = ((63 − x) * p[−1][−1] + (x + 1) * p[63][−1] + 32) >> 6 for x = 0..62 (8-33)

pF[63][−1] = p[63][−1] (8-34)

– Otherwise (biIntFlag is equal to 0), the filtered sample values pF[x][y] with x = −1, y = −1..nTbS * 2 − 1 and x = 0..nTbS * 2 − 1, y = −1 are derived as follows:

pF[−1][−1] = (p[−1][0] + 2 * p[−1][−1] + p[0][−1] + 2) >> 2 (8-35)

pF[−1][y] = (p[−1][y + 1] + 2 * p[−1][y] + p[−1][y − 1] + 2) >> 2 for y = 0..nTbS * 2 − 2 (8-36)

pF[−1][nTbS * 2 − 1] = p[−1][nTbS * 2 − 1] (8-37)

pF[x][−1] = (p[x − 1][−1] + 2 * p[x][−1] + p[x + 1][−1] + 2) >> 2 for x = 0..nTbS * 2 − 2 (8-38)

pF[nTbS * 2 − 1][−1] = p[nTbS * 2 − 1][−1] (8-39)

8.4.4.2.4 Specification of intra prediction mode INTRA_PLANAR

Inputs to this process are:

– the neighbouring samples p[x][y], with x = −1, y = −1..nTbS * 2 − 1 and x = 0..nTbS * 2 − 1, y = −1,

– a variable nTbS specifying the transform block size.

Outputs of this process are the predicted samples predSamples[x][y], with x, y = 0..nTbS − 1.

The values of the prediction samples predSamples[x][y], with x, y = 0..nTbS − 1, are derived as follows:

predSamples[x][y] = ((nTbS − 1 − x) * p[−1][y] + (x + 1) * p[nTbS][−1] +
(nTbS − 1 − y) * p[x][−1] +
(y + 1) * p[−1][nTbS] + nTbS) >> (Log2(nTbS) + 1) (8-40)

8.4.4.2.5 Specification of intra prediction mode INTRA_DC

Inputs to this process are:

– the neighbouring samples p[x][y], with x = −1, y = −1..nTbS * 2 − 1 and x = 0..nTbS * 2 − 1, y = −1,

– a variable nTbS specifying the transform block size,

– a variable cIdx specifying the colour component of the current block.

Outputs of this process are the predicted samples predSamples[x][y], with x, y = 0..nTbS − 1.

The values of the prediction samples predSamples[x][y], with x, y = 0..nTbS − 1, are derived by the following ordered steps:

1. A variable dcVal is derived as follows:

$$\text{dcVal} = \left(\sum_{x'=0}^{nTbS-1} p[x'][-1] + \sum_{y'=0}^{nTbS-1} p[-1][y'] + nTbS \right) >> (k+1) \quad (8\text{-}41)$$

where k = Log2(nTbS).

2. Depending on the value of the colour component index cIdx, the following applies:

– If cIdx is equal to 0 and nTbS is less than 32, the following applies:

predSamples[0][0] = (p[−1][0] + 2 * dcVal + p[0][−1] + 2) >> 2 (8-42)

predSamples[x][0] = (p[x][−1] + 3 * dcVal + 2) >> 2, with x = 1..nTbS − 1 (8-43)

predSamples[0][y] = (p[−1][y] + 3 * dcVal + 2) >> 2, with y = 1..nTbS − 1 (8-44)

predSamples[x][y] = dcVal, with x, y = 1..nTbS − 1 (8-45)

– Otherwise, the prediction samples predSamples[x][y] are derived as follows:

predSamples[x][y] = dcVal, with x, y = 0..nTbS − 1 (8-46)

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8.4.4.2.6 Specification of intra prediction mode in the range of INTRA_ANGULAR2.. INTRA_ANGULAR34

Inputs to this process are:

– the intra prediction mode predModeIntra,

– the neighbouring samples p[x][y], with x = −1, y = −1..nTbS * 2 − 1 and x = 0..nTbS * 2 − 1, y = −1,

– a variable nTbS specifying the transform block size,

– a variable cIdx specifying the colour component of the current block.

Outputs of this process are the predicted samples predSamples[x][y], with x, y = 0..nTbS − 1.

Figure 8-2 illustrates the total 33 intra angles and Table 8-4 specifies the mapping table between predModeIntra and the angle parameter intraPredAngle.

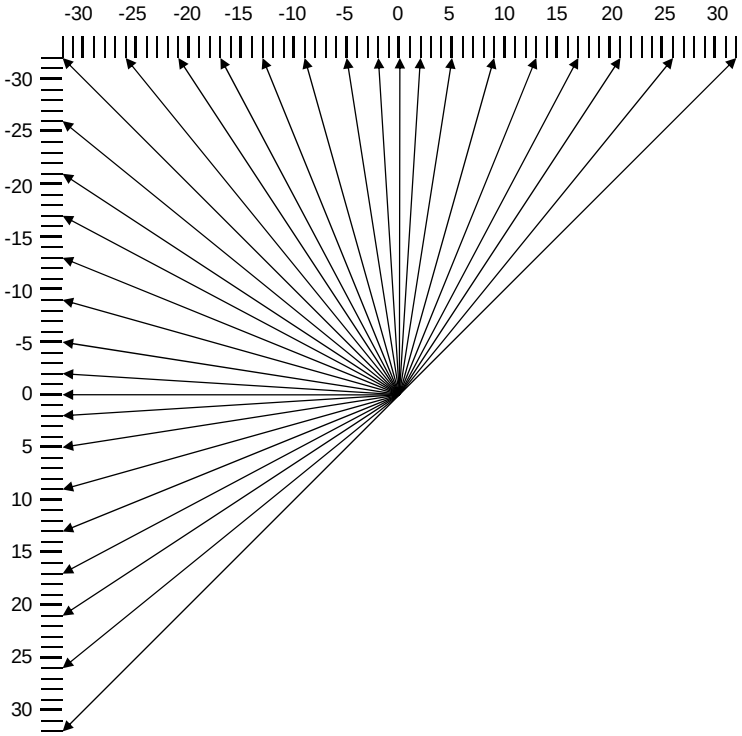


Figure 8-2 – Intra prediction angle definition (informative)

Table 8-4 – Specification of intraPredAngle

predModeIntra	**1**	**2**	**3**	**4**	**5**	**6**	**7**	**8**	**9**	**10**	**11**	**12**	**13**	**14**	**15**	**16**	**17**
intraPredAngle	-	32	26	21	17	13	9	5	2	0	−2	−5	−9	−13	−17	−21	−26
predModeIntra	**18**	**19**	**20**	**21**	**22**	**23**	**24**	**25**	**26**	**27**	**28**	**29**	**30**	**31**	**32**	**33**	**34**
intraPredAngle	−32	−26	−21	−17	−13	−9	−5	−2	0	2	5	9	13	17	21	26	32

Table 8-5 further specifies the mapping table between predModeIntra and the inverse angle parameter invAngle.

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Table 8-5 – Specification of invAngle

predModeIntra	11	12	13	14	15	16	17	18
invAngle	−4096	−1638	−910	−630	−482	−390	−315	−256
predModeIntra	19	20	21	22	23	24	25	26
invAngle	−315	−390	−482	−630	−910	−1638	−4096	-

The values of the prediction samples predSamples[x][y], with x, y = 0..nTbS − 1 are derived as follows:

– If predModeIntra is equal or greater than 18, the following ordered steps apply:

1. The reference sample array ref[x] is specified as follows:
   – The following applies:

$$ref[x] = p[-1 + x][-1], \text{ with } x = 0..nTbS \quad (8\text{-}47)$$

   – If intraPredAngle is less than 0, the main reference sample array is extended as follows:
     – When (nTbS * intraPredAngle) >> 5 is less than −1,

$$ref[x] = p[-1][-1 + ((x * invAngle + 128) >> 8)], \text{ with } x = -1..(nTbS * intraPredAngle) >> 5 \quad (8\text{-}48)$$

   – Otherwise,

$$ref[x] = p[-1 + x][-1], \text{ with } x = nTbS + 1..2 * nTbS \quad (8\text{-}49)$$

2. The values of the prediction samples predSamples[x][y], with x, y = 0..nTbS − 1 are derived as follows:
   a. The index variable iIdx and the multiplication factor iFact are derived as follows:

$$iIdx = ((y + 1) * intraPredAngle) >> 5 \quad (8\text{-}50)$$

$$iFact = ((y + 1) * intraPredAngle) \& 31 \quad (8\text{-}51)$$

   b. Depending on the value of iFact, the following applies:
      – If iFact is not equal to 0, the value of the prediction samples predSamples[x][y] is derived as follows:

$$predSamples[x][y] = ((32 - iFact) * ref[x + iIdx + 1] + iFact * ref[x + iIdx + 2] + 16) >> 5 \quad (8\text{-}52)$$

      – Otherwise, the value of the prediction samples predSamples[x][y] is derived as follows:

$$predSamples[x][y] = ref[x + iIdx + 1] \quad (8\text{-}53)$$

   c. When predModeIntra is equal to 26 (vertical), cIdx is equal to 0 and nTbS is less than 32, the following filtering applies with x = 0, y = 0..nTbS − 1:

$$predSamples[x][y] = Clip1_Y(p[x][-1] + ((p[-1][y] - p[-1][-1]) >> 1)) \quad (8\text{-}54)$$

– Otherwise (predModeIntra is less than 18), the following ordered steps apply:

1. The reference sample array ref[x] is specified as follows:
   – The following applies:

$$ref[x] = p[-1][-1 + x], \text{ with } x = 0..nTbS \quad (8\text{-}55)$$

   – If intraPredAngle is less than 0, the main reference sample array is extended as follows:
     – When (nTbS * intraPredAngle) >> 5 is less than −1,

$$ref[x] = p[-1 + ((x * invAngle + 128) >> 8)][-1], \text{ with } x = -1..(nTbS * intraPredAngle) >> 5 \quad (8\text{-}56)$$

   – Otherwise,

$$ref[x] = p[-1][-1 + x], \text{ with } x = nTbS + 1..2 * nTbS \quad (8\text{-}57)$$

2. The values of the prediction samples predSamples[x][y], with x, y = 0..nTbS − 1 are derived as follows:

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a. The index variable iIdx and the multiplication factor iFact are derived as follows:

$$iIdx = ((x + 1) * intraPredAngle) >> 5 \quad (8\text{-}58)$$

$$iFact = ((x + 1) * intraPredAngle) \& 31 \quad (8\text{-}59)$$

b. Depending on the value of iFact, the following applies:

– If iFact is not equal to 0, the value of the prediction samples predSamples[x][y] is derived as follows:

$$predSamples[x][y] = ((32 - iFact) * ref[y + iIdx + 1] + iFact * ref[y + iIdx + 2] + 16) >> 5 \quad (8\text{-}60)$$

– Otherwise, the value of the prediction samples predSamples[x][y] is derived as follows:

$$predSamples[x][y] = ref[y + iIdx + 1] \quad (8\text{-}61)$$

c. When predModeIntra is equal to 10 (horizontal), cIdx is equal to 0 and nTbS is less than 32, the following filtering applies with x = 0..nTbS − 1, y = 0:

$$predSamples[x][y] = Clip1_Y(p[-1][y] + ((p[x][-1] - p[-1][-1]) >> 1)) \quad (8\text{-}62)$$

8.5 Decoding process for coding units coded in inter prediction mode

8.5.1 General decoding process for coding units coded in inter prediction mode

Inputs to this process are:

– a luma location (xCb, yCb) specifying the top-left sample of the current luma coding block relative to the top-left luma sample of the current picture,

– a variable log2CbSize specifying the size of the current coding block.

Output of this process is a modified reconstructed picture before deblocking filtering.

The derivation process for quantization parameters as specified in clause 8.6.1 is invoked with the luma location (xCb, yCb) as input.

The variable $nCbS_L$ is set equal to 1 << log2CbSize and the variable $nCbS_C$ is set equal to 1 << (log2CbSize − 1).

The decoding process for coding units coded in inter prediction mode consists of following ordered steps:

1. The inter prediction process as specified in clause 8.5.2 is invoked with the luma location (xCb, yCb) and the luma coding block size log2CbSize as inputs, and the outputs are three arrays $predSamples_L$, $predSamples_{Cb}$, and $predSamples_{Cr}$.

2. The decoding process for the residual signal of coding units coded in inter prediction mode specified in clause 8.5.4 is invoked with the luma location (xCb, yCb) and the luma coding block size log2CbSize as inputs, and the outputs are three arrays $resSamples_L$, $resSamples_{Cb}$, and $resSamples_{Cr}$.

3. The reconstructed samples of the current coding unit are derived as follows:

   – The picture reconstruction process prior to in-loop filtering for a colour component as specified in clause 8.6.5 is invoked with the luma coding block location (xCb, yCb), the variable nCurrS set equal to $nCbS_L$, the variable cIdx set equal to 0, the $(nCbS_L)x(nCbS_L)$ array predSamples set equal to $predSamples_L$, and the $(nCbS_L)x(nCbS_L)$ array resSamples set equal to $resSamples_L$ as inputs.

   – The picture reconstruction process prior to in-loop filtering for a colour component as specified in clause 8.6.5 is invoked with the chroma coding block location (xCb / 2, yCb / 2), the variable nCurrS set equal to $nCbS_C$, the variable cIdx set equal to 1, the $(nCbS_C)x(nCbS_C)$ array predSamples set equal to $predSamples_{Cb}$, and the $(nCbS_C)x(nCbS_C)$ array resSamples set equal to $resSamples_{Cb}$ as inputs.

   – The picture reconstruction process prior to in-loop filtering for a colour component as specified in clause 8.6.5 is invoked with the chroma coding block location (xCb / 2, yCb / 2), the variable nCurrS set equal to $nCbS_C$, the variable cIdx set equal to 2, the $(nCbS_C)x(nCbS_C)$ array predSamples set equal to $predSamples_{Cr}$, and the $(nCbS_C)x(nCbS_C)$ array resSamples set equal to $resSamples_{Cr}$ as inputs.

8.5.2 Inter prediction process

This process is invoked when decoding coding unit whose CuPredMode[xCb][yCb] is not equal to MODE_INTRA.

Inputs to this process are:

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– a luma location (xCb, yCb) specifying the top-left sample of the current luma coding block relative to the top-left luma sample of the current picture,

– a variable log2CbSize specifying the size of the current luma coding block.

Outputs of this process are:

– an $(nCbS_L)x(nCbS_L)$ array $predSamples_L$ of luma prediction samples, where $nCbS_L$ is derived as specified below,

– an $(nCbS_C)x(nCbS_C)$ array $predSamples_{Cb}$ of chroma prediction samples for the component Cb, where $nCbS_C$ is derived as specified below,

– an $(nCbS_C)x(nCbS_C)$ array $predSamples_{Cr}$ of chroma prediction samples for the component Cr, where $nCbS_C$ is derived as specified below.

The variable $nCbS_L$ is set equal to $1 << log2CbSize$ and the variable $nCbS_C$ is set equal to $nCbS_L >> 1$.

The variable $nCbS1_L$ is set equal to $nCbS_L >> 1$.

Depending on the value of PartMode, the following applies:

– If PartMode is equal to PART_2Nx2N, the decoding process for prediction units in inter prediction mode as specified in clause 8.5.3 is invoked with the luma location (xCb, yCb), the luma location (xBl, yBl) set equal to (0, 0), the size of the luma coding block $nCbS_L$, the width of the luma prediction block nPbW set equal to $nCbS_L$, the height of the luma prediction block nPbH set equal to $nCbS_L$, and a partition index partIdx set equal to 0 as inputs, and the outputs are an $(nCbS_L)x(nCbS_L)$ array $predSamples_L$ and two $(nCbS_C)x(nCbS_C)$ arrays $predSamples_{Cb}$ and $predSamples_{Cr}$.

– Otherwise, if PartMode is equal to PART_2NxN, the following ordered steps apply:

1. The decoding process for prediction units in inter prediction mode as specified in clause 8.5.3 is invoked with the luma location (xCb, yCb), the luma location (xBl, yBl) set equal to (0, 0), the size of the luma coding block $nCbS_L$, the width of the luma prediction block nPbW set equal to $nCbS_L$, the height of the luma prediction block nPbH set equal to $nCbS_L >> 1$, and a partition index partIdx set equal to 0 as inputs, and the outputs are an $(nCbS_L)x(nCbS_L)$ array $predSamples_L$ and two $(nCbS_C)x(nCbS_C)$ arrays $predSamples_{Cb}$ and $predSamples_{Cr}$.

2. The decoding process for prediction units in inter prediction mode as specified in clause 8.5.3 is invoked with the luma location (xCb, yCb), the luma location (xBl, yBl) set equal to (0, $nCbS_L >> 1$), the size of the luma coding block $nCbS_L$, the width of the luma prediction block nPbW set equal to $nCbS_L$, the height of the luma prediction block nPbH set equal to $nCbS_L >> 1$, and a partition index partIdx set equal to 1 as inputs, and the outputs are the modified $(nCbS_L)x(nCbS_L)$ array $predSamples_L$ and the two modified $(nCbS_C)x(nCbS_C)$ arrays $predSamples_{Cb}$ and $predSamples_{Cr}$.

– Otherwise, if PartMode is equal to PART_Nx2N, the following ordered steps apply:

1. The decoding process for prediction units in inter prediction mode as specified in clause 8.5.3 is invoked with the luma location (xCb, yCb), the luma location (xBl, yBl) set equal to (0, 0), the size of the luma coding block $nCbS_L$, the width of the luma prediction block nPbW set equal to $nCbS_L >> 1$, the height of the luma prediction block nPbH set equal to $nCbS_L$, and a partition index partIdx set equal to 0 as inputs, and the outputs are an $(nCbS_L)x(nCbS_L)$ array $predSamples_L$ and two $(nCbS_C)x(nCbS_C)$ arrays $predSamples_{Cb}$ and $predSamples_{Cr}$.

2. The decoding process for prediction units in inter prediction mode as specified in clause 8.5.3 is invoked with the luma location (xCb, yCb), the luma location (xBl, yBl) set equal to ($nCbS_L >> 1$, 0), the size of the luma coding block $nCbS_L$, the width of the luma prediction block nPbW set equal to $nCbS_L >> 1$, the height of the luma prediction block nPbH set equal to $nCbS_L$, and a partition index partIdx set equal to 1 as inputs, and the outputs are the modified $(nCbS_L)x(nCbS_L)$ array $predSamples_L$ and the two modified $(nCbS_C)x(nCbS_C)$ arrays $predSamples_{Cb}$ and $predSamples_{Cr}$.

– Otherwise, if PartMode is equal to PART_2NxnU, the following ordered steps apply:

1. The decoding process for prediction units in inter prediction mode as specified in clause 8.5.3 is invoked with the luma location (xCb, yCb), the luma location (xBl, yBl) set equal to (0, 0), the size of the luma coding block $nCbS_L$, the width of the luma prediction block nPbW set equal to $nCbS_L$, the height of the luma prediction block nPbH set equal to $nCbS_L >> 2$, and a partition index partIdx set equal to 0 as inputs, and the outputs are an $(nCbS_L)x(nCbS_L)$ array $predSamples_L$ and two $(nCbS_C)x(nCbS_C)$ arrays $predSamples_{Cb}$ and $predSamples_{Cr}$.

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2. The decoding process for prediction units in inter prediction mode as specified in clause 8.5.3 is invoked with the luma location (xCb, yCb), the luma location (xBl, yBl) set equal to (0, $nCbS_L$ >> 2), the size of the luma coding block $nCbS_L$, the width of the luma prediction block nPbW set equal to $nCbS_L$, the height of the luma prediction block nPbH set equal to ($nCbS_L$ >> 1) + ($nCbS_L$ >> 2), and a partition index partIdx set equal to 1 as inputs, and the outputs are the modified ($nCbS_L$)x($nCbS_L$) array $predSamples_L$ and the two modified ($nCbS_C$)x($nCbS_C$) arrays $predSamples_{Cb}$ and $predSamples_{Cr}$.

– Otherwise, if PartMode is equal to PART_2NxnD, the following ordered steps apply:

1. The decoding process for prediction units in inter prediction mode as specified in clause 8.5.3 is invoked with the luma location (xCb, yCb), the luma location (xBl, yBl) set equal to (0, 0), the size of the luma coding block $nCbS_L$, the width of the luma prediction block nPbW set equal to $nCbS_L$, the height of the luma prediction block nPbH set equal to ($nCbS_L$ >> 1) + ($nCbS_L$ >> 2), and a partition index partIdx set equal to 0 as inputs, and the outputs are an ($nCbS_L$)x($nCbS_L$) array $predSamples_L$ and two ($nCbS_C$)x($nCbS_C$) arrays $predSamples_{Cb}$ and $predSamples_{Cr}$.

2. The decoding process for prediction units in inter prediction mode as specified in clause 8.5.3 is invoked with the luma location (xCb, yCb), the luma location (xBl, yBl) set equal to (0, ($nCbS_L$ >> 1) + ($nCbS_L$ >> 2)), the size of the luma coding block $nCbS_L$, the width of the luma prediction block nPbW set equal to $nCbS_L$, the height of the luma prediction block nPbH set equal to $nCbS_L$ >> 2, and a partition index partIdx set equal to 1 as inputs, and the outputs are the modified ($nCbS_L$)x($nCbS_L$) array $predSamples_L$ and the two modified ($nCbS_C$)x($nCbS_C$) arrays $predSamples_{Cb}$ and $predSamples_{Cr}$.

– Otherwise, if PartMode is equal to PART_nLx2N, the following ordered steps apply:

1. The decoding process for prediction units in inter prediction mode as specified in clause 8.5.3 is invoked with the luma location (xCb, yCb), the luma location (xBl, yBl) set equal to (0, 0), the size of the luma coding block $nCbS_L$, the width of the luma prediction block nPbW set equal to $nCbS_L$ >> 2, the height of the luma prediction block nPbH set equal to $nCbS_L$, and a partition index partIdx set equal to 0 as inputs, and the outputs are an ($nCbS_L$)x($nCbS_L$) array $predSamples_L$ and two ($nCbS_C$)x($nCbS_C$) arrays $predSamples_{Cb}$ and $predSamples_{Cr}$.

2. The decoding process for prediction units in inter prediction mode as specified in clause 8.5.3 is invoked with the luma location (xCb, yCb), the luma location (xBl, yBl) set equal to ($nCbS_L$ >> 2, 0), the size of the luma coding block $nCbS_L$, the width of the luma prediction block nPbW set equal to ($nCbS_L$ >> 1) + ($nCbS_L$ >> 2), the height of the luma prediction block nPbH set equal to $nCbS_L$, and a partition index partIdx set equal to 1 as inputs, and the outputs are the modified ($nCbS_L$)x($nCbS_L$) array $predSamples_L$ and the two modified ($nCbS_C$)x($nCbS_C$) arrays $predSamples_{Cb}$ and $predSamples_{Cr}$.

– Otherwise, if PartMode is equal to PART_nRx2N, the following ordered steps apply:

1. The decoding process for prediction units in inter prediction mode as specified in clause 8.5.3 is invoked with the luma location (xCb, yCb), the luma location (xBl, yBl) set equal to (0, 0), the size of the luma coding block $nCbS_L$, the width of the luma prediction block nPbW set equal to ($nCbS_L$ >> 1) + ($nCbS_L$ >> 2), the height of the luma prediction block nPbH set equal to $nCbS_L$, and a partition index partIdx set equal to 0 as inputs, and the outputs are an ($nCbS_L$)x($nCbS_L$) array $predSamples_L$ and two ($nCbS_C$)x($nCbS_C$) arrays $predSamples_{Cb}$ and $predSamples_{Cr}$.

2. The decoding process for prediction units in inter prediction mode as specified in clause 8.5.3 is invoked with the luma location (xCb, yCb), the luma location (xBl, yBl) set equal to ($nCS1_L$ + ($nCbS_L$ >> 2), 0), the size of the luma coding block $nCbS_L$, the width of the luma prediction block nPbW set equal to $nCbS_L$ >> 2, the height of the luma prediction block nPbH set equal to $nCbS_L$, and a partition index partIdx set equal to 1 as inputs, and the outputs are the modified ($nCbS_L$)x($nCbS_L$) array $predSamples_L$ and the two modified ($nCbS_C$)x($nCbS_C$) arrays $predSamples_{Cb}$ and $predSamples_{Cr}$.

– Otherwise (PartMode is equal to PART_NxN), the following ordered steps apply:

1. The decoding process for prediction units in inter prediction mode as specified in clause 8.5.3 is invoked with the luma location (xCb, yCb), the luma location (xBl, yBl) set equal to (0, 0), the size of the luma coding block $nCbS_L$, the width of the luma prediction block nPbW set equal to $nCbS_L$ >> 1, the height of the luma prediction block nPbH set equal to $nCbS_L$ >> 1, and a partition index partIdx set equal to 0 as inputs, and the outputs are an ($nCbS_L$)x($nCbS_L$) array $predSamples_L$ and two ($nCbS_C$)x($nCbS_C$) arrays $predSamples_{Cb}$ and $predSamples_{Cr}$.

2. The decoding process for prediction units in inter prediction mode as specified in clause 8.5.3 is invoked with the luma location (xCb, yCb), the luma location (xBl, yBl) set equal to ($nCbS_L$ >> 1, 0), the size of the luma coding block $nCbS_L$, the width of the luma prediction block nPbW set equal to $nCbS_L$ >> 1, the height

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of the luma prediction block nPbH set equal to $nCbS_L >> 1$, and a partition index partIdx set equal to 1 as inputs, and the outputs are the modified $(nCbS_L)x(nCbS_L)$ array $predSamples_L$ and the two modified $(nCbS_C)x(nCbS_C)$ arrays $predSamples_{Cb}$ and $predSamples_{Cr}$.

3. The decoding process for prediction units in inter prediction mode as specified in clause 8.5.3 is invoked with the luma location (xCb, yCb), the luma location (xBl, yBl) set equal to (0, $nCbS_L >> 1$), the size of the luma coding block $nCbS_L$, the width of the luma prediction block nPbW set equal to $nCbS_L >> 1$, the height of the luma prediction block nPbH set equal to $nCbS_L >> 1$, and a partition index partIdx set equal to 2 as inputs, and the outputs are the modified $(nCbS_L)x(nCbS_L)$ array $predSamples_L$ and the two modified $(nCbS_C)x(nCbS_C)$ arrays $predSamples_{Cb}$ and $predSamples_{Cr}$.

4. The decoding process for prediction units in inter prediction mode as specified in clause 8.5.3 is invoked with the luma location (xCb, yCb), the luma location (xBl, yBl) set equal to ($nCbS_L >> 1$, $nCbS_L >> 1$), the size of the luma coding block $nCbS_L$, the width of the luma prediction block nPbW set equal to $nCbS_L >> 1$, the height of the luma prediction block nPbH set equal to $nCbS_L >> 1$, and a partition index partIdx set equal to 3 as inputs, and the outputs are the modified $(nCbS_L)x(nCbS_L)$ array $predSamples_L$ and the two modified $(nCbS_C)x(nCbS_C)$ arrays $predSamples_{Cb}$ and $predSamples_{Cr}$.

8.5.3 Decoding process for prediction units in inter prediction mode

8.5.3.1 General

Inputs to this process are:

– a luma location (xCb, yCb) specifying the top-left sample of the current luma coding block relative to the top-left luma sample of the current picture,

– a luma location (xBl, yBl) specifying the top-left sample of the current luma prediction block relative to the top-left sample of the current luma coding block,

– a variable nCbS specifying the size of the current luma coding block,

– a variable nPbW specifying the width of the current luma prediction block,

– a variable nPbH specifying the width of the current luma prediction block,

– a variable partIdx specifying the index of the current prediction unit within the current coding unit.

Outputs of this process are:

– an $(nCbS_L)x(nCbS_L)$ array $predSamples_L$ of luma prediction samples, where nCS_L is derived as specified below,

– an $(nCbS_C)x(nCbS_C)$ array $predSamples_{Cb}$ of chroma prediction samples for the component Cb, where nCS_C is derived as specified below,

– an $(nCbS_C)x(nCbS_C)$ array $predSamples_{Cr}$ of chroma prediction samples for the component Cr, where nCS_C is derived as specified below.

The variable $nCbS_L$ is set equal to nCbS and the variable $nCbS_C$ is set equal to $nCbS >> 1$.

The decoding process for prediction units in inter prediction mode consists of the following ordered steps:

1. The derivation process for motion vector components and reference indices as specified in clause 8.5.3.2 is invoked with the luma coding block location (xCb, yCb), the luma prediction block location (xBl, yBl), the luma coding block size block nCbS, the luma prediction block width nPbW, the luma prediction block height nPbH, and the prediction unit index partIdx as inputs, and the luma motion vectors mvL0 and mvL1, the chroma motion vectors mvCL0 and mvCL1, the reference indices refIdxL0 and refIdxL1, and the prediction list utilization flags predFlagL0 and predFlagL1 as outputs.

2. The decoding process for inter sample prediction as specified in clause 8.5.3.3 is invoked with the luma coding block location (xCb, yCb), the luma prediction block location (xBl, yBl), the luma coding block size block nCbS, the luma prediction block width nPbW, the luma prediction block height nPbH, the luma motion vectors mvL0 and mvL1, the chroma motion vectors mvCL0 and mvCL1, the reference indices refIdxL0 and refIdxL1, and the prediction list utilization flags predFlagL0 and predFlagL1 as inputs, and the inter prediction samples (predSamples) that are an $(nCbS_L)x(nCbS_L)$ array $predSamples_L$ of prediction luma samples and two $(nCbS_C)x(nCbS_C)$ arrays $predSamples_{Cr}$ and $predSamples_{Cr}$ of prediction chroma samples, one for each of the chroma components Cb and Cr, as outputs.

For use in derivation processes of variables invoked later in the decoding process, the following assignments are made for x = xBl..xBl + nPbW − 1 and y = yBl..yBl + nPbH − 1:

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MvL0[xCb + x][yCb + y] = mvL0 (8-63)

MvL1[xCb + x][yCb + y] = mvL1 (8-64)

RefIdxL0[xCb + x][yCb + y] = refIdxL0 (8-65)

RefIdxL1[xCb + x][yCb + y] = refIdxL1 (8-66)

PredFlagL0[xCb + x][yCb + y] = predFlagL0 (8-67)

PredFlagL1[xCb + x][yCb + y] = predFlagL1 (8-68)

8.5.3.2 Derivation process for motion vector components and reference indices

Inputs to this process are:

– a luma location (xCb, yCb) of the top-left sample of the current luma coding block relative to the top-left luma sample of the current picture,

– a luma location (xBl, yBl) of the top-left sample of the current luma prediction block relative to the top-left sample of the current luma coding block,

– a variable nCbS specifying the size of the current luma coding block,

– two variables nPbW and nPbH specifying the width and the height of the luma prediction block,

– a variable partIdx specifying the index of the current prediction unit within the current coding unit.

Outputs of this process are:

– the luma motion vectors mvL0 and mvL1,

– the chroma motion vectors mvCL0 and mvCL1,

– the reference indices refIdxL0 and refIdxL1,

– the prediction list utilization flags predFlagL0 and predFlagL1.

Let (xPb, yPb) specify the top-left sample location of the current luma prediction block relative to the top-left luma sample of the current picture where xPb = xCb + xBl and yPb = yCb + yBl.

Let the variable currPic and ListX be the current picture and RefPicListX, with X being 0 or 1, of the current picture, respectively.

The function LongTermRefPic(aPic, aPb, refIdx, LX), with X being 0 or 1, is defined as follows:

– If the picture with index refIdx from reference picture list LX of the slice containing prediction block aPb in the picture aPic was marked as "used for long term reference" at the time when aPic was the current picture, LongTermRefPic(aPic, aPb, refIdx, LX) is equal to 1.

– Otherwise, LongTermRefPic(aPic, aPb, refIdx, LX) is equal to 0.

For the derivation of the variables mvL0 and mvL1, refIdxL0 and refIdxL1, as well as predFlagL0 and predFlagL1, the following applies:

– If merge_flag[xPb][yPb] is equal to 1, the derivation process for luma motion vectors for merge mode as specified in clause 8.5.3.2.1 is invoked with the luma location (xCb, yCb), the luma location (xPb, yPb), the variables nCbS, nPbW, nPbH, and the partition index partIdx as inputs, and the output being the luma motion vectors mvL0, mvL1, the reference indices refIdxL0, refIdxL1, and the prediction list utilization flags predFlagL0 and predFlagL1.

– Otherwise, for X being replaced by either 0 or 1 in the variables predFlagLX, mvLX, and refIdxLX, in PRED_LX, and in the syntax elements ref_idx_lX and MvdLX, the following applies:

1. The variables refIdxLX and predFlagLX are derived as follows:

   − If inter_pred_idc[xPb][yPb] is equal to PRED_LX or PRED_BI,

   refIdxLX = ref_idx_lX[xPb][yPb] (8-69)

   predFlagLX = 1 (8-70)

   − Otherwise, the variables refIdxLX and predFlagLX are specified by:

   refIdxLX = −1 (8-71)

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predFlagLX = 0 (8-72)

2. The variable mvdLX is derived as follows:

mvdLX[0] = MvdLX[xPb][yPb][0] (8-73)

mvdLX[1] = MvdLX[xPb][yPb][1] (8-74)

3. When predFlagLX is equal to 1, the derivation process for luma motion vector prediction in clause 8.5.3.2.5 is invoked with the luma coding block location (xCb, yCb), the coding block size nCbS, the luma prediction block location (xPb, yPb), the variables nPbW, nPbH, refIdxLX, and the partition index partIdx as inputs, and the output being mvpLX.

4. When predFlagLX is equal to 1, the luma motion vector mvLX is derived as follows:

uLX[0] = (mvpLX[0] + mvdLX[0] + 2^{16}) % 2^{16} (8-75)

mvLX[0] = (uLX[0] >= 2^{15}) ? (uLX[0] − 2^{16}) : uLX[0] (8-76)

uLX[1] = (mvpLX[1] + mvdLX[1] + 2^{16}) % 2^{16} (8-77)

mvLX[1] = (uLX[1] >= 2^{15}) ? (uLX[1] − 2^{16}) : uLX[1] (8-78)

NOTE – The resulting values of mvLX[0] and mvLX[1] as specified above will always be in the range of -2^{15} to $2^{15} - 1$, inclusive.

When ChromaArrayType is not equal to 0 and predFlagLX, with X being 0 or 1, is equal to 1, the derivation process for chroma motion vectors in clause 8.5.3.2.9 is invoked with mvLX as input, and the output being mvCLX.

8.5.3.2.1 Derivation process for luma motion vectors for merge mode

This process is only invoked when merge_flag[xPb][yPb] is equal to 1, where (xPb, yPb) specify the top-left sample of the current luma prediction block relative to the top-left luma sample of the current picture.

Inputs to this process are:

– a luma location (xCb, yCb) of the top-left sample of the current luma coding block relative to the top-left luma sample of the current picture,

– a luma location (xPb, yPb) of the top-left sample of the current luma prediction block relative to the top-left luma sample of the current picture,

– a variable nCbS specifying the size of the current luma coding block,

– two variables nPbW and nPbH specifying the width and the height of the luma prediction block,

– a variable partIdx specifying the index of the current prediction unit within the current coding unit.

Outputs of this process are:

– the luma motion vectors mvL0 and mvL1,

– the reference indices refIdxL0 and refIdxL1,

– the prediction list utilization flags predFlagL0 and predFlagL1.

The location (xOrigP, yOrigP) and the variables nOrigPbW and nOrigPbH are derived to store the values of (xPb, yPb), nPbW, and nPbH as follows:

(xOrigP, yOrigP) is set equal to (xPb, yPb) (8-79)

nOrigPbW = nPbW (8-80)

nOrigPbH = nPbH (8-81)

When Log2ParMrgLevel is greater than 2 and nCbS is equal to 8, (xPb, yPb), nPbW, nPbH, and partIdx are modified as follows:

(xPb, yPb) = (xCb, yCb) (8-82)

nPbW = nCbS (8-83)

nPbH = nCbS (8-84)

partIdx = 0 (8-85)

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NOTE – When Log2ParMrgLevel is greater than 2 and nCbS is equal to 8, all the prediction units of the current coding unit share a single merge candidate list, which is identical to the merge candidate list of the 2Nx2N prediction unit.

The motion vectors mvL0 and mvL1, the reference indices refIdxL0 and refIdxL1, and the prediction utilization flags predFlagL0 and predFlagL1 are derived by the following ordered steps:

1. The derivation process for merging candidates from neighbouring prediction unit partitions in clause 8.5.3.2.2 is invoked with the luma coding block location (xCb, yCb), the coding block size nCbS, the luma prediction block location (xPb, yPb), the luma prediction block width nPbW, the luma prediction block height nPbH, and the partition index partIdx as inputs, and the output being the availability flags $availableFlagA_0$, $availableFlagA_1$, $availableFlagB_0$, $availableFlagB_1$, and $availableFlagB_2$, the reference indices $refIdxLXA_0$, $refIdxLXA_1$, $refIdxLXB_0$, $refIdxLXB_1$, and $refIdxLXB_2$, the prediction list utilization flags $predFlagLXA_0$, $predFlagLXA_1$, $predFlagLXB_0$, $predFlagLXB_1$, and $predFlagLXB_2$, and the motion vectors $mvLXA_0$, $mvLXA_1$, $mvLXB_0$, $mvLXB_1$, and $mvLXB_2$, with X being 0 or 1.

2. The reference indices for the temporal merging candidate, refIdxLXCol, with X being 0 or 1, are set equal to 0.

3. The derivation process for temporal luma motion vector prediction in clause 8.5.3.2.7 is invoked with the luma location (xPb, yPb), the luma prediction block width nPbW, the luma prediction block height nPbH, and the variable refIdxL0Col as inputs, and the output being the availability flag availableFlagL0Col and the temporal motion vector mvL0Col.The variables availableFlagCol, predFlagL0Col and predFlagL1Col are derived as follows:

   availableFlagCol = availableFlagL0Col (8-86)

   predFlagL0Col = availableFlagL0Col (8-87)

   predFlagL1Col = 0 (8-88)

4. When slice_type is equal to B, the derivation process for temporal luma motion vector prediction in clause 8.5.3.2.7 is invoked with the luma location (xPb, yPb), the luma prediction block width nPbW, the luma prediction block height nPbH, and the variable refIdxL1Col as inputs, and the output being the availability flag availableFlagL1Col and the temporal motion vector mvL1Col. The variables availableFlagCol and predFlagL1Col are derived as follows:

   availableFlagCol = availableFlagL0Col || availableFlagL1Col (8-89)

   predFlagL1Col = availableFlagL1Col (8-90)

5. The merging candidate list, mergeCandList, is constructed as follows:

```
i = 0
if( availableFlagA1 )
    mergeCandList[ i++ ] = A1
if( availableFlagB1 )
    mergeCandList[ i++ ] = B1
if( availableFlagB0 )
    mergeCandList[ i++ ] = B0                                   (8-91)
if( availableFlagA0 )
    mergeCandList[ i++ ] = A0
if( availableFlagB2 )
    mergeCandList[ i++ ] = B2
if( availableFlagCol )
    mergeCandList[ i++ ] = Col
```

6. The variable numCurrMergeCand and numOrigMergeCand are set equal to the number of merging candidates in the mergeCandList.

7. When slice_type is equal to B, the derivation process for combined bi-predictive merging candidates specified in clause 8.5.3.2.3 is invoked with mergeCandList, the reference indices refIdxL0N and refIdxL1N, the prediction list utilization flags predFlagL0N and predFlagL1N, the motion vectors mvL0N and mvL1N of every candidate N in mergeCandList, numCurrMergeCand, and numOrigMergeCand as inputs, and the output is assigned to mergeCandList, numCurrMergeCand, the reference indices $refIdxL0combCand_k$ and $refIdxL1combCand_k$, the prediction list utilization flags $predFlagL0combCand_k$ and $predFlagL1combCand_k$, and the motion vectors $mvL0combCand_k$ and $mvL1combCand_k$ of every new candidate $combCand_k$ being added into mergeCandList. The number of candidates being added, numCombMergeCand, is set equal to (numCurrMergeCand − numOrigMergeCand). When numCombMergeCand is greater than 0, k ranges from 0 to numCombMergeCand − 1, inclusive.

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8. The derivation process for zero motion vector merging candidates specified in clause 8.5.3.2.4 is invoked with the mergeCandList, the reference indices refIdxL0N and refIdxL1N, the prediction list utilization flags predFlagL0N and predFlagL1N, the motion vectors mvL0N and mvL1N of every candidate N in mergeCandList, and numCurrMergeCand as inputs, and the output is assigned to mergeCandList, numCurrMergeCand, the reference indices $refIdxL0zeroCand_m$ and $refIdxL1zeroCand_m$, the prediction list utilization flags $predFlagL0zeroCand_m$ and $predFlagL1zeroCand_m$, and the motion vectors $mvL0zeroCand_m$ and $mvL1zeroCand_m$ of every new candidate $zeroCand_m$ being added into mergeCandList. The number of candidates being added, numZeroMergeCand, is set equal to (numCurrMergeCand − numOrigMergeCand − numCombMergeCand). When numZeroMergeCand is greater than 0, m ranges from 0 to numZeroMergeCand − 1, inclusive.

9. The following assignments are made with N being the candidate at position merge_idx[xOrigP][yOrigP] in the merging candidate list mergeCandList (N = mergeCandList[merge_idx[xOrigP][yOrigP]]) and X being replaced by 0 or 1:

$$mvLX[0] = mvLXN[0] \quad (8\text{-}92)$$

$$mvLX[1] = mvLXN[1] \quad (8\text{-}93)$$

$$refIdxLX = refIdxLXN \quad (8\text{-}94)$$

$$predFlagLX = predFlagLXN \quad (8\text{-}95)$$

10. When predFlagL0 is equal to 1 and predFlagL1 is equal to 1, and (nOrigPbW + nOrigPbH) is equal to 12, the following applies:

$$refIdxL1 = -1 \quad (8\text{-}96)$$

$$predFlagL1 = 0 \quad (8\text{-}97)$$

8.5.3.2.2 Derivation process for spatial merging candidates

Inputs to this process are:

– a luma location (xCb, yCb) of the top-left sample of the current luma coding block relative to the top-left luma sample of the current picture,

– a variable nCbS specifying the size of the current luma coding block,

– a luma location (xPb, yPb) specifying the top-left sample of the current luma prediction block relative to the top-left luma sample of the current picture,

– two variables nPbW and nPbH specifying the width and the height of the luma prediction block,

– a variable partIdx specifying the index of the current prediction unit within the current coding unit.

Outputs of this process are as follows, with X being 0 or 1:

– the availability flags $availableFlagA_0$, $availableFlagA_1$, $availableFlagB_0$, $availableFlagB_1$, and $availableFlagB_2$ of the neighbouring prediction units,

– the reference indices $refIdxLXA_0$, $refIdxLXA_1$, $refIdxLXB_0$, $refIdxLXB_1$, and $refIdxLXB_2$ of the neighbouring prediction units,

– the prediction list utilization flags $predFlagLXA_0$, $predFlagLXA_1$, $predFlagLXB_0$, $predFlagLXB_1$, and $predFlagLXB_2$ of the neighbouring prediction units,

– the motion vectors $mvLXA_0$, $mvLXA_1$, $mvLXB_0$, $mvLXB_1$, and $mvLXB_2$ of the neighbouring prediction units.

For the derivation of $availableFlagA_1$, $refIdxLXA_1$, $predFlagLXA_1$, and $mvLXA_1$ the following applies:

– The luma location ($xNbA_1$, $yNbA_1$) inside the neighbouring luma coding block is set equal to (xPb − 1, yPb + nPbH − 1).

– The availability derivation process for a prediction block as specified in clause 6.4.2 is invoked with the luma location (xCb, yCb), the current luma coding block size nCbS, the luma prediction block location (xPb, yPb), the luma prediction block width nPbW, the luma prediction block height nPbH, the luma location ($xNbA_1$, $yNbA_1$), and the partition index partIdx as inputs, and the output is assigned to the prediction block availability flag $availableA_1$.

– When one or more of the following conditions are true, $availableA_1$ is set equal to FALSE:

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– xPb >> Log2ParMrgLevel is equal to $xNbA_1$ >> Log2ParMrgLevel and yPb >> Log2ParMrgLevel is equal to $yNbA_1$ >> Log2ParMrgLevel.

– PartMode of the current prediction unit is equal to PART_Nx2N, PART_nLx2N, or PART_nRx2N, and partIdx is equal to 1.

– The variables $availableFlagA_1$, $refIdxLXA_1$, $predFlagLXA_1$, and $mvLXA_1$ are derived as follows:

– If $availableA_1$ is equal to FALSE, $availableFlagA_1$ is set equal to 0, both components of $mvLXA_1$ are set equal to 0, $refIdxLXA_1$ is set equal to −1 and $predFlagLXA_1$ is set equal to 0, with X being 0 or 1.

– Otherwise, $availableFlagA_1$ is set equal to 1 and the following assignments are made:

$$mvLXA_1 = MvLX[\ xNbA_1\ ][\ yNbA_1\ ] \quad (8\text{-}98)$$

$$refIdxLXA_1 = RefIdxLX[\ xNbA_1\ ][\ yNbA_1\ ] \quad (8\text{-}99)$$

$$predFlagLXA_1 = PredFlagLX[\ xNbA_1\ ][\ yNbA_1\ ] \quad (8\text{-}100)$$

For the derivation of $availableFlagB_1$, $refIdxLXB_1$, $predFlagLXB_1$, and $mvLXB_1$ the following applies:

– The luma location ($xNbB_1$, $yNbB_1$) inside the neighbouring luma coding block is set equal to (xPb + nPbW − 1, yPb − 1).

– The availability derivation process for a prediction block as specified in clause 6.4.2 is invoked with the luma location (xCb, yCb), the current luma coding block size nCbS, the luma prediction block location (xPb, yPb), the luma prediction block width nPbW, the luma prediction block height nPbH, the luma location ($xNbB_1$, $yNbB_1$), and the partition index partIdx as inputs, and the output is assigned to the prediction block availability flag $availableB_1$.

– When one or more of the following conditions are true, $availableB_1$ is set equal to FALSE:

– xPb >> Log2ParMrgLevel is equal to $xNbB_1$ >> Log2ParMrgLevel and yPb >> Log2ParMrgLevel is equal to $yNbB_1$ >> Log2ParMrgLevel.

– PartMode of the current prediction unit is equal to PART_2NxN, PART_2NxnU, or PART_2NxnD, and partIdx is equal to 1.

– The variables $availableFlagB_1$, $refIdxLXB_1$, $predFlagLXB_1$, and $mvLXB_1$ are derived as follows:

– If one or more of the following conditions are true, $availableFlagB_1$ is set equal to 0, both components of $mvLXB_1$ are set equal to 0, $refIdxLXB_1$ is set equal to −1, and $predFlagLXB_1$ is set equal to 0, with X being 0 or 1:

– $availableB_1$ is equal to FALSE.

– $availableA_1$ is equal to TRUE and the prediction units covering the luma locations ($xNbA_1$, $yNbA_1$) and ($xNbB_1$, $yNbB_1$) have the same motion vectors and the same reference indices.

– Otherwise, $availableFlagB_1$ is set equal to 1 and the following assignments are made:

$$mvLXB_1 = MvLX[\ xNbB_1\ ][\ yNbB_1\ ] \quad (8\text{-}101)$$

$$refIdxLXB_1 = RefIdxLX[\ xNbB_1\ ][\ yNbB_1\ ] \quad (8\text{-}102)$$

$$predFlagLXB_1 = PredFlagLX[\ xNbB_1\ ][\ yNbB_1\ ] \quad (8\text{-}103)$$

For the derivation of $availableFlagB_0$, $refIdxLXB_0$, $predFlagLXB_0$, and $mvLXB_0$ the following applies:

– The luma location ($xNbB_0$, $yNbB_0$) inside the neighbouring luma coding block is set equal to (xPb + nPbW, yPb − 1).

– The availability derivation process for a prediction block as specified in clause 6.4.2 is invoked with the luma location (xCb, yCb), the current luma coding block size nCbS, the luma prediction block location (xPb, yPb), the luma prediction block width nPbW, the luma prediction block height nPbH, the luma location ($xNbB_0$, $yNbB_0$), and the partition index partIdx as inputs, and the output is assigned to the prediction block availability flag $availableB_0$.

– When xPb >> Log2ParMrgLevel is equal to $xNbB_0$ >> Log2ParMrgLevel and yPb >> Log2ParMrgLevel is equal to $yNbB_0$ >> Log2ParMrgLevel, $availableB_0$ is set equal to FALSE.

– The variables $availableFlagB_0$, $refIdxLXB_0$, $predFlagLXB_0$, and $mvLXB_0$ are derived as follows:

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– If one or more of the following conditions are true, availableFlagB_0 is set equal to 0, both components of mvLXB_0 are set equal to 0, refIdxLXB_0 is set equal to −1, and predFlagLXB_0 is set equal to 0, with X being 0 or 1:

  – availableB_0 is equal to FALSE.

  – availableB_1 is equal to TRUE and the prediction units covering the luma locations (xNbB_1, yNbB_1) and (xNbB_0, yNbB_0) have the same motion vectors and the same reference indices.

– Otherwise, availableFlagB_0 is set equal to 1 and the following assignments are made:

$$mvLXB_0 = MvLX[\ xNbB_0\ ][\ yNbB_0\ ] \quad (8\text{-}104)$$

$$refIdxLXB_0 = RefIdxLX[\ xNbB_0\ ][\ yNbB_0\ ] \quad (8\text{-}105)$$

$$predFlagLXB_0 = PredFlagLX[\ xNbB_0\ ][\ yNbB_0\ ] \quad (8\text{-}106)$$

For the derivation of availableFlagA_0, refIdxLXA_0, predFlagLXA_0, and mvLXA_0 the following applies:

– The luma location (xNbA_0, yNbA_0) inside the neighbouring luma coding block is set equal to (xPb − 1, yPb + nPbH).

– The availability derivation process for a prediction block as specified in clause 6.4.2 is invoked with the luma location (xCb, yCb), the current luma coding block size nCbS, the luma prediction block location (xPb, yPb), the luma prediction block width nPbW, the luma prediction block height nPbH, the luma location (xNbA_0, yNbA_0), and the partition index partIdx as inputs, and the output is assigned to the prediction block availability flag availableA_0.

– When xPb >> Log2ParMrgLevel is equal to xNbA_0 >> Log2ParMrgLevel and yPb >> Log2ParMrgLevel is equal to yA_0 >> Log2ParMrgLevel, availableA_0 is set equal to FALSE.

– The variables availableFlagA_0, refIdxLXA_0, predFlagLXA_0, and mvLXA_0 are derived as follows:

  – If one or more of the following conditions are true, availableFlagA_0 is set equal to 0, both components of mvLXA_0 are set equal to 0, refIdxLXA_0 is set equal to −1, and predFlagLXA_0 is set equal to 0, with X being 0 or 1:

    – availableA_0 is equal to FALSE.

    – availableA_1 is equal to TRUE and the prediction units covering the luma locations (xNbA_1, yNbA_1) and (xNbA_0, yNbA_0) have the same motion vectors and the same reference indices.

  – Otherwise, availableFlagA_0 is set equal to 1 and the following assignments are made:

$$mvLXA_0 = MvLX[\ xNbA_0\ ][\ yNbA_0\ ] \quad (8\text{-}107)$$

$$refIdxLXA_0 = RefIdxLX[\ xNbA_0\ ][\ yNbA_0\ ] \quad (8\text{-}108)$$

$$predFlagLXA_0 = PredFlagLX[\ xNbA_0\ ][\ yNbA_0\ ] \quad (8\text{-}109)$$

For the derivation of availableFlagB_2, refIdxLXB_2, predFlagLXB_2, and mvLXB_2 the following applies:

– The luma location (xNbB_2, yNbB_2) inside the neighbouring luma coding block is set equal to (xPb − 1, yPb − 1).

– The availability derivation process for a prediction block as specified in clause 6.4.2 is invoked with the luma location (xCb, yCb), the current luma coding block size nCbS, the luma prediction block location (xPb, yPb), the luma prediction block width nPbW, the luma prediction block height nPbH, the luma location (xNbB_2, yNbB_2), and the partition index partIdx as inputs, and the output is assigned to the prediction block availability flag availableB_2.

– When xPb >> Log2ParMrgLevel is equal to xNbB_2 >> Log2ParMrgLevel and yPb >> Log2ParMrgLevel is equal to yNbB_2 >> Log2ParMrgLevel, availableB_2 is set equal to FALSE.

– The variables availableFlagB_2, refIdxLXB_2, predFlagLXB_2, and mvLXB_2 are derived as follows:

  – If one or more of the following conditions are true, availableFlagB_2 is set equal to 0, both components of mvLXB_2 are set equal to 0, refIdxLXB_2 is set equal to −1, and predFlagLXB_2 is set equal to 0, with X being 0 or 1:

    – availableB_2 is equal to FALSE.

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– availableA$_1$ is equal to TRUE and prediction units covering the luma locations (xNbA$_1$, yNbA$_1$) and (xNbB$_2$, yNbB$_2$) have the same motion vectors and the same reference indices.

– availableB$_1$ is equal to TRUE and the prediction units covering the luma locations (xNbB$_1$, yNbB$_1$) and (xNbB$_2$, yNbB$_2$) have the same motion vectors and the same reference indices.

– availableFlagA$_0$ + availableFlagA$_1$ + availableFlagB$_0$ + availableFlagB$_1$ is equal to 4.

– Otherwise, availableFlagB$_2$ is set equal to 1, and the following assignments are made:

$$mvLXB_2 = MvLX[\ xNbB_2\ ][\ yNbB_2\ ] \quad (8\text{-}110)$$

$$refIdxLXB_2 = RefIdxLX[\ xNbB_2\ ][\ yNbB_2\ ] \quad (8\text{-}111)$$

$$predFlagLXB_2 = PredFlagLX[\ xNbB_2\ ][\ yNbB_2\ ] \quad (8\text{-}112)$$

8.5.3.2.3 Derivation process for combined bi-predictive merging candidates

Inputs to this process are:

– a merging candidate list mergeCandList,

– the reference indices refIdxL0N and refIdxL1N of every candidate N in mergeCandList,

– the prediction list utilization flags predFlagL0N and predFlagL1N of every candidate N in mergeCandList,

– the motion vectors mvL0N and mvL1N of every candidate N in mergeCandList,

– the number of elements numCurrMergeCand within mergeCandList,

– the number of elements numOrigMergeCand within the mergeCandList after the spatial and temporal merge candidate derivation process.

Outputs of this process are:

– the merging candidate list mergeCandList,

– the number of elements numCurrMergeCand within mergeCandList,

– the reference indices refIdxL0combCand$_k$ and refIdxL1combCand$_k$ of every new candidate combCand$_k$ added into mergeCandList during the invokation of this process,

– the prediction list utilization flags predFlagL0combCand$_k$ and predFlagL1combCand$_k$ of every new candidate combCand$_k$ added into mergeCandList during the invokation of this process,

– the motion vectors mvL0combCand$_k$ and mvL1combCand$_k$ of every new candidate combCand$_k$ added into mergeCandList during the invokation of this process.

When numOrigMergeCand is greater than 1 and less than MaxNumMergeCand, the variable numInputMergeCand is set equal to numCurrMergeCand, the variable combIdx is set equal to 0, the variable combStop is set equal to FALSE, and the following steps are repeated until combStop is equal to TRUE:

1. The variables l0CandIdx and l1CandIdx are derived using combIdx as specified in Table 8-6.
2. The following assignments are made, with l0Cand being the candidate at position l0CandIdx and l1Cand being the candidate at position l1CandIdx in the merging candidate list mergeCandList:
   – l0Cand = mergeCandList[l0CandIdx]
   – l1Cand = mergeCandList[l1CandIdx]
3. When all of the following conditions are true:
   – predFlagL0l0Cand == 1
   – predFlagL1l1Cand == 1
   – (DiffPicOrderCnt(RefPicList0[refIdxL0l0Cand], RefPicList1[refIdxL1l1Cand]) != 0) || (mvL0l0Cand != mvL1l1Cand)

   the candidate combCand$_k$ with k equal to (numCurrMergeCand − numInputMergeCand) is added at the end of mergeCandList, i.e., mergeCandList[numCurrMergeCand] is set equal to combCand$_k$, and the reference indices, the prediction list utilization flags, and the motion vectors of combCand$_k$ are derived as follows and numCurrMergeCand is incremented by 1:

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$refIdxL0combCand_k = refIdxL0l0Cand$ (8-113)

$refIdxL1combCand_k = refIdxL1l1Cand$ (8-114)

$predFlagL0combCand_k = 1$ (8-115)

$predFlagL1combCand_k = 1$ (8-116)

$mvL0combCand_k[0] = mvL0l0Cand[0]$ (8-117)

$mvL0combCand_k[1] = mvL0l0Cand[1]$ (8-118)

$mvL1combCand_k[0] = mvL1l1Cand[0]$ (8-119)

$mvL1combCand_k[1] = mvL1l1Cand[1]$ (8-120)

numCurrMergeCand = numCurrMergeCand + 1 (8-121)

4. The variable combIdx is incremented by 1.
5. When combIdx is equal to (numOrigMergeCand * (numOrigMergeCand − 1)) or numCurrMergeCand is equal to MaxNumMergeCand, combStop is set equal to TRUE.

Table 8-6 – Specification of l0CandIdx and l1CandIdx

combIdx	0	1	2	3	4	5	6	7	8	9	10	11
l0CandIdx	0	1	0	2	1	2	0	3	1	3	2	3
l1CandIdx	1	0	2	0	2	1	3	0	3	1	3	2

8.5.3.2.4 Derivation process for zero motion vector merging candidates

Inputs to this process are:

– a merging candidate list mergeCandList,

– the reference indices refIdxL0N and refIdxL1N of every candidate N in mergeCandList,

– the prediction list utilization flags predFlagL0N and predFlagL1N of every candidate N in mergeCandList,

– the motion vectors mvL0N and mvL1N of every candidate N in mergeCandList,

– the number of elements numCurrMergeCand within mergeCandList.

Outputs of this process are:

– the merging candidate list mergeCandList,

– the number of elements numCurrMergeCand within mergeCandList,

– the reference indices $refIdxL0zeroCand_m$ and $refIdxL10zeroCand_m$ of every new candidate $zeroCand_m$ added into mergeCandList during the invokation of this process,

– the prediction list utilization flags $predFlagL0zeroCand_m$ and $predFlagL10zeroCand_m$ of every new candidate $zeroCand_m$ added into mergeCandList during the invokation of this process,

– the motion vectors $mvL0zeroCand_m$ and $mvL10zeroCand_m$ of every new candidate $zeroCand_m$ added into mergeCandList during the invokation of this process.

The variable numRefIdx is derived as follows:

– If slice_type is equal to P, numRefIdx is set equal to num_ref_idx_l0_active_minus1 + 1.

– Otherwise (slice_type is equal to B), numRefIdx is set equal to Min(num_ref_idx_l0_active_minus1 + 1, num_ref_idx_l1_active_minus1 + 1).

When numCurrMergeCand is less than MaxNumMergeCand, the variable numInputMergeCand is set equal to numCurrMergeCand, the variable zeroIdx is set equal to 0, and the following steps are repeated until numCurrMergeCand is equal to MaxNumMergeCand:

1. For the derivation of the reference indices, the prediction list utilization flags and the motion vectors of the zero motion vector merging candidate, the following applies:

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– If slice_type is equal to P, the candidate $zeroCand_m$ with m equal to (numCurrMergeCand − numInputMergeCand) is added at the end of mergeCandList, i.e., mergeCandList[numCurrMergeCand] is set equal to $zeroCand_m$, and the reference indices, the prediction list utilization flags, and the motion vectors of $zeroCand_m$ are derived as follows and numCurrMergeCand is incremented by 1:

$refIdxL0zeroCand_m$ = (zeroIdx < numRefIdx) ? zeroIdx : 0 (8-122)

$refIdxL1zeroCand_m$ = −1 (8-123)

$predFlagL0zeroCand_m$ = 1 (8-124)

$predFlagL1zeroCand_m$ = 0 (8-125)

$mvL0zeroCand_m$[0] = 0 (8-126)

$mvL0zeroCand_m$[1] = 0 (8-127)

$mvL1zeroCand_m$[0] = 0 (8-128)

$mvL1zeroCand_m$[1] = 0 (8-129)

numCurrMergeCand = numCurrMergeCand + 1 (8-130)

– Otherwise (slice_type is equal to B), the candidate $zeroCand_m$ with m equal to (numCurrMergeCand − numInputMergeCand) is added at the end of mergeCandList, i.e., mergeCandList[numCurrMergeCand] is set equal to $zeroCand_m$, and the reference indices, the prediction list utilization flags, and the motion vectors of $zeroCand_m$ are derived as follows and numCurrMergeCand is incremented by 1:

$refIdxL0zeroCand_m$ = (zeroIdx < numRefIdx) ? zeroIdx : 0 (8-131)

$refIdxL1zeroCand_m$ = (zeroIdx < numRefIdx) ? zeroIdx : 0 (8-132)

$predFlagL0zeroCand_m$ = 1 (8-133)

$predFlagL1zeroCand_m$ = 1 (8-134)

$mvL0zeroCand_m$[0] = 0 (8-135)

$mvL0zeroCand_m$[1] = 0 (8-136)

$mvL1zeroCand_m$[0] = 0 (8-137)

$mvL1zeroCand_m$[1] = 0 (8-138)

numCurrMergeCand = numCurrMergeCand + 1 (8-139)

2. The variable zeroIdx is incremented by 1.

8.5.3.2.5 Derivation process for luma motion vector prediction

Inputs to this process are:

– a luma location (xCb, yCb) of the top-left sample of the current luma coding block relative to the top-left luma sample of the current picture,

– a variable nCbS specifying the size of the current luma coding block,

– a luma location (xPb, yPb) specifying the top-left sample of the current luma prediction block relative to the top-left luma sample of the current picture,

– two variables nPbW and nPbH specifying the width and the height of the luma prediction block,

– the reference index of the current prediction unit partition refIdxLX, with X being 0 or 1,

– a variable partIdx specifying the index of the current prediction unit within the current coding unit.

Output of this process is the prediction mvpLX of the motion vector mvLX, with X being 0 or 1.

The motion vector predictor mvpLX is derived in the following ordered steps:

1. The derivation process for motion vector predictor candidates from neighbouring prediction unit partitions in clause 8.5.3.2.6 is invoked with the luma coding block location (xCb, yCb), the coding block size nCbS, the luma prediction block location (xPb, yPb), the luma prediction block width nPbW, the luma prediction block

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height nPbH, refIdxLX, with X being 0 or 1, and the partition index partIdx as inputs, and the availability flags availableFlagLXN and the motion vectors mvLXN, with N being replaced by A or B, as output.

2. If both availableFlagLXA and availableFlagLXB are equal to 1 and mvLXA is not equal to mvLXB, availableFlagLXCol is set equal to 0. Otherwise, the derivation process for temporal luma motion vector prediction in clause 8.5.3.2.7 is invoked with luma prediction block location (xPb, yPb), the luma prediction block width nPbW, the luma prediction block height nPbH, and refIdxLX, with X being 0 or 1, as inputs, and with the output being the availability flag availableFlagLXCol and the temporal motion vector predictor mvLXCol.

3. The motion vector predictor candidate list, mvpListLX, is constructed as follows:

```
i = 0
if( availableFlagLXA )
    mvpListLX[ i++ ] = mvLXA
if( availableFlagLXB )
    mvpListLX[ i++ ] = mvLXB                                    (8-140)
if( availableFlagLXCol )
    mvpListLX[ i++ ] = mvLXCol
```

4. The motion vector predictor list is modified as follows:

   – When mvLXA and mvLXB have the same value, mvLXB is removed from the list and the variable numMvpCandLX is set equal to the number of elements within the mvpListLX.

   – When numMvpCandLX is less than 2, the following applies repeatedly until numMvpCandLX is equal to 2:

$$mvpListLX[\ numMvpCandLX\ ][\ 0\ ] = 0 \tag{8-141}$$

$$mvpListLX[\ numMvpCandLX\ ][\ 1\ ] = 0 \tag{8-142}$$

$$numMvpCandLX = numMvpCandLX + 1 \tag{8-143}$$

   – When numMvpCandLX is greater than 2, all motion vector predictor candidates mvpListLX[idx] with idx greater than 1 are removed from the list.

5. The motion vector of mvpListLX[mvp_lX_flag[xPb][yPb]] is assigned to mvpLX.

8.5.3.2.6 Derivation process for motion vector predictor candidates

Inputs to this process are:

– a luma location (xCb, yCb) of the top-left sample of the current luma coding block relative to the top-left luma sample of the current picture,

– a variable nCbS specifying the size of the current luma coding block,

– a luma location (xPb, yPb) specifying the top-left sample of the current luma prediction block relative to the top-left luma sample of the current picture,

– two variables nPbW and nPbH specifying the width and the height of the luma prediction block,

– the reference index of the current prediction unit partition refIdxLX, with X being 0 or 1,

– a variable partIdx specifying the index of the current prediction unit within the current coding unit.

Outputs of this process are (with N being replaced by A or B):

– the motion vectors mvLXN of the neighbouring prediction units,

– the availability flags availableFlagLXN of the neighbouring prediction units.

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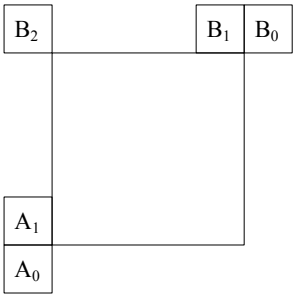


Figure 8-3 – Spatial motion vector neighbours (informative)

The variable currPb specifies the current luma prediction block at luma location (xPb, yPb) and the variable currPic specifies the current picture.

The variable isScaledFlagLX, with X being 0 or 1, is set equal to 0.

The motion vector mvLXA and the availability flag availableFlagLXA are derived in the following ordered steps:

1. The sample location ($xNbA_0$, $yNbA_0$) is set equal to (xPb − 1, yPb + nPbH) and the sample location ($xNbA_1$, $yNbA_1$) is set equal to ($xNbA_0$, $yNbA_0$ − 1).
2. The availability flag availableFlagLXA is set equal to 0 and both components of mvLXA are set equal to 0.
3. The availability derivation process for a prediction block as specified in clause 6.4.2 is invoked with the luma location (xCb, yCb), the current luma coding block size nCbS, the luma prediction block location (xPb, yPb), the luma prediction block width nPbW, the luma prediction block height nPbH, the luma location (xNbY, yNbY) set equal to ($xNbA_0$, $yNbA_0$), and the partition index partIdx as inputs, and the output is assigned to the prediction block availability flag $availableA_0$.
4. The availability derivation process for a prediction block as specified in clause 6.4.2 is invoked with the luma location (xCb, yCb), the current luma coding block size nCbS, the luma prediction block location (xPb, yPb), the luma prediction block width nPbW, the luma prediction block height nPbH, the luma location (xNbY, yNbY) set equal to ($xNbA_1$, $yNbA_1$), and the partition index partIdx as inputs, and the output is assigned to the prediction block availability flag $availableA_1$.
5. When $availableA_0$ or $availableA_1$ is equal to TRUE, the variable isScaledFlagLX is set equal to 1.
6. The following applies for ($xNbA_k$, $yNbA_k$) from ($xNbA_0$, $yNbA_0$) to ($xNbA_1$, $yNbA_1$):
   - When $availableA_k$ is equal to TRUE and availableFlagLXA is equal to 0, the following applies:
     - If $PredFlagLX[xNbA_k][yNbA_k]$ is equal to 1 and DiffPicOrderCnt($RefPicListX[RefIdxLX[xNbA_k][yNbA_k]]$, RefPicListX[refIdxLX]) is equal to 0, availableFlagLXA is set equal to 1 and the following applies:

       $$mvLXA = MvLX[xNbA_k][yNbA_k] \quad (8\text{-}144)$$

     - Otherwise, when $PredFlagLY[xNbA_k][yNbA_k]$ (with Y = !X) is equal to 1 and DiffPicOrderCnt($RefPicListY[RefIdxLY[xNbA_k][yNbA_k]]$, RefPicListX[refIdxLX]) is equal to 0, availableFlagLXA is set equal to 1 and the following applies:

       $$mvLXA = MvLY[xNbA_k][yNbA_k] \quad (8\text{-}145)$$

7. When availableFlagLXA is equal to 0, the following applies for ($xNbA_k$, $yNbA_k$) from ($xNbA_0$, $yNbA_0$) to ($xNbA_1$, $yNbA_1$) or until availableFlagLXA is equal to 1:
   - When $availableA_k$ is equal to TRUE and availableFlagLXA is equal to 0, the following applies:
     - If $PredFlagLX[xNbA_k][yNbA_k]$ is equal to 1 and LongTermRefPic(currPic, currPb, refIdxLX, RefPicListX) is equal to LongTermRefPic(currPic, currPb, $RefIdxLX[xNbA_k][yNbA_k]$, RefPicListX), availableFlagLXA is set equal to 1 and the following assignments are made:

       $$mvLXA = MvLX[xNbA_k][yNbA_k] \quad (8\text{-}146)$$

       $$refIdxA = RefIdxLX[xNbA_k][yNbA_k] \quad (8\text{-}147)$$

       $$refPicListA = RefPicListX \quad (8\text{-}148)$$

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– Otherwise, when PredFlagLY[$xNbA_k$][$yNbA_k$] (with Y = !X) is equal to 1 and LongTermRefPic(currPic, currPb, refIdxLX, RefPicListX) is equal to LongTermRefPic(currPic, currPb, RefIdxLY[$xNbA_k$][$yNbA_k$], RefPicListY), availableFlagLXA is set equal to 1 and the following assignments are made:

$$mvLXA = MvLY[xNbA_k][yNbA_k] \quad (8\text{-}149)$$

$$refIdxA = RefIdxLY[xNbA_k][yNbA_k] \quad (8\text{-}150)$$

$$refPicListA = RefPicListY \quad (8\text{-}151)$$

– When availableFlagLXA is equal to 1, DiffPicOrderCnt(refPicListA[refIdxA], RefPicListX[refIdxLX]) is not equal to 0, and both refPicListA[refIdxA] and RefPicListX[refIdxLX] are short-term reference pictures, mvLXA is derived as follows:

$$tx = (16384 + (Abs(td) >> 1)) / td \quad (8\text{-}152)$$

$$distScaleFactor = Clip3(-4096, 4095, (tb * tx + 32) >> 6) \quad (8\text{-}153)$$

$$mvLXA = Clip3(-32768, 32767, Sign(distScaleFactor * mvLXA) * ((Abs(distScaleFactor * mvLXA) + 127) >> 8)) \quad (8\text{-}154)$$

where td and tb are derived as follows:

$$td = Clip3(-128, 127, DiffPicOrderCnt(currPic, refPicListA[refIdxA])) \quad (8\text{-}155)$$

$$tb = Clip3(-128, 127, DiffPicOrderCnt(currPic, RefPicListX[refIdxLX])) \quad (8\text{-}156)$$

The motion vector mvLXB and the availability flag availableFlagLXB are derived in the following ordered steps:

1. The sample locations ($xNbB_0$, $yNbB_0$), ($xNbB_1$, $yNbB_1$), and ($xNbB_2$, $yNbB_2$) are set equal to (xPb + nPbW, yPb − 1), (xPb + nPbW − 1, yPb − 1), and (xPb − 1, yPb − 1), respectively.
2. The availability flag availableFlagLXB is set equal to 0 and the both components of mvLXB are set equal to 0.
3. The following applies for ($xNbB_k$, $yNbB_k$) from ($xNbB_0$, $yNbB_0$) to ($xNbB_2$, $yNbB_2$):
   – The availability derivation process for a prediction block as specified in clause 6.4.2 is invoked with the luma location (xCb, yCb), the current luma coding block size nCbS, the luma prediction block location (xPb, yPb), the luma prediction block width nPbW, the luma prediction block height nPbH, the luma location (xNbY, yNbY) set equal to ($xNbB_k$, $yNbB_k$), and the partition index partIdx as inputs, and the output is assigned to the prediction block availability flag $availableB_k$.
   – When $availableB_k$ is equal to TRUE and availableFlagLXB is equal to 0, the following applies:
     – If PredFlagLX[$xNbB_k$][$yNbB_k$] is equal to 1, and DiffPicOrderCnt(RefPicListX[RefIdxLX[$xNbB_k$][$yNbB_k$]], RefPicListX[refIdxLX]) is equal to 0, availableFlagLXB is set equal to 1 and the following assignments are made:

$$mvLXB = MvLX[xNbB_k][yNbB_k] \quad (8\text{-}157)$$

$$refIdxB = RefIdxLX[xNbB_k][yNbB_k] \quad (8\text{-}158)$$

     – Otherwise, when PredFlagLY[$xNbB_k$][$yNbB_k$] (with Y = !X) is equal to 1 and DiffPicOrderCnt(RefPicListY[RefIdxLY[$xNbB_k$][$yNbB_k$]], RefPicListX[refIdxLX]) is equal to 0, availableFlagLXB is set equal to 1 and the following assignments are made:

$$mvLXB = MvLY[xNbB_k][yNbB_k] \quad (8\text{-}159)$$

$$refIdxB = RefIdxLY[xNbB_k][yNbB_k] \quad (8\text{-}160)$$

4. When isScaledFlagLX is equal to 0 and availableFlagLXB is equal to 1, availableFlagLXA is set equal to 1 and the following applies:

$$mvLXA = mvLXB \quad (8\text{-}161)$$

5. When isScaledFlagLX is equal to 0, availableFlagLXB is set equal to 0 and the following applies for ($xNbB_k$, $yNbB_k$) from ($xNbB_0$, $yNbB_0$) to ($xNbB_2$, $yNbB_2$) or until availableFlagLXB is equal to 1:
   – The availability derivation process for a prediction block as specified in clause 6.4.2 is invoked with the luma location (xCb, yCb), the current luma coding block size nCbS, the luma location (xPb, yPb), the luma prediction block width nPbW, the luma prediction block height nPbH, the luma location

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(xNbY, yNbY) set equal to ($xNbB_k$, $yNbB_k$), and the partition index partIdx as inputs, and the output is assigned to the prediction block availability flag $availableB_k$.

– When $availableB_k$ is equal to TRUE and availableFlagLXB is equal to 0, the following applies:

  – If $PredFlagLX[xNbB_k][yNbB_k]$ is equal to 1 and LongTermRefPic(currPic, currPb, refIdxLX, RefPicListX) is equal to LongTermRefPic(currPic, currPb, $RefIdxLX[xNbB_k][yNbB_k]$, RefPicListX), availableFlagLXB is set equal to 1 and the following assignments are made:

$$mvLXB = MvLX[xNbB_k][yNbB_k] \quad (8\text{-}162)$$

$$refIdxB = RefIdxLX[xNbB_k][yNbB_k] \quad (8\text{-}163)$$

$$refPicListB = RefPicListX \quad (8\text{-}164)$$

  – Otherwise, when $PredFlagLY[xNbB_k][yNbB_k]$ (with Y = !X) is equal to 1 and LongTermRefPic(currPic, currPb, refIdxLX, RefPicListX) is equal to LongTermRefPic(currPic, currPb, $RefIdxLY[xNbB_k][yNbB_k]$, RefPicListY), availableFlagLXB is set equal to 1 and the following assignments are made:

$$mvLXB = MvLY[xNbB_k][yNbB_k] \quad (8\text{-}165)$$

$$refIdxB = RefIdxLY[xNbB_k][yNbB_k] \quad (8\text{-}166)$$

$$refPicListB = RefPicListY \quad (8\text{-}167)$$

– When availableFlagLXB is equal to 1, DiffPicOrderCnt(refPicListB[refIdxB], RefPicListX[refIdxLX]) is not equal to 0, and both refPicListB[refIdxB] and RefPicListX[refIdxLX] are short-term reference pictures, mvLXB is derived as follows;

$$tx = (16384 + (Abs(td) >> 1)) / td \quad (8\text{-}168)$$

$$distScaleFactor = Clip3(-4096, 4095, (tb * tx + 32) >> 6) \quad (8\text{-}169)$$

$$mvLXB = Clip3(-32768, 32767, Sign(distScaleFactor * mvLXB) * ((Abs(distScaleFactor * mvLXB) + 127) >> 8)) \quad (8\text{-}170)$$

where td and tb are derived as follows:

$$td = Clip3(-128, 127, DiffPicOrderCnt(currPic, refPicListB[refIdxB])) \quad (8\text{-}171)$$

$$tb = Clip3(-128, 127, DiffPicOrderCnt(currPic, RefPicListX[refIdxLX])) \quad (8\text{-}172)$$

8.5.3.2.7 Derivation process for temporal luma motion vector prediction

Inputs to this process are:

– a luma location (xPb, yPb) specifying the top-left sample of the current luma prediction block relative to the top-left luma sample of the current picture,

– two variables nPbW and nPbH specifying the width and the height of the luma prediction block,

– a reference index refIdxLX, with X being 0 or 1.

Outputs of this process are:

– the motion vector prediction mvLXCol,

– the availability flag availableFlagLXCol.

The variable currPb specifies the current luma prediction block at luma location (xPb, yPb).

The variables mvLXCol and availableFlagLXCol are derived as follows:

– If slice_temporal_mvp_enabled_flag is equal to 0, both components of mvLXCol are set equal to 0 and availableFlagLXCol is set equal to 0.

– Otherwise, the following ordered steps apply:

  1. Depending on the values of slice_type, collocated_from_l0_flag, and collocated_ref_idx, the variable colPic, specifying the collocated picture, is derived as follows:

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– If slice_type is equal to B and collocated_from_l0_flag is equal to 0, colPic is set equal to RefPicList1[collocated_ref_idx].

– Otherwise (slice_type is equal to B and collocated_from_l0_flag is equal to 1 or slice_type is equal to P), colPic is set equal to RefPicList0[collocated_ref_idx].

2. The bottom right collocated motion vector is derived as follows:

$$xColBr = xPb + nPbW \quad (8\text{-}173)$$

$$yColBr = yPb + nPbH \quad (8\text{-}174)$$

– If yPb >> CtbLog2SizeY is equal to yColBr >> CtbLog2SizeY, yColBr is less than pic_height_in_luma_samples, and xColBr is less than pic_width_in_luma_samples, the following applies:

– The variable colPb specifies the luma prediction block covering the modified location given by ((xColBr >> 4) << 4, (yColBr >> 4) << 4) inside the collocated picture specified by colPic.

– The luma location (xColPb, yColPb) is set equal to the top-left sample of the collocated luma prediction block specified by colPb relative to the top-left luma sample of the collocated picture specified by colPic.

– The derivation process for collocated motion vectors as specified in clause 8.5.3.2.8 is invoked with currPb, colPic, colPb, (xColPb, yColPb), and refIdxLX as inputs, and the output is assigned to mvLXCol and availableFlagLXCol.

– Otherwise, both components of mvLXCol are set equal to 0 and availableFlagLXCol is set equal to 0.

3. When availableFlagLXCol is equal to 0, the central collocated motion vector is derived as follows:

$$xColCtr = xPb + (nPbW >> 1) \quad (8\text{-}175)$$

$$yColCtr = yPb + (nPbH >> 1) \quad (8\text{-}176)$$

– The variable colPb specifies the luma prediction block covering the modified location given by ((xColCtr >> 4) << 4, (yColCtr >> 4) << 4) inside the colPic.

– The luma location (xColPb, yColPb) is set equal to the top-left sample of the collocated luma prediction block specified by colPb relative to the top-left luma sample of the collocated picture specified by colPic.

– The derivation process for collocated motion vectors as specified in clause 8.5.3.2.8 is invoked with currPb, colPic, colPb, (xColPb, yColPb), and refIdxLX as inputs, and the output is assigned to mvLXCol and availableFlagLXCol.

8.5.3.2.8 Derivation process for collocated motion vectors

Inputs to this process are:

– a variable currPb specifying the current prediction block,

– a variable colPic specifying the collocated picture,

– a variable colPb specifying the collocated prediction block inside the collocated picture specified by colPic,

– a luma location (xColPb, yColPb) specifying the top-left sample of the collocated luma prediction block specified by colPb relative to the top-left luma sample of the collocated picture specified by colPic,

– a reference index refIdxLX, with X being 0 or 1.

Outputs of this process are:

– the motion vector prediction mvLXCol,

– the availability flag availableFlagLXCol.

The variable currPic specifies the current picture.

The arrays predFlagLXCol[x][y], mvLXCol[x][y], and refIdxLXCol[x][y] are set equal to the corresponding arrays of the collocated picture specified by colPic, PredFlagLX[x][y], MvLX[x][y], and RefIdxLX[x][y], respectively, with X being the value of X this process is invoked for.

The variables mvLXCol and availableFlagLXCol are derived as follows:

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– If colPb is coded in an intra prediction mode, both components of mvLXCol are set equal to 0 and availableFlagLXCol is set equal to 0.

– Otherwise, the motion vector mvCol, the reference index refIdxCol, and the reference list identifier listCol are derived as follows:

  – If predFlagL0Col[xColPb][yColPb] is equal to 0, mvCol, refIdxCol, and listCol are set equal to mvL1Col[xColPb][yColPb], refIdxL1Col[xColPb][yColPb], and L1, respectively.

  – Otherwise, if predFlagL0Col[xColPb][yColPb] is equal to 1 and predFlagL1Col[xColPb][yColPb] is equal to 0, mvCol, refIdxCol, and listCol are set equal to mvL0Col[xColPb][yColPb], refIdxL0Col[xColPb][yColPb], and L0, respectively.

  – Otherwise (predFlagL0Col[xColPb][yColPb] is equal to 1 and predFlagL1Col[xColPb][yColPb] is equal to 1), the following assignments are made:

    – If DiffPicOrderCnt(aPic, currPic) is less than or equal to 0 for every picture aPic in every reference picture list of the current slice, mvCol, refIdxCol, and listCol are set equal to mvLXCol[xColPb][yColPb], refIdxLXCol[xColPb][yColPb] and LX, respectively.

    – Otherwise, mvCol, refIdxCol, and listCol are set equal to mvLNCol[xColPb][yColPb], refIdxLNCol[xColPb][yColPb], and LN, respectively, with N being the value of collocated_from_l0_flag.

  and mvLXCol and availableFlagLXCol are derived as follows:

  – If LongTermRefPic(currPic, currPb, refIdxLX, LX) is not equal to LongTermRefPic(colPic, colPb, refIdxCol, listCol), both components of mvLXCol are set equal to 0 and availableFlagLXCol is set equal to 0.

  – Otherwise, the variable availableFlagLXCol is set equal to 1, refPicListCol[refIdxCol] is set to be the picture with reference index refIdxCol in the reference picture list listCol of the slice containing prediction block currPb in the picture colPic, and the following applies:

$$colPocDiff = DiffPicOrderCnt(colPic, refPicListCol[refIdxCol]) \quad (8\text{-}177)$$

$$currPocDiff = DiffPicOrderCnt(currPic, RefPicListX[refIdxLX]) \quad (8\text{-}178)$$

    – If RefPicListX[refIdxLX] is a long-term reference picture, or colPocDiff is equal to currPocDiff, mvLXCol is derived as follows:

$$mvLXCol = mvCol \quad (8\text{-}179)$$

    – Otherwise, mvLXCol is derived as a scaled version of the motion vector mvCol as follows:

$$tx = (16384 + (Abs(td) >> 1)) / td \quad (8\text{-}180)$$

$$distScaleFactor = Clip3(-4096, 4095, (tb * tx + 32) >> 6) \quad (8\text{-}181)$$

$$mvLXCol = Clip3(-32768, 32767, Sign(distScaleFactor * mvCol) * ((Abs(distScaleFactor * mvCol) + 127) >> 8)) \quad (8\text{-}182)$$

    where td and tb are derived as follows:

$$td = Clip3(-128, 127, colPocDiff) \quad (8\text{-}183)$$

$$tb = Clip3(-128, 127, currPocDiff) \quad (8\text{-}184)$$

8.5.3.2.9 Derivation process for chroma motion vectors

Input to this process is a luma motion vector mvLX.

Output of this process is a chroma motion vector mvCLX.

A chroma motion vector is derived from the corresponding luma motion vector.

For the derivation of the chroma motion vector mvCLX, the following applies:

$$mvCLX[0] = mvLX[0] \quad (8\text{-}185)$$

$$mvCLX[1] = mvLX[1] \quad (8\text{-}186)$$

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8.5.3.3 Decoding process for inter prediction samples

8.5.3.3.1 General

Inputs to this process are:

– a luma location (xCb, yCb) specifying the top-left sample of the current luma coding block relative to the top-left luma sample of the current picture,

– a luma location (xBl, yBl) specifying the top-left sample of the current luma prediction block relative to the top-left sample of the current luma coding block,

– a variable nCbS specifying the size of the current luma coding block,

– two variables nPbW and nPbH specifying the width and the height of the luma prediction block,

– the luma motion vectors mvL0 and mvL1,

– the chroma motion vectors mvCL0 and mvCL1,

– the reference indices refIdxL0 and refIdxL1,

– the prediction list utilization flags, predFlagL0, and predFlagL1.

Outputs of this process are:

– an ($nCbS_L$)x($nCbS_L$) array $predSamples_L$ of luma prediction samples, where $nCbS_L$ is derived as specified below,

– an ($nCbS_C$)x($nCbS_C$) array $preSamples_{Cb}$ of chroma prediction samples for the component Cb, where $nCbS_C$ is derived as specified below,

– an ($nCbS_C$)x($nCbS_C$) array $predSamples_{Cr}$ of chroma residual samples for the component Cr, where $nCbS_C$ is derived as specified below.

The variable $nCbS_L$ is set equal to nCbS and the variable $nCbS_C$ is set equal to nCbS >> 1.

Let $predSamplesL0_L$ and $predSamplesL1_L$ be (nPbW)x(nPbH) arrays of predicted luma sample values and $predSampleL0_{Cb}$, $predSampleL1_{Cb}$, $predSampleL0_{Cr}$, and $predSampleL1_{Cr}$ be (nPbW / 2)x(nPbH / 2) arrays of predicted chroma sample values.

For X being each of 0 and 1, when predFlagLX is equal to 1, the following applies:

– The reference picture consisting of an ordered two-dimensional array $refPicLX_L$ of luma samples and two ordered two-dimensional arrays $refPicLX_{Cb}$ and $refPicLX_{Cr}$ of chroma samples is derived by invoking the process specified in clause 8.5.3.3.2 with refIdxLX as input.

– The arrays $predSamplesLX_L$, $predSamplesLX_{Cb}$, and $predSamplesLX_{Cr}$ are derived by invoking the fractional sample interpolation process specified in clause 8.5.3.3.3 with the luma locations (xCb, yCb) and (xBl, yBl), the luma prediction block width nPbW, the luma prediction block height nPbH, the motion vectors mvLX and mvCLX, and the reference arrays $refPicLX_L$, $refPicLX_{Cb}$, and $refPicLX_{Cr}$ as inputs.

The array $predSample_L$ of the prediction samples of luma component is derived by invoking the weighted sample prediction process specified in clause 8.5.3.3.4 with the luma prediction block width nPbW, the luma prediction block height nPbH, and the sample arrays $predSamplesL0_L$ and $predSamplesL1_L$, and the variables predFlagL0, predFlagL1, refIdxL0, refIdxL1, and cIdx equal to 0 as inputs.

The array $predSample_{Cb}$ of the prediction samples of component Cb is derived by invoking the weighted sample prediction process specified in clause 8.5.3.3.4 with the chroma prediction block width $nPbW_{Cb}$ set equal to nPbW / 2, the chroma prediction block height $nPbH_{Cb}$ set equal to nPbH / 2, the sample arrays $predSamplesL0_{Cb}$ and $predSamplesL1_{Cb}$, and the variables predFlagL0, predFlagL1, refIdxL0, refIdxL1, and cIdx equal to 1 as inputs.

The array $predSample_{Cr}$ of the prediction samples of component Cr is derived by invoking the weighted sample prediction process specified in clause 8.5.3.3.4 with the chroma prediction block width $nPbW_{Cr}$ set equal to nPbW / 2, the chroma prediction block height $nPbH_{Cr}$ set equal to nPbH / 2, the sample arrays $predSamplesL0_{Cr}$ and $predSamplesL1_{Cr}$, and the variables predFlagL0, predFlagL1, refIdxL0, refIdxL1, and cIdx equal to 2 as inputs.

8.5.3.3.2 Reference picture selection process

Input to this process is a reference index refIdxLX.

Output of this process is a reference picture consisting of a two-dimensional array of luma samples $refPicLX_L$ and two two-dimensional arrays of chroma samples $refPicLX_{Cb}$ and $refPicLX_{Cr}$.

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The output reference picture RefPicListX[refIdxLX] consists of a pic_width_in_luma_samples by pic_height_in_luma_samples array of luma samples $refPicLX_L$ and two PicWidthInSamplesC by PicHeightInSamplesC arrays of chroma samples $refPicLX_{Cb}$ and $refPicLX_{Cr}$.

The reference picture sample arrays $refPicLX_L$, $refPicLX_{Cb}$, and $refPicLX_{Cr}$ correspond to decoded sample arrays S_L, S_{Cb}, and S_{Cr} derived in clause 8.7 for a previously-decoded picture.

8.5.3.3.3 Fractional sample interpolation process

8.5.3.3.3.1 General

Inputs to this process are:

– a luma location (xCb, yCb) specifying the top-left sample of the current luma coding block relative to the top-left luma sample of the current picture

– a luma location (xBl, yBl) specifying the top-left sample of the current luma prediction block relative to the top-left sample of the current luma coding block

– two variables nPbW and nPbH specifying the width and the height of the luma prediction block

– a luma motion vector mvLX given in quarter-luma-sample units

– a chroma motion vector mvCLX given in eighth-chroma-sample units

– the selected reference picture sample arrays $refPicLX_L$, $refPicLX_{Cb}$, and $refPicLX_{Cr}$.

Outputs of this process are:

– an (nPbW)x(nPbH) array $predSampleLX_L$ of prediction luma sample values

– two (nPbW / 2)x(nPbH / 2) arrays $predSampleLX_{Cb}$, and $predSampleLX_{Cr}$ of prediction chroma sample values.

The location (xPb, yPb) given in full-sample units of the upper-left luma samples of the current prediction block relative to the upper-left luma sample location of the given reference sample arrays is derived as follows:

$$xPb = xCb + xBl \tag{8-187}$$

$$yPb = yCb + yBl \tag{8-188}$$

Let ($xInt_L$, $yInt_L$) be a luma location given in full-sample units and ($xFrac_L$, $yFrac_L$) be an offset given in quarter-sample units. These variables are used only inside this clause for specifying fractional-sample locations inside the reference sample arrays $refPicLX_L$, $refPicLX_{Cb}$, and $refPicLX_{Cr}$.

For each luma sample location ($x_L = 0..nPbW - 1$, $y_L = 0..nPbH - 1$) inside the prediction luma sample array $predSampleLX_L$, the corresponding prediction luma sample value $predSampleLX_L[x_L, y_L]$ is derived as follows:

– The variables $xInt_L$, $yInt_L$, $xFrac_L$, and $yFrac_L$ are derived as follows:

$$xInt_L = xPb + (mvLX[0] >> 2) + x_L \tag{8-189}$$

$$yInt_L = yPb + (mvLX[1] >> 2) + y_L \tag{8-190}$$

$$xFrac_L = mvLX[0] \& 3 \tag{8-191}$$

$$yFrac_L = mvLX[1] \& 3 \tag{8-192}$$

– The prediction luma sample value $predSampleLX_L[x_L, y_L]$ is derived by invoking the process specified in clause 8.5.3.3.3.2 with ($xInt_L$, $yInt_L$), ($xFrac_L$, $yFrac_L$), and $refPicLX_L$ as inputs.

Let ($xInt_C$, $yInt_C$) be a chroma location given in full-sample units and ($xFrac_C$, $yFrac_C$) be an offset given in one-eighth sample units. These variables are used only inside this clause for specifying general fractional-sample locations inside the reference sample arrays $refPicLX_{Cb}$ and $refPicLX_{Cr}$.

For each chroma sample location ($x_C = 0..nPbW / 2 - 1$, $y_C = 0..nPbH / 2 - 1$) inside the prediction chroma sample arrays $predSampleLX_{Cb}$ and $predSampleLX_{Cr}$, the corresponding prediction chroma sample values $predSampleLX_{Cb}[x_C, y_C]$ and $predSampleLX_{Cr}[x_C, y_C]$ are derived as follows:

– The variables $xInt_C$, $yInt_C$, $xFrac_C$, and $yFrac_C$ are derived as follows:

$$xInt_C = (xPb / 2) + (mvCLX[0] >> 3) + x_C \tag{8-193}$$

$$yInt_C = (yPb / 2) + (mvCLX[1] >> 3) + y_C \tag{8-194}$$

$$xFrac_C = mvLX[0] \& 7 \tag{8-195}$$

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$yFrac_C = mvLX[\ 1\ ] \ \&\ 7$ (8-196)

– The prediction sample value $predSampleLX_{Cb}[\ x_C, y_C\ ]$ is derived by invoking the process specified in clause 8.5.3.3.3.3 with ($xInt_C$, $yInt_C$), ($xFrac_C$, $yFrac_C$), and $refPicLX_{Cb}$ as inputs.

– The prediction sample value $predSampleLX_{Cr}[\ x_C, y_C\ ]$ is derived by invoking the process specified in clause 8.5.3.3.3.3 with ($xInt_C$, $yInt_C$), ($xFrac_C$, $yFrac_C$), and $refPicLX_{Cr}$ as inputs.

8.5.3.3.3.2 Luma sample interpolation process

Inputs to this process are:

– a luma location in full-sample units ($xInt_L$, $yInt_L$),

– a luma location in fractional-sample units ($xFrac_L$, $yFrac_L$),

– the luma reference sample array $refPicLX_L$.

Output of this process is a predicted luma sample value $predSampleLX_L[\ x_L, y_L\ ]$

$A_{-1,-1}$				$A_{0,-1}$	$a_{0,-1}$	$b_{0,-1}$	$c_{0,-1}$	$A_{1,-1}$			$A_{2,-1}$
$A_{-1,0}$				$A_{0,0}$	$a_{0,0}$	$b_{0,0}$	$c_{0,0}$	$A_{1,0}$			$A_{2,0}$
$d_{-1,0}$				$d_{0,0}$	$e_{0,0}$	$f_{0,0}$	$g_{0,0}$	$d_{1,0}$			$d_{2,0}$
$h_{-1,0}$				$h_{0,0}$	$i_{0,0}$	$j_{0,0}$	$k_{0,0}$	$h_{1,0}$			$h_{2,0}$
$n_{-1,0}$				$n_{0,0}$	$p_{0,0}$	$q_{0,0}$	$r_{0,0}$	$n_{1,0}$			$n_{2,0}$
$A_{-1,1}$				$A_{0,1}$	$a_{0,1}$	$b_{0,1}$	$c_{0,1}$	$A_{1,1}$			$A_{2,1}$
$A_{-1,2}$				$A_{0,2}$	$a_{0,2}$	$b_{0,2}$	$c_{0,2}$	$A_{1,2}$			$A_{2,2}$

Figure 8-4 – Integer samples (shaded blocks with upper-case letters) and fractional sample positions (un-shaded blocks with lower-case letters) for quarter sample luma interpolation

In Figure 8-4, the positions labelled with upper-case letters $A_{i,j}$ within shaded blocks represent luma samples at full-sample locations inside the given two-dimensional array $refPicLX_L$ of luma samples. These samples may be used for generating the predicted luma sample value $predSampleLX_L[\ x_L, y_L\ ]$. The locations ($xA_{i,j}$, $yA_{i,j}$) for each of the corresponding luma samples $A_{i,j}$ inside the given array $refPicLX_L$ of luma samples are derived as follows:

$xA_{i,j} = Clip3(\ 0,\ pic\_width\_in\_luma\_samples - 1,\ xInt_L + i\ )$ (8-197)

$yA_{i,j} = Clip3(\ 0,\ pic\_height\_in\_luma\_samples - 1,\ yInt_L + j\ )$ (8-198)

The positions labelled with lower-case letters within un-shaded blocks represent luma samples at quarter-pel sample fractional locations. The luma location offset in fractional-sample units ($xFrac_L$, $yFrac_L$) specifies which of the generated luma samples at full-sample and fractional-sample locations is assigned to the predicted luma sample value

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predSampleLX$_L$[x_L, y_L]. This assignment is as specified in Table 8-7. The value of predSampleLX$_L$[x_L, y_L] is the output.

The variables shift1, shift2, and shift3 are derived as follows:

– The variable shift1 is set equal to $BitDepth_Y - 8$, the variable shift2 is set equal to 6, and the variable shift3 is set equal to $14 - BitDepth_Y$.

Given the luma samples $A_{i,j}$ at full-sample locations ($xA_{i,j}$, $yA_{i,j}$), the luma samples $a_{0,0}$ to $r_{0,0}$ at fractional sample positions are derived as follows:

– The samples labelled $a_{0,0}$, $b_{0,0}$, $c_{0,0}$, $d_{0,0}$, $h_{0,0}$, and $n_{0,0}$ are derived by applying an 8-tap filter to the nearest integer position samples as follows:

$$a_{0,0} = (-A_{-3,0} + 4 * A_{-2,0} - 10 * A_{-1,0} + 58 * A_{0,0} + 17 * A_{1,0} - 5 * A_{2,0} + A_{3,0}) >> shift1 \quad (8\text{-}199)$$

$$b_{0,0} = (-A_{-3,0} + 4 * A_{-2,0} - 11 * A_{-1,0} + 40 * A_{0,0} + 40 * A_{1,0} - 11 * A_{2,0} + 4 * A_{3,0} - A_{4,0}) >> shift1 \quad (8\text{-}200)$$

$$c_{0,0} = (A_{-2,0} - 5 * A_{-1,0} + 17 * A_{0,0} + 58 * A_{1,0} - 10 * A_{2,0} + 4 * A_{3,0} - A_{4,0}) >> shift1 \quad (8\text{-}201)$$

$$d_{0,0} = (-A_{0,-3} + 4 * A_{0,-2} - 10 * A_{0,-1} + 58 * A_{0,0} + 17 * A_{0,1} - 5 * A_{0,2} + A_{0,3}) >> shift1 \quad (8\text{-}202)$$

$$h_{0,0} = (-A_{0,-3} + 4 * A_{0,-2} - 11 * A_{0,-1} + 40 * A_{0,0} + 40 * A_{0,1} - 11 * A_{0,2} + 4 * A_{0,3} - A_{0,4}) >> shift1 \quad (8\text{-}203)$$

$$n_{0,0} = (A_{0,-2} - 5 * A_{0,-1} + 17 * A_{0,0} + 58 * A_{0,1} - 10 * A_{0,2} + 4 * A_{0,3} - A_{0,4}) >> shift1 \quad (8\text{-}204)$$

– The samples labelled $e_{0,0}$, $i_{0,0}$, $p_{0,0}$, $f_{0,0}$, $j_{0,0}$, $q_{0,0}$, $g_{0,0}$, $k_{0,0}$, and $r_{0,0}$ are derived by applying an 8-tap filter to the samples $a_{0,i}$, $b_{0,i}$ and $c_{0,i}$ with $i = -3..4$ in the vertical direction as follows:

$$e_{0,0} = (-a_{0,-3} + 4 * a_{0,-2} - 10 * a_{0,-1} + 58 * a_{0,0} + 17 * a_{0,1} - 5 * a_{0,2} + a_{0,3}) >> shift2 \quad (8\text{-}205)$$

$$i_{0,0} = (-a_{0,-3} + 4 * a_{0,-2} - 11 * a_{0,-1} + 40 * a_{0,0} + 40 * a_{0,1} - 11 * a_{0,2} + 4 * a_{0,3} - a_{0,4}) >> shift2 \quad (8\text{-}206)$$

$$p_{0,0} = (a_{0,-2} - 5 * a_{0,-1} + 17 * a_{0,0} + 58 * a_{0,1} - 10 * a_{0,2} + 4 * a_{0,3} - a_{0,4}) >> shift2 \quad (8\text{-}207)$$

$$f_{0,0} = (-b_{0,-3} + 4 * b_{0,-2} - 10 * b_{0,-1} + 58 * b_{0,0} + 17 * b_{0,1} - 5 * b_{0,2} + b_{0,3}) >> shift2 \quad (8\text{-}208)$$

$$j_{0,0} = (-b_{0,-3} + 4 * b_{0,-2} - 11 * b_{0,-1} + 40 * b_{0,0} + 40 * b_{0,1} - 11 * b_{0,2} + 4 * b_{0,3} - b_{0,4}) >> shift2 \quad (8\text{-}209)$$

$$q_{0,0} = (b_{0,-2} - 5 * b_{0,-1} + 17 * b_{0,0} + 58 * b_{0,1} - 10 * b_{0,2} + 4 * b_{0,3} - b_{0,4}) >> shift2 \quad (8\text{-}210)$$

$$g_{0,0} = (-c_{0,-3} + 4 * c_{0,-2} - 10 * c_{0,-1} + 58 * c_{0,0} + 17 * c_{0,1} - 5 * c_{0,2} + c_{0,3}) >> shift2 \quad (8\text{-}211)$$

$$k_{0,0} = (-c_{0,-3} + 4 * c_{0,-2} - 11 * c_{0,-1} + 40 * c_{0,0} + 40 * c_{0,1} - 11 * c_{0,2} + 4 * c_{0,3} - c_{0,4}) >> shift2 \quad (8\text{-}212)$$

$$r_{0,0} = (c_{0,-2} - 5 * c_{0,-1} + 17 * c_{0,0} + 58 * c_{0,1} - 10 * c_{0,2} + 4 * c_{0,3} - c_{0,4}) >> shift2 \quad (8\text{-}213)$$

Table 8-7 – Assignment of the luma prediction sample predSampleLX$_L$[x_L, y_L]

xFracL	0	0	0	0	1	1	1	1	2	2	2	2	3	3	3	3
yFracL	0	1	2	3	0	1	2	3	0	1	2	3	0	1	2	3
predSampleLX$_L$[x_L, y_L]	A << shift3	d	h	n	a	e	i	p	b	f	j	q	c	g	k	r

8.5.3.3.3.3 Chroma sample interpolation process

Inputs to this process are:

– a chroma location in full-sample units ($xInt_C$, $yInt_C$),

– a chroma location in fractional-sample units ($xFrac_C$, $yFrac_C$),

– the chroma reference sample array refPicLX$_C$.

Output of this process is a predicted chroma sample value predSampleLX$_C$[x_C, y_C]

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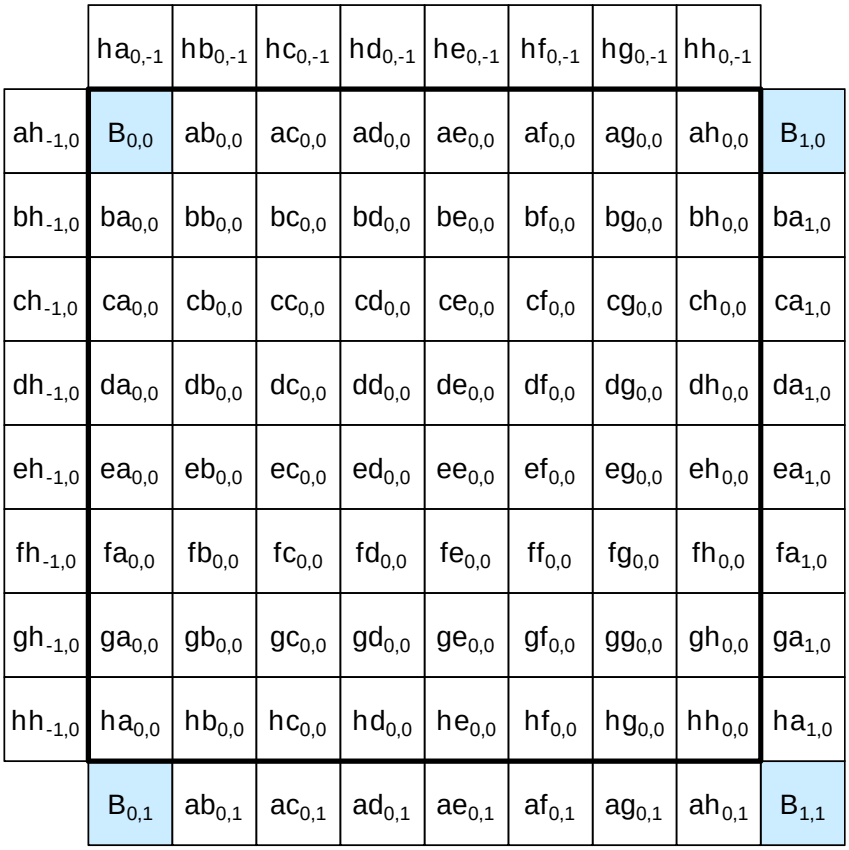


Figure 8-5 – Integer samples (shaded blocks with upper-case letters) and fractional sample positions (un-shaded blocks with lower-case letters) for eighth sample chroma interpolation

In Figure 8-5, the positions labelled with upper-case letters $B_{i,j}$ within shaded blocks represent chroma samples at full-sample locations inside the given two-dimensional array refPicLX$_C$ of chroma samples. These samples may be used for generating the predicted chroma sample value predSampleLX$_C$[x_C, y_C]. The locations ($xB_{i,j}$, $yB_{i,j}$) for each of the corresponding chroma samples $B_{i,j}$ inside the given array refPicLX$_C$ of chroma samples are derived as follows:

$$xB_{i,j} = \text{Clip3}(0, (\text{pic\_width\_in\_luma\_samples} / \text{SubWidthC}) - 1, xInt_C + i) \quad (8\text{-}214)$$

$$yB_{i,j} = \text{Clip3}(0, (\text{pic\_height\_in\_luma\_samples} / \text{SubHeightC}) - 1, yInt_C + j) \quad (8\text{-}215)$$

The positions labelled with lower-case letters within un-shaded blocks represent chroma samples at eighth-pel sample fractional locations. The chroma location offset in fractional-sample units ($xFrac_C$, $yFrac_C$) specifies which of the generated chroma samples at full-sample and fractional-sample locations is assigned to the predicted chroma sample value predSampleLX$_C$[x_C, y_C]. This assignment is as specified in Table 8-8. The output is the value of predSampleLX$_C$[x_C, y_C].

The variables shift1, shift2, and shift3 are derived as follows:

– The variable shift1 is set equal to $\text{BitDepth}_C - 8$, the variable shift2 is set equal to 6, and the variable shift3 is set equal to $14 - \text{BitDepth}_C$.

Given the chroma samples $B_{i,j}$ at full-sample locations ($xB_{i,j}$, $yB_{i,j}$), the chroma samples $ab_{0,0}$ to $hh_{0,0}$ at fractional sample positions are derived as follows:

– The samples labelled $ab_{0,0}$, $ac_{0,0}$, $ad_{0,0}$, $ae_{0,0}$, $af_{0,0}$, $ag_{0,0}$, and $ah_{0,0}$ are derived by applying a 4-tap filter to the nearest integer position samples as follows:

$$ab_{0,0} = (-2 * B_{-1,0} + 58 * B_{0,0} + 10 * B_{1,0} - 2 * B_{2,0}) >> \text{shift1} \quad (8\text{-}216)$$

$$ac_{0,0} = (-4 * B_{-1,0} + 54 * B_{0,0} + 16 * B_{1,0} - 2 * B_{2,0}) >> \text{shift1} \quad (8\text{-}217)$$

$$ad_{0,0} = (-6 * B_{-1,0} + 46 * B_{0,0} + 28 * B_{1,0} - 4 * B_{2,0}) >> \text{shift1} \quad (8\text{-}218)$$

$$ae_{0,0} = (-4 * B_{-1,0} + 36 * B_{0,0} + 36 * B_{1,0} - 4 * B_{2,0}) >> \text{shift1} \quad (8\text{-}219)$$

$$af_{0,0} = (-4 * B_{-1,0} + 28 * B_{0,0} + 46 * B_{1,0} - 6 * B_{2,0}) >> \text{shift1} \quad (8\text{-}220)$$

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$$ag_{0,0} = (-2 * B_{-1,0} + 16 * B_{0,0} + 54 * B_{1,0} - 4 * B_{2,0}) >> shift1 \quad (8\text{-}221)$$

$$ah_{0,0} = (-2 * B_{-1,0} + 10 * B_{0,0} + 58 * B_{1,0} - 2 * B_{2,0}) >> shift1 \quad (8\text{-}222)$$

– The samples labelled $ba_{0,0}$, $ca_{0,0}$, $da_{0,0}$, $ea_{0,0}$, $fa_{0,0}$, $ga_{0,0}$, and $ha_{0,0}$ are derived by applying a 4-tap filter to the nearest integer position samples as follows:

$$ba_{0,0} = (-2 * B_{0,-1} + 58 * B_{0,0} + 10 * B_{0,1} - 2 * B_{0,2}) >> shift1 \quad (8\text{-}223)$$

$$ca_{0,0} = (-4 * B_{0,-1} + 54 * B_{0,0} + 16 * B_{0,1} - 2 * B_{0,2}) >> shift1 \quad (8\text{-}224)$$

$$da_{0,0} = (-6 * B_{0,-1} + 46 * B_{0,0} + 28 * B_{0,1} - 4 * B_{0,2}) >> shift1 \quad (8\text{-}225)$$

$$ea_{0,0} = (-4 * B_{0,-1} + 36 * B_{0,0} + 36 * B_{0,1} - 4 * B_{0,2}) >> shift1 \quad (8\text{-}226)$$

$$fa_{0,0} = (-4 * B_{0,-1} + 28 * B_{0,0} + 46 * B_{0,1} - 6 * B_{0,2}) >> shift1 \quad (8\text{-}227)$$

$$ga_{0,0} = (-2 * B_{0,-1} + 16 * B_{0,0} + 54 * B_{0,1} - 4 * B_{0,2}) >> shift1 \quad (8\text{-}228)$$

$$ha_{0,0} = (-2 * B_{0,-1} + 10 * B_{0,0} + 58 * B_{0,1} - 2 * B_{0,2}) >> shift1 \quad (8\text{-}229)$$

– The samples labelled $bX_{0,0}$, $cX_{0,0}$, $dX_{0,0}$, $eX_{0,0}$, $fX_{0,0}$, $gX_{0,0}$, and $hX_{0,0}$ for X being replaced by b, c, d, e, f, g, and h, respectively, are derived by applying an 4-tap filter to the intermediate values $aX_{0,i}$ with $i = -1..2$ in the vertical direction as follows:

$$bX_{0,0} = (-2 * aX_{0,-1} + 58 * aX_{0,0} + 10 * aX_{0,1} - 2 * aX_{0,2}) >> shift2 \quad (8\text{-}230)$$

$$cX_{0,0} = (-4 * aX_{0,-1} + 54 * aX_{0,0} + 16 * aX_{0,1} - 2 * aX_{0,2}) >> shift2 \quad (8\text{-}231)$$

$$dX_{0,0} = (-6 * aX_{0,-1} + 46 * aX_{0,0} + 28 * aX_{0,1} - 4 * aX_{0,2}) >> shift2 \quad (8\text{-}232)$$

$$eX_{0,0} = (-4 * aX_{0,-1} + 36 * aX_{0,0} + 36 * aX_{0,1} - 4 * aX_{0,2}) >> shift2 \quad (8\text{-}233)$$

$$fX_{0,0} = (-4 * aX_{0,-1} + 28 * aX_{0,0} + 46 * aX_{0,1} - 6 * aX_{0,2}) >> shift2 \quad (8\text{-}234)$$

$$gX_{0,0} = (-2 * aX_{0,-1} + 16 * aX_{0,0} + 54 * aX_{0,1} - 4 * aX_{0,2}) >> shift2 \quad (8\text{-}235)$$

$$hX_{0,0} = (-2 * aX_{0,-1} + 10 * aX_{0,0} + 58 * aX_{0,1} - 2 * aX_{0,2}) >> shift2 \quad (8\text{-}236)$$

Table 8-8 – Assignment of the chroma prediction sample predSampleLX$_C$[x_C, y_C] for (X, Y) being replaced by (1, b), (2, c), (3, d), (4, e), (5, f), (6, g), and (7, h), respectively

xFracC	0	0	0	0	0	0	0	0
yFracC	0	1	2	3	4	5	6	7
predSampleLX$_C$[x_C, y_C]	B << shift3	ba	ca	da	ea	fa	ga	ha
xFracC	X	X	X	X	X	X	X	X
yFracC	0	1	2	3	4	5	6	7
predSampleLXC[x_C, y_C]	aY	bY	cY	dY	eY	fY	gY	hY

8.5.3.3.4 Weighted sample prediction process

8.5.3.3.4.1 General

Inputs to this process are:

– two variables nPbW and nPbH specifying the width and the height of the luma prediction block,

– two (nPbW)x(nPbH) arrays predSamplesL0 and predSamplesL1,

– the prediction list utilization flags, predFlagL0, and predFlagL1,

– the reference indices refIdxL0 and refIdxL1,

– a variable cIdx specifying colour component index.

Output of this process is the (nPbW)x(nPbH) array predSamples of prediction sample values.

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The variable bitDepth is derived as follows:

– If cIdx is equal to 0, bitDepth is set equal to $BitDepth_Y$.

– Otherwise, bitDepth is set equal to $BitDepth_C$.

The variable weightedPredFlag is derived as follows:

– If slice_type is equal to P, weightedPredFlag is set equal to weighted_pred_flag.

– Otherwise (slice_type is equal to B), weightedPredFlag is set equal to weighted_bipred_flag.

The following applies:

– If weightedPredFlag is equal to 0, the array predSample of the prediction samples is derived by invoking the default weighted sample prediction process as specified in clause 8.5.3.3.4.2 with the luma prediction block width nPbW, the luma prediction block height nPbH, two (nPbW)x(nPbH) arrays predSamplesL0 and predSamplesL1, the prediction list utilization flags predFlagL0 and predFlagL1, and the bit depth bitDepth as inputs.

– Otherwise (weightedPredFlag is equal to 1), the array predSample of the prediction samples is derived by invoking the weighted sample prediction process as specified in clause 8.5.3.3.4.3 with the luma prediction block width nPbW, the luma prediction block height nPbH, two (nPbW)x(nPbH) arrays predSamplesL0 and predSamplesL1, the prediction list utilization flags predFlagL0 and predFlagL1, the reference indices refIdxL0 and refIdxL1, the colour component index cIdx, and the bit depth bitDepth as inputs.

8.5.3.3.4.2 Default weighted sample prediction process

Inputs to this process are:

– two variables nPbW and nPbH specifying the width and the height of the luma prediction block,

– two (nPbW)x(nPbH) arrays predSamplesL0 and predSamplesL1,

– the prediction list utilization flags, predFlagL0, and predFlagL1,

– a bit depth of samples, bitDepth.

Output of this process is the (nPbW)x(nPbH) array predSamples of prediction sample values.

Variables shift1, shift2, offset1, and offset2 are derived as follows:

– The variable shift1 is set equal to 14 − bitDepth and the variable shift2 is set equal to 15 − bitDepth.

– The variable offset1 is derived as follows:

  – If shift1 is greater than 0, offset1 is set equal to $1 << (shift1 - 1)$.

  – Otherwise (shift1 is equal to 0), offset1 is set equal to 0.

– The variable offset2 is set equal to $1 << (shift2 - 1)$.

Depending on the values of predFlagL0 and predFlagL1, the prediction samples predSamples[x][y] with x = 0..nPbW − 1 and y = 0..nPbH − 1 are derived as follows:

– If predFlagL0 is equal to 1 and predFlagL1 is equal to 0, the prediction sample values are derived as follows:

$$predSamples[x][y] = Clip3(0, (1 << bitDepth) - 1, (predSamplesL0[x][y] + offset1) >> shift1) \quad (8\text{-}237)$$

– Otherwise, if predFlagL0 is equal to 0 and predFlagL1 is equal to 1, the prediction sample values are derived as follows:

$$predSamples[x][y] = Clip3(0, (1 << bitDepth) - 1, (predSamplesL1[x][y] + offset1) >> shift1) \quad (8\text{-}238)$$

– Otherwise (predFlagL0 is equal to 1 and predFlagL1 is equal to 1), the prediction sample values are derived as follows:

$$predSamples[x][y] = Clip3(0, (1 << bitDepth) - 1, (predSamplesL0[x][y] + predSamplesL1[x][y] + offset2) >> shift2) \quad (8\text{-}239)$$

8.5.3.3.4.3 Explicit weighted sample prediction process

Inputs to this process are:

– two variables nPbW and nPbH specifying the width and the height of the luma prediction block,

– two (nPbW)x(nPbH) arrays predSamplesL0 and predSamplesL1,

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– the prediction list utilization flags, predFlagL0, and predFlagL1,

– the reference indices, refIdxL0 and refIdxL1,

– a variable cIdx specifying colour component index,

– a bit depth of samples, bitDepth.

Output of this process is the (nPbW)x(nPbH) array predSamples of prediction sample values.

The variable shift1 is set equal to 14 − bitDepth.

The variables log2Wd, o0, o1, and w0, w1 are derived as follows:

– If cIdx is equal to 0 for luma samples, the following applies:

$$log2Wd = luma\_log2\_weight\_denom + shift1 \quad (8\text{-}240)$$

$$w0 = LumaWeightL0[\ refIdxL0\ ] \quad (8\text{-}241)$$

$$w1 = LumaWeightL1[\ refIdxL1\ ] \quad (8\text{-}242)$$

$$o0 = luma\_offset\_l0[\ refIdxL0\ ] * (\ 1\ <<\ (\ bitDepth - 8\ )\ ) \quad (8\text{-}243)$$

$$o1 = luma\_offset\_l1[\ refIdxL1\ ] * (\ 1\ <<\ (\ bitDepth - 8\ )\ ) \quad (8\text{-}244)$$

– Otherwise (cIdx is not equal to 0 for chroma samples), the following applies:

$$log2Wd = ChromaLog2WeightDenom + shift1 \quad (8\text{-}245)$$

$$w0 = ChromaWeightL0[\ refIdxL0\ ][\ cIdx - 1\ ] \quad (8\text{-}246)$$

$$w1 = ChromaWeightL1[\ refIdxL1\ ][\ cIdx - 1\ ] \quad (8\text{-}247)$$

$$o0 = ChromaOffsetL0[\ refIdxL0\ ][\ cIdx - 1\ ] * (\ 1\ <<\ (\ bitDepth - 8\ )\ ) \quad (8\text{-}248)$$

$$o1 = ChromaOffsetL1[\ refIdxL1\ ][\ cIdx - 1\ ] * (\ 1\ <<\ (\ bitDepth - 8\ )\ ) \quad (8\text{-}249)$$

The prediction sample predSamples[x][y] with x = 0..nPbW − 1 and y = 0..nPbH − 1 are derived as follows:

– If the predFlagL0 is equal to 1 and predFlagL1 is equal to 0, the prediction sample values are derived as follows:

$$\begin{aligned}&\text{if}(\ log2Wd\ >=\ 1\ )\\&\quad predSamples[\ x\ ][\ y\ ] = Clip3(\ 0, (\ 1\ <<\ bitDepth\ ) - 1,\\&\qquad (\ (\ predSamplesL0[\ x\ ][\ y\ ] * w0 + 2^{log2Wd - 1}\ )\ >>\ log2Wd\ ) + o0\ )\\&\text{else}\\&\quad predSamples[\ x\ ][\ y\ ] = Clip3(\ 0, (\ 1\ <<\ bitDepth\ ) - 1, predSamplesL0[\ x\ ][\ y\ ] * w0 + o0\ )\end{aligned} \quad (8\text{-}250)$$

– Otherwise, if the predFlagL0 is equal to 0 and predFlagL1 is equal to 1, the prediction sample values are derived as follows:

$$\begin{aligned}&\text{if}(\ log2Wd\ >=\ 1\ )\\&\quad predSamples[\ x\ ][\ y\ ] = Clip3(\ 0, (\ 1\ <<\ bitDepth\ ) - 1,\\&\qquad (\ (\ predSamplesL1[\ x\ ][\ y\ ] * w1 + 2^{log2Wd - 1}\ )\ >>\ log2Wd\ ) + o1\ )\\&\text{else}\\&\quad predSamples[\ x\ ][\ y\ ] = Clip3(\ 0, (\ 1\ <<\ bitDepth\ ) - 1, predSamplesL1[\ x\ ][\ y\ ] * w1 + o1\ )\end{aligned} \quad (8\text{-}251)$$

– Otherwise (predFlagL0 is equal to 1 and predFlagL1 is equal to 1), the prediction sample values are derived as follows:

$$\begin{aligned}&predSamples[\ x\ ][\ y\ ] = Clip3(\ 0, (\ 1\ <<\ bitDepth\ ) - 1,\\&\quad (\ predSamplesL0\ [\ x\ ][\ y\ ] * w0 + predSamplesL1[\ x\ ][\ y\ ] * w1 +\\&\qquad (\ (\ o0 + o1 + 1\ )\ <<\ log2Wd\ )\ )\ >>\ (\ log2Wd + 1\ )\ )\end{aligned} \quad (8\text{-}252)$$

8.5.4 Decoding process for the residual signal of coding units coded in inter prediction mode

8.5.4.1 General

Inputs to this process are:

– a luma location (xCb, yCb) specifying the top-left sample of the current luma coding block relative to the top-left luma sample of the current picture,

– a variable log2CbSize specifying the size of the current luma coding block.

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Outputs of this process are:

– an ($nCbS_L$)x($nCbS_L$) array $resSamples_L$ of luma residual samples, where $nCbS_L$ is derived as specified below,

– an ($nCbS_C$)x($nCbS_C$) array $resSamples_{Cb}$ of chroma residual samples for the component Cb, where $nCbS_C$ is derived as specified below,

– an ($nCbS_C$)x($nCbS_C$) array $resSamples_{Cr}$ of chroma residual samples for the component Cr, where $nCbS_C$ is derived as specified below.

The variable $nCbS_L$ is set equal to 1 << log2CbSize and the variable $nCbS_C$ is set equal to $nCbS_L$ >> 1.

Let $resSamples_L$ be an ($nCbS_L$)x($nCbS_L$) array of luma residual samples and let $resSamples_{Cb}$ and $resSamples_{Cr}$ be two ($nCbS_C$)x($nCbS_C$) arrays of chroma residual samples.

Depending on the value of rqt_root_cbf, the following applies:

– If rqt_root_cbf is equal to 0 or skip_flag[xCb][yCb] is equal to 1, all samples of the ($nCbS_L$)x($nCbS_L$) array $resSamples_L$ and all samples of the two ($nCbS_C$)x($nCbS_C$) arrays $resSamples_{Cb}$ and $resSamples_{Cr}$ are set equal to 0.

– Otherwise (rqt_root_cbf is equal to 1), the following ordered steps apply:

1. The decoding process for luma residual blocks as specified in clause 8.5.4.2 below is invoked with the luma location (xCb, yCb), the luma location (xB0, yB0) set equal to (0, 0), the variable log2TrafoSize set equal to log2CbSize, the variable trafoDepth set equal to 0, the variable nCbS set equal to $nCbS_L$, and the ($nCbS_L$)x($nCbS_L$) array $resSamples_L$ as inputs, and the output is a modified version of the ($nCbS_L$)x($nCbS_L$) array $resSamples_L$.

2. The decoding process for chroma residual blocks as specified in clause 8.5.4.3 below is invoked with the luma location (xCb, yCb), the luma location (xB0, yB0) set equal to (0, 0), the variable log2TrafoSize set equal to log2CbSize, the variable trafoDepth set equal to 0, the variable cIdx set equal to 1, the variable nCbS set equal to $nCbS_C$, and the ($nCbS_C$)x($nCbS_C$) array $resSamples_{Cb}$ as inputs, and the output is a modified version of the ($nCbS_C$)x($nCbS_C$) array $resSamples_{Cb}$.

3. The decoding process for chroma residual blocks as specified in clause 8.5.4.3 below is invoked with the luma location (xCb, yCb), the luma location (xB0, yB0) set equal to (0, 0), the variable log2TrafoSize set equal to log2CbSize, the variable trafoDepth set equal to 0, the variable cIdx set equal to 2, the variable nCbS set equal to $nCbS_C$, and the ($nCbS_C$)x($nCbS_C$) array $resSamples_{Cr}$ as inputs, and the output is a modified version of the ($nCbS_C$)x($nCbS_C$) array $resSamples_{Cr}$.

8.5.4.2 Decoding process for luma residual blocks

Inputs to this process are:

– a luma location (xCb, yCb) specifying the top-left sample of the current luma coding block relative to the top-left luma sample of the current picture,

– a luma location (xB0, yB0) specifying the top-left sample of the current luma block relative to the top-left sample of the current luma coding block,

– a variable log2TrafoSize specifying the size of the current luma block,

– a variable trafoDepth specifying the hierarchy depth of the current luma block relative to the luma coding block,

– a variable nCbS specifying the size of the current luma coding block,

– an (nCbS)x(nCbS) array resSamples of luma residual samples.

Output of this process is a modified version of the (nCbS)x(nCbS) array of luma residual samples.

Depending on the value of split_transform_flag[xCb + xB0][yCb + yB0][trafoDepth], the following applies:

– If split_transform_flag[xCb + xB0][yCb + yB0][trafoDepth] is equal to 1, the following ordered steps apply:

1. The variables xB1 and yB1 are derived as follows:

   – The variable xB1 is set equal to xB0 + (1 << (log2TrafoSize − 1)).

   – The variable yB1 is set equal to yB0 + (1 << (log2TrafoSize − 1)).

2. The decoding process for luma residual blocks as specified in this clause is invoked with the luma location (xCb, yCb), the luma location (xB0, yB0), the variable log2TrafoSize set equal to log2TrafoSize − 1, the

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variable trafoDepth set equal to trafoDepth + 1, the variable nCbS, and the (nCbS)x(nCbS) array resSamples as inputs, and the output is a modified version of the (nCbS)x(nCbS) array resSamples.

3. The decoding process for luma residual blocks as specified in this clause is invoked with the luma location (xCb, yCb), the luma location (xB1, yB0), the variable log2TrafoSize set equal to log2TrafoSize − 1, the variable trafoDepth set equal to trafoDepth + 1, the variable nCbS, and the (nCbS)x(nCbS) array resSamples as inputs, and the output is a modified version of the (nCbS)x(nCbS) array resSamples.
4. The decoding process for luma residual blocks as specified in this clause is invoked with the luma location (xCb, yCb), the luma location (xB0, yB1), the variable log2TrafoSize set equal to log2TrafoSize − 1, the variable trafoDepth set equal to trafoDepth + 1, the variable nCbS, and the (nCbS)x(nCbS) array resSamples as inputs, and the output is a modified version of the (nCbS)x(nCbS) array resSamples.
5. The decoding process for luma residual blocks as specified in this clause is invoked with the luma location (xCb, yCb), the luma location (xB1, yB1), the variable log2TrafoSize set equal to log2TrafoSize − 1, the variable trafoDepth set equal to trafoDepth + 1, the variable nCbS, and the (nCbS)x(nCbS) array resSamples as inputs, and the output is a modified version of the (nCbS)x(nCbS) array resSamples.

– Otherwise (split_transform_flag[xCb + xB0][yCb + yB0][trafoDepth] is equal to 0), the following ordered steps apply:

1. The variable nTbS is set equal to 1 << log2TrafoSize.
2. The scaling and transformation process as specified in clause 8.6.2 is invoked with the luma location (xCb + xB0, yCb + yB0), the variable trafoDepth, the variable cIdx set equal to 0, and the transform size trafoSize set equal to nTbS as inputs, and the output is an (nTbS)x(nTbS) array transformBlock.
3. The (nCbS)x(nCbS) residual sample array of the current coding block resSamples is modified as follows:

resSamples[xB0 + i, yB0 + j] = transformBlock[i, j], with i = 0..nTbS − 1, j = 0..nTbS − 1 (8-253)

8.5.4.3 Decoding process for chroma residual blocks

Inputs to this process are:

– a luma location (xCb, yCb) specifying the top-left sample of the current luma coding block relative to the top-left luma sample of the current picture,
– a luma location (xB0, yB0) specifying the top-left luma sample of the current chroma block relative to the top-left sample of the current luma coding block,
– a variable log2TrafoSize specifying the size of the current chroma block in luma samples,
– a variable trafoDepth specifying the hierarchy depth of the current chroma block relative to the chroma coding block,
– a variable cIdx specifying the chroma component of the current block,
– a variable nCbS specifying the size of the current chroma coding block,
– an (nCbS)x(nCbS) array resSamples of chroma residual samples.

Output of this process is a modified version of the (nCbS)x(nCbS) array of chroma residual samples.

The variable splitChromaFlag is derived as follows:

– If split_transform_flag[xCb + xB0][yCb + yB0][trafoDepth] is equal to 1 and log2TrafoSize is greater than 3, splitChromaFlag is set equal to 1.
– Otherwise (split_transform_flag[xCb + xB0][yCb + yB0][trafoDepth] is equal to 0 or log2TrafoSize is equal to 3), splitChromaFlag is set equal to 0.

Depending on the value of splitChromaFlag, the following applies:

– If splitChromaFlag is equal to 1, the following ordered steps apply:

1. The variables xB1 and yB1 are derived as follows:
   – The variable xB1 is set equal to xB0 + (1 << (log2TrafoSize − 1)).
   – The variable yB1 is set equal to yB0 + (1 << (log2TrafoSize − 1)).
2. The decoding process for residual chroma blocks as specified in this clause is invoked with the luma location (xCb, yCb), the luma location (xB0, yB0), the variable log2TrafoSize set equal to log2TrafoSize − 1, the

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variable trafoDepth set equal to trafoDepth + 1, the variable cIdx, the variable nCbS, and the (nCbS)x(nCbS) array resSamples as inputs, and the output is a modified version of the (nCbS)x(nCbS) array resSamples.

3. The decoding process for residual chroma blocks as specified in this clause is invoked with the luma location (xCb, yCb), the luma location (xB1, yB0), the variable log2TrafoSize set equal to log2TrafoSize − 1, the variable trafoDepth set equal to trafoDepth + 1, the variable cIdx, the variable nCbS, and the (nCbS)x(nCbS) array resSamples as inputs, and the output is a modified version of the (nCbS)x(nCbS) array resSamples.
4. The decoding process for residual chroma blocks as specified in this clause is invoked with the luma location (xCb, yCb), the luma location (xB0, yB1), the variable log2TrafoSize set equal to log2TrafoSize − 1, the variable trafoDepth set equal to trafoDepth + 1, the variable cIdx, the variable nCbS, and the (nCbS)x(nCbS) array resSamples as inputs, and the output is a modified version of the (nCbS)x(nCbS) array resSamples.
5. The decoding process for residual chroma blocks as specified in this clause is invoked with the luma location (xCb, yCb), the luma location (xB1, yB1), the variable log2TrafoSize set equal to log2TrafoSize − 1, the variable trafoDepth set equal to trafoDepth + 1, the variable cIdx, the variable nCbS, and the (nCbS)x(nCbS) array resSamples as inputs, and the output is a modified version of the (nCbS)x(nCbS) array resSamples.

– Otherwise (splitChromaFlag is equal to 0), the following ordered steps apply:

1. The variable nTbS is set equal to 1 << (log2TrafoSize − 1).
2. The scaling and transformation process as specified in clause 8.6.2 is invoked with the luma location (xCb + xB0, yCb + yB0), the variable trafoDepth, the variable cIdx, and the transform size trafoSize set equal to nTbS as inputs, and the output is an (nTbS)x(nTbS) array transformBlock.
3. The (nCbS)x(nCbS) residual sample array of the current coding block resSamples is modified as follows, for i = 0..nTbS − 1, j = 0..nTbS − 1:

$$resSamples[(xCb + xB0) / 2 + i, (yCb + yB0) / 2 + j] = transformBlock[i, j] \quad (8\text{-}254)$$

8.6 Scaling, transformation and array construction process prior to deblocking filter process

8.6.1 Derivation process for quantization parameters

Input to this process is a luma location (xCb, yCb) specifying the top-left sample of the current luma coding block relative to the top-left luma sample of the current picture.

In this process, the variable Qp_Y, the luma quantization parameter Qp'_Y, and the chroma quantization parameters Qp'_{Cb} and Qp'_{Cr} are derived.

The luma location (xQg, yQg), specifies the top-left luma sample of the current quantization group relative to the top-left luma sample of the current picture. The horizontal and vertical positions xQg and yQg are set equal to xCb − (xCb & ((1 << Log2MinCuQpDeltaSize) − 1)) and yCb − (yCb & ((1 << Log2MinCuQpDeltaSize) − 1)), respectively. The luma size of a quantization group, Log2MinCuQpDeltaSize, determines the luma size of the smallest area inside a coding tree block that shares the same qP_{Y_PRED}.

The predicted luma quantization parameter qP_{Y_PRED} is derived by the following ordered steps:

1. The variable qP_{Y_PREV} is derived as follows:
   – If one or more of the following conditions are true, qP_{Y_PREV} is set equal to $SliceQp_Y$:
     – The current quantization group is the first quantization group in a slice.
     – The current quantization group is the first quantization group in a tile.
     – The current quantization group is the first quantization group in a coding tree block row and entropy_coding_sync_enabled_flag is equal to 1.
   – Otherwise, qP_{Y_PREV} is set equal to the luma quantization parameter Qp_Y of the last coding unit in the previous quantization group in decoding order.
2. The availability derivation process for a block in z-scan order as specified in clause 6.4.1 is invoked with the location (xCurr, yCurr) set equal to (xCb, yCb) and the neighbouring location (xNbY, yNbY) set equal to (xQg − 1, yQg) as inputs, and the output is assigned to availableA. The variable qP_{Y_A} is derived as follows:
   – If one or more of the following conditions are true, qP_{Y_A} is set equal to qP_{Y_PREV}:
     – availableA is equal to FALSE.

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– the coding tree block address ctbAddrA of the coding tree block containing the luma coding block covering the luma location (xQg − 1, yQg) is not equal to CtbAddrInTs, where ctbAddrA is derived as follows:

```
xTmp = ( xQg − 1 ) >> Log2MinTrafoSize
yTmp = yQg >> Log2MinTrafoSize
minTbAddrA = MinTbAddrZs[ xTmp ][ yTmp ]
ctbAddrA = minTbAddrA >> ( 2 * ( CtbLog2SizeY − Log2MinTrafoSize ) )
```
(8-255)

– Otherwise, qP_{Y_A} is set equal to the luma quantization parameter Qp_Y of the coding unit containing the luma coding block covering (xQg − 1, yQg).

3. The availability derivation process for a block in z-scan order as specified in clause 6.4.1 is invoked with the location (xCurr, yCurr) set equal to (xCb, yCb) and the neighbouring location (xNbY, yNbY) set equal to (xQg, yQg − 1) as inputs, and the output is assigned to availableB. The variable qP_{Y_B} is derived as follows:

   – If one or more of the following conditions are true, qP_{Y_B} is set equal to qP_{Y_PREV}:

      – availableB is equal to FALSE.

      – the coding tree block address ctbAddrB of the coding tree block containing the luma coding block covering the luma location (xQg, yQg − 1) is not equal to CtbAddrInTs, where ctbAddrB is derived as follows:

```
xTmp = xQg >> Log2MinTrafoSize
yTmp = ( yQg − 1 ) >> Log2MinTrafoSize
minTbAddrB = MinTbAddrZs[ xTmp ][ yTmp ]
ctbAddrB = minTbAddrB >> ( 2 * ( CtbLog2SizeY − Log2MinTrafoSize ) )
```
(8-256)

   – Otherwise, qP_{Y_B} is set equal to the luma quantization parameter Qp_Y of the coding unit containing the luma coding block covering (xQg, yQg − 1).

4. The predicted luma quantization parameter qP_{Y_PRED} is derived as follows:

$$qP_{Y\_PRED} = (qP_{Y\_A} + qP_{Y\_B} + 1) >> 1 \quad (8\text{-}257)$$

The variable Qp_Y is derived as follows:

$$Qp_Y = ((qP_{Y\_PRED} + CuQpDeltaVal + 52 + 2 * QpBdOffset_Y)\%(52 + QpBdOffset_Y)) − QpBdOffset_Y \quad (8\text{-}258)$$

The luma quantization parameter Qp'_Y is derived as follows:

$$Qp'_Y = Qp_Y + QpBdOffset_Y \quad (8\text{-}259)$$

The variables qP_{Cb} and qP_{Cr} are set equal to the value of Qp_C as specified in Table 8-9 based on the index qPi equal to qPi_{Cb} and qPi_{Cr}, respectively, and qPi_{Cb} and qPi_{Cr} are derived as follows:

$$qPi_{Cb} = Clip3(−QpBdOffset_C, 57, Qp_Y + pps\_cb\_qp\_offset + slice\_cb\_qp\_offset) \quad (8\text{-}260)$$

$$qPi_{Cr} = Clip3(−QpBdOffset_C, 57, Qp_Y + pps\_cr\_qp\_offset + slice\_cr\_qp\_offset) \quad (8\text{-}261)$$

The chroma quantization parameters for the Cb and Cr components, Qp'_{Cb} and Qp'_{Cr}, are derived as follows:

$$Qp'_{Cb} = qP_{Cb} + QpBdOffset_C \quad (8\text{-}262)$$

$$Qp'_{Cr} = qP_{Cr} + QpBdOffset_C \quad (8\text{-}263)$$

Table 8-9 – Specification of Qp_C as a function of qPi

qPi	< 30	30	31	32	33	34	35	36	37	38	39	40	41	42	43	> 43
Qp_C	= qPi	29	30	31	32	33	33	34	34	35	35	36	36	37	37	= qPi − 6

8.6.2 Scaling and transformation process

Inputs to this process are:

– a luma location (xTbY, yTbY) specifying the top-left sample of the current luma transform block relative to the top-left luma sample of the current picture,

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– a variable trafoDepth specifying the hierarchy depth of the current block relative to the coding block,

– a variable cIdx specifying the colour component of the current block,

– a variable nTbS specifying the size of the current transform block.

Output of this process is the (nTbS)x(nTbS) array of residual samples r with elements r[x][y].

The quantization parameter qP is derived as follows:

– If cIdx is equal to 0,

$$qP = Qp'_Y \tag{8-264}$$

– Otherwise, if cIdx is equal to 1,

$$qP = Qp'_{Cb} \tag{8-265}$$

– Otherwise (cIdx is equal to 2),

$$qP = Qp'_{Cr} \tag{8-266}$$

The (nTbS)x(nTbS) array of residual samples r is derived as follows:

– If cu_transquant_bypass_flag is equal to 1, the (nTbS)x(nTbS) array r is set equal to the (nTbS)x(nTbS) array of transform coefficients TransCoeffLevel[xTbY][yTbY][cIdx].

– Otherwise, the following ordered steps apply:

1. The scaling process for transform coefficients as specified in clause 8.6.3 is invoked with the transform block location (xTbY, yTbY), the size of the transform block nTbS, the colour component variable cIdx, and the quantization parameter qP as inputs, and the output is an (nTbS)x(nTbS) array of scaled transform coefficients d.
2. The (nTbS)x(nTbS) array of residual samples r is derived as follows:
   - If transform_skip_flag[xTbY][yTbY][cIdx] is equal to 1, the residual sample array values r[x][y] with x = 0..nTbS − 1, y = 0..nTbS − 1 are derived as follows:

$$r[x][y] = (d[x][y] \ll 7) \tag{8-267}$$

   - Otherwise (transform_skip_flag[xTbY][yTbY][cIdx] is equal to 0), the transformation process for scaled transform coefficients as specified in clause 8.6.4 is invoked with the transform block location (xTbY, yTbY), the size of the transform block nTbS, the colour component variable cIdx, and the (nTbS)x(nTbS) array of scaled transform coefficients d as inputs, and the output is an (nTbS)x(nTbS) array of residual samples r.
3. The variable bdShift is derived as follows:

$$bdShift = (cIdx == 0) ? 20 - BitDepth_Y : 20 - BitDepth_C \tag{8-268}$$

4. The residual sample values r[x][y] with x = 0..nTbS − 1, y = 0..nTbS − 1 are modified as follows:

$$r[x][y] = (r[x][y] + (1 \ll (bdShift - 1))) \gg bdShift \tag{8-269}$$

8.6.3 Scaling process for transform coefficients

Inputs to this process are:

– a luma location (xTbY, yTbY) specifying the top-left sample of the current luma transform block relative to the top-left luma sample of the current picture,

– a variable nTbS specifying the size of the current transform block,

– a variable cIdx specifying the colour component of the current block,

– a variable qP specifying the quantization parameter.

Output of this process is the (nTbS)x(nTbS) array d of scaled transform coefficients with elements d[x][y].

The variable bdShift is derived as follows:

– If cIdx is equal to 0,

$$bdShift = BitDepth_Y + Log2(nTbS) - 5 \tag{8-270}$$

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– Otherwise,

$$bdShift = BitDepth_C + Log2(nTbS) - 5 \quad (8\text{-}271)$$

The list levelScale[ ] is specified as levelScale[k] = { 40, 45, 51, 57, 64, 72 } with k = 0..5.

For the derivation of the scaled transform coefficients d[x][y] with x = 0..nTbS − 1, y = 0..nTbS − 1, the following applies:

– The scaling factor m[x][y] is derived as follows:

  – If scaling_list_enabled_flag is equal to 0,

$$m[x][y] = 16 \quad (8\text{-}272)$$

  – Otherwise (scaling_list_enabled_flag is equal to 1),

$$m[x][y] = ScalingFactor[sizeId][matrixId][x][y] \quad (8\text{-}273)$$

Where sizeId is specified in Table 7-3 for the size of the quantization matrix equal to (nTbS)x(nTbS) and matrixId is specified in Table 7-4 for sizeId, CuPredMode[xTbY][yTbY], and cIdx, respectively.

– The scaled transform coefficient d[x][y] is derived as follows:

$$d[x][y] = Clip3(-32768, 32767, ((TransCoeffLevel[xTbY][yTbY][cIdx][x][y] * m[x][y] * levelScale[qP\%6] << (qP / 6)) + (1 << (bdShift - 1))) >> bdShift) \quad (8\text{-}274)$$

8.6.4 Transformation process for scaled transform coefficients

8.6.4.1 General

Inputs to this process are:

– a luma location (xTbY, yTbY) specifying the top-left sample of the current luma transform block relative to the top-left luma sample of the current picture,

– a variable nTbS specifying the size of the current transform block,

– a variable cIdx specifying the colour component of the current block,

– an (nTbS)x(nTbS) array d of scaled transform coefficients with elements d[x][y].

Output of this process is the (nTbS)x(nTbS) array r of residual samples with elements r[x][y].

Depending on the values of CuPredMode[xTbY][yTbY], nTbS, and cIdx, the variable trType is derived as follows:

– If CuPredMode[xTbY][yTbY] is equal to MODE_INTRA, nTbS is equal to 4, and cIdx is equal to 0, trType is set equal to 1.

– Otherwise, trType is set equal to 0.

The (nTbS)x(nTbS) array r of residual samples is derived as follows:

1. Each (vertical) column of scaled transform coefficients d[x][y] with x = 0..nTbS − 1, y = 0..nTbS − 1 is transformed to e[x][y] with x = 0..nTbS − 1, y = 0..nTbS − 1 by invoking the one-dimensional transformation process as specified in clause 8.6.4.2 for each column x = 0..nTbS − 1 with the size of the transform block nTbS, the list d[x][y] with y = 0..nTbS − 1, and the transform type variable trType as inputs, and the output is the list e[x][y] with y = 0..nTbS − 1.

2. The intermediate sample values g[x][y] with x = 0..nTbS − 1, y = 0..nTbS − 1 are derived as follows:

$$g[x][y] = Clip3(-32768, 32767, (e[x][y] + 64) >> 7) \quad (8\text{-}275)$$

3. Each (horizontal) row of the resulting array g[x][y] with x = 0..nTbS − 1, y = 0..nTbS − 1 is transformed to r[x][y] with x = 0..nTbS − 1, y = 0..nTbS − 1 by invoking the one-dimensional transformation process as specified in clause 8.6.4.2 for each row y = 0..nTbS − 1 with the size of the transform block nTbS, the list g[x][y] with x = 0..nTbS − 1, and the transform type variable trType as inputs, and the output is the list r[x][y] with x = 0..nTbS − 1.

8.6.4.2 Transformation process

Inputs to this process are:

– a variable nTbS specifying the sample size of scaled transform coefficients,

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– a list of scaled transform coefficients x with elements x[j], with j = 0..nTbS − 1.

– a transform type variable trType

Output of this process is the list of transformed samples y with elements y[i], with i = 0..nTbS − 1.

Depending on the value of trType, the following applies:

– If trType is equal to 1, the following transform matrix multiplication applies:

$$y[\,i\,] = \sum_{j=0}^{nTbS-1} transMatrix[i][\,j\,] * x[\,j\,] \text{ with } i = 0..nTbS - 1 \tag{8-276}$$

where the transform coefficient array transMatrix is specified as follows:

transMatrix = (8-277)

```
{
{29  55  74  84}
{74  74   0 -74}
{84 -29 -74  55}
{55 -84  74 -29}
}
```

– Otherwise (trType is equal to 0), the following transform matrix multiplication applies:

$$y[\,i\,] = \sum_{j=0}^{nTbS-1} transMatrix[i][\,j * 2^{5-Log2(nTbS)}\,] * x[\,j\,] \text{ with } i = 0..nTbS - 1, \tag{8-278}$$

where the transform coefficient array transMatrix is specified as follows:

transMatrix[m][n] = transMatrixCol0to15[m][n] with m = 0..15, n = 0...31 (8-279)

transMatrixCol0to15 = (8-280)

```
{
{64  64  64  64  64  64  64  64  64  64  64  64  64  64  64  64}
{90  90  88  85  82  78  73  67  61  54  46  38  31  22  13   4}
{90  87  80  70  57  43  25   9  -9 -25 -43 -57 -70 -80 -87 -90}
{90  82  67  46  22  -4 -31 -54 -73 -85 -90 -88 -78 -61 -38 -13}
{89  75  50  18 -18 -50 -75 -89 -89 -75 -50 -18  18  50  75  89}
{88  67  31 -13 -54 -82 -90 -78 -46  -4  38  73  90  85  61  22}
{87  57   9 -43 -80 -90 -70 -25  25  70  90  80  43  -9 -57 -87}
{85  46 -13 -67 -90 -73 -22  38  82  88  54  -4 -61 -90 -78 -31}
{83  36 -36 -83 -83 -36  36  83  83  36 -36 -83 -83 -36  36  83}
{82  22 -54 -90 -61  13  78  85  31 -46 -90 -67   4  73  88  38}
{80   9 -70 -87 -25  57  90  43 -43 -90 -57  25  87  70  -9 -80}
{78  -4 -82 -73  13  85  67 -22 -88 -61  31  90  54 -38 -90 -46}
{75 -18 -89 -50  50  89  18 -75 -75  18  89  50 -50 -89 -18  75}
{73 -31 -90 -22  78  67 -38 -90 -13  82  61 -46 -88  -4  85  54}
{70 -43 -87   9  90  25 -80 -57  57  80 -25 -90  -9  87  43 -70}
{67 -54 -78  38  85 -22 -90   4  90  13 -88 -31  82  46 -73 -61}
{64 -64 -64  64  64 -64 -64  64  64 -64 -64  64  64 -64 -64  64}
{61 -73 -46  82  31 -88 -13  90  -4 -90  22  85 -38 -78  54  67}
{57 -80 -25  90  -9 -87  43  70 -70 -43  87   9 -90  25  80 -57}
{54 -85  -4  88 -46 -61  82  13 -90  38  67 -78 -22  90 -31 -73}
{50 -89  18  75 -75 -18  89 -50 -50  89 -18 -75  75  18 -89  50}
{46 -90  38  54 -90  31  61 -88  22  67 -85  13  73 -82   4  78}
{43 -90  57  25 -87  70   9 -80  80  -9 -70  87 -25 -57  90 -43}
{38 -88  73  -4 -67  90 -46 -31  85 -78  13  61 -90  54  22 -82}
{36 -83  83 -36 -36  83 -83  36  36 -83  83 -36 -36  83 -83  36}
{31 -78  90 -61   4  54 -88  82 -38 -22  73 -90  67 -13 -46  85}
{25 -70  90 -80  43   9 -57  87 -87  57  -9 -43  80 -90  70 -25}
{22 -61  85 -90  73 -38  -4  46 -78  90 -82  54 -13 -31  67 -88}
{18 -50  75 -89  89 -75  50 -18 -18  50 -75  89 -89  75 -50  18}
{13 -38  61 -78  88 -90  85 -73  54 -31   4  22 -46  67 -82  90}
{ 9 -25  43 -57  70 -80  87 -90  90 -87  80 -70  57 -43  25  -9}
{ 4 -13  22 -31  38 -46  54 -61  67 -73  78 -82  85 -88  90 -90}
},
```


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transMatrix[m][n] = transMatrixCol16to31[m − 16][n] with m = 16..31, n = 0..31, (8-281)

transMatrixCol16to31 = (8-282)

```
{
{ 64  64  64  64  64  64  64  64  64  64  64  64  64  64  64  64}
{ -4 -13 -22 -31 -38 -46 -54 -61 -67 -73 -78 -82 -85 -88 -90 -90}
{-90 -87 -80 -70 -57 -43 -25  -9   9  25  43  57  70  80  87  90}
{ 13  38  61  78  88  90  85  73  54  31   4 -22 -46 -67 -82 -90}
{ 89  75  50  18 -18 -50 -75 -89 -89 -75 -50 -18  18  50  75  89}
{-22 -61 -85 -90 -73 -38   4  46  78  90  82  54  13 -31 -67 -88}
{-87 -57  -9  43  80  90  70  25 -25 -70 -90 -80 -43   9  57  87}
{ 31  78  90  61   4 -54 -88 -82 -38  22  73  90  67  13 -46 -85}
{ 83  36 -36 -83 -83 -36  36  83  83  36 -36 -83 -83 -36  36  83}
{-38 -88 -73  -4  67  90  46 -31 -85 -78 -13  61  90  54 -22 -82}
{-80  -9  70  87  25 -57 -90 -43  43  90  57 -25 -87 -70   9  80}
{ 46  90  38 -54 -90 -31  61  88  22 -67 -85 -13  73  82   4 -78}
{ 75 -18 -89 -50  50  89  18 -75 -75  18  89  50 -50 -89 -18  75}
{-54 -85   4  88  46 -61 -82  13  90  38 -67 -78  22  90  31 -73}
{-70  43  87  -9 -90 -25  80  57 -57 -80  25  90   9 -87 -43  70}
{ 61  73 -46 -82  31  88 -13 -90  -4  90  22 -85 -38  78  54 -67}
{ 64 -64 -64  64  64 -64 -64  64  64 -64 -64  64  64 -64 -64  64}
{-67 -54  78  38 -85 -22  90   4 -90  13  88 -31 -82  46  73 -61}
{-57  80  25 -90   9  87 -43 -70  70  43 -87  -9  90 -25 -80  57}
{ 73  31 -90  22  78 -67 -38  90 -13 -82  61  46 -88   4  85 -54}
{ 50 -89  18  75 -75 -18  89 -50 -50  89 -18 -75  75  18 -89  50}
{-78  -4  82 -73 -13  85 -67 -22  88 -61 -31  90 -54 -38  90 -46}
{-43  90 -57 -25  87 -70  -9  80 -80   9  70 -87  25  57 -90  43}
{ 82 -22 -54  90 -61 -13  78 -85  31  46 -90  67   4 -73  88 -38}
{ 36 -83  83 -36 -36  83 -83  36  36 -83  83 -36 -36  83 -83  36}
{-85  46  13 -67  90 -73  22  38 -82  88 -54  -4  61 -90  78 -31}
{-25  70 -90  80 -43  -9  57 -87  87 -57   9  43 -80  90 -70  25}
{ 88 -67  31  13 -54  82 -90  78 -46   4  38 -73  90 -85  61 -22}
{ 18 -50  75 -89  89 -75  50 -18 -18  50 -75  89 -89  75 -50  18}
{-90  82 -67  46 -22  -4  31 -54  73 -85  90 -88  78 -61  38 -13}
{ -9  25 -43  57 -70  80 -87  90 -90  87 -80  70 -57  43 -25   9}
{ 90 -90  88 -85  82 -78  73 -67  61 -54  46 -38  31 -22  13  -4}
}
```

8.6.5 Picture construction process prior to in-loop filter process

Inputs to this process are:

– a location (xCurr, yCurr) specifying the top-left sample of the current block relative to the top-left sample of the current picture component,

– a variable nCurrS specifying the size of the current block,

– a variable cIdx specifying the colour component of the current block,

– an (nCurrS)x(nCurrS) array predSamples specifying the predicted samples of the current block,

– an (nCurrS)x(nCurrS) array resSamples specifying the residual samples of the current block.

Depending on the value of the colour component cIdx, the following assignments are made:

– If cIdx is equal to 0, recSamples corresponds to the reconstructed picture sample array S_L and the function clipCidx1 corresponds to $Clip1_Y$.

– Otherwise, if cIdx is equal to 1, recSamples corresponds to the reconstructed chroma sample array S_{Cb} and the function clipCidx1 corresponds to $Clip1_C$.

– Otherwise (cIdx is equal to 2), recSamples corresponds to the reconstructed chroma sample array S_{Cr} and the function clipCidx1 corresponds to $Clip1_C$.

The (nCurrS)x(nCurrS) block of the reconstructed sample array recSamples at location (xCurr, yCurr) is derived as follows:

recSamples[xCurr + i][yCurr + j] = clipCidx1(predSamples[i][j] + resSamples[i][j]) (8-283)
with i = 0..nCurrS − 1, j = 0..nCurrS − 1

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8.7 In-loop filter process

8.7.1 General

The two in-loop filters, namely deblocking filter and sample adaptive offset filter, are applied as specified by the following ordered steps:

1. For the deblocking filter, the following applies:
   - The deblocking filter process as specified in clause 8.7.2 is invoked with the reconstructed picture sample arrays S_L, S_{Cb}, and S_{Cr} as inputs, and the modified reconstructed picture sample arrays S'_L, S'_{Cb}, and S'_{Cr} after deblocking as outputs.
   - The arrays S'_L, S'_{Cb}, S'_{Cr} are assigned to the arrays S_L, S_{Cb}, S_{Cr} (which represent the decoded picture), respectively.
2. When sample_adaptive_offset_enabled_flag is equal to 1, the following applies:
   - The sample adaptive offset process as specified in clause 8.7.3 is invoked with the reconstructed picture sample arrays S_L, S_{Cb}, and S_{Cr} as inputs, and the modified reconstructed picture sample arrays S'_L, S'_{Cb}, and S'_{Cr} after sample adaptive offset as outputs.
   - The arrays S'_L, S'_{Cb}, S'_{Cr} are assigned to the arrays S_L, S_{Cb}, S_{Cr} (which represent the decoded picture), respectively.

8.7.2 Deblocking filter process

8.7.2.1 General

Inputs to this process are the reconstructed picture sample arrays prior to deblocking $recPicture_L$, $recPicture_{Cb}$, and $recPicture_{Cr}$.

Outputs of this process are the modified reconstructed picture sample arrays after deblocking $recPicture_L$, $recPicture_{Cb}$, and $recPicture_{Cr}$.

The vertical edges in a picture are filtered first. Then the horizontal edges in a picture are filtered with samples modified by the vertical edge filtering process as input. The vertical and horizontal edges in the coding tree blocks of each coding tree unit are processed separately on a coding unit basis. The vertical edges of the coding blocks in a coding unit are filtered starting with the edge on the left-hand side of the coding blocks proceeding through the edges towards the right-hand side of the coding blocks in their geometrical order. The horizontal edges of the coding blocks in a coding unit are filtered starting with the edge on the top of the coding blocks proceeding through the edges towards the bottom of the coding blocks in their geometrical order.

NOTE – Although the filtering process is specified on a picture basis in this specification, the filtering process can be implemented on a coding unit basis with an equivalent result, provided the decoder properly accounts for the processing dependency order so as to produce the same output values.

The deblocking filter process is applied to all prediction block edges and transform block edges of a picture, except the edges that are at the boundary of the picture, for which the deblocking filter process is disabled by slice_deblocking_filter_disabled_flag, that coincide with tile boundaries when loop_filter_across_tiles_enabled_flag is equal to 0, or that coincide with upper or left slice boundaries of slices with slice_loop_filter_across_slices_enabled_flag equal to 0. For the transform units and prediction units with luma block edges less than 8 samples in either vertical or horizontal direction, only the edges lying on the 8x8 sample grid are filtered.

The edge type, vertical or horizontal, is represented by the variable edgeType as specified in Table 8-10.

Table 8-10 – Name of association to edgeType

edgeType	Name of edgeType
0 (vertical edge)	EDGE_VER
1 (horizontal edge)	EDGE_HOR

When slice_deblocking_filter_disabled_flag of the current slice is equal to 0, for each coding unit with luma coding block size log2CbSize and location of top-left sample of the luma coding block (xCb, yCb), the vertical edges are filtered by the following ordered steps:

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1. The luma coding block size nCbS is set equal to 1 << log2CbSize.
2. The variable filterLeftCbEdgeFlag is derived as follows:
   - If one or more of the following conditions are true, filterLeftCbEdgeFlag is set equal to 0:
     - The left boundary of the current luma coding block is the left boundary of the picture.
     - The left boundary of the current luma coding block is the left boundary of the tile and loop_filter_across_tiles_enabled_flag is equal to 0.
     - The left boundary of the current luma coding block is the left boundary of the slice and slice_loop_filter_across_slices_enabled_flag is equal to 0.
   - Otherwise, filterLeftCbEdgeFlag is set equal to 1.
3. All elements of the two-dimensional (nCbS)x(nCbS) array verEdgeFlags are initialized to be equal to zero.
4. The derivation process of transform block boundary specified in clause 8.7.2.2 is invoked with the luma location (xCb, yCb), the luma location (xB0, yB0) set equal to (0, 0), the transform block size log2TrafoSize set equal to log2CbSize, the variable trafoDepth set equal to 0, the variable filterLeftCbEdgeFlag, the array verEdgeFlags, and the variable edgeType set equal to EDGE_VER as inputs, and the modified array verEdgeFlags as output.
5. The derivation process of prediction block boundary specified in clause 8.7.2.3 is invoked with the luma coding block size log2CbSize, the prediction partition mode PartMode, the array verEdgeFlags, and the variable edgeType set equal to EDGE_VER as inputs, and the modified array verEdgeFlags as output.
6. The derivation process of the boundary filtering strength specified in clause 8.7.2.4 is invoked with the reconstructed luma picture sample array prior to deblocking $recPicture_L$, the luma location (xCb, yCb), the luma coding block size log2CbSize, the variable edgeType set equal to EDGE_VER, and the array verEdgeFlags as inputs, and an (nCbS)x(nCbS) array verBs as output.
7. The vertical edge filtering process for a coding unit as specified in clause 8.7.2.5.1 is invoked with the reconstructed picture sample arrays prior to deblocking $recPicture_L$, $recPicture_{Cb}$, and $recPicture_{Cr}$, the luma location (xCb, yCb), the luma coding block size log2CbSize, and the array verBs as inputs, and the modified reconstructed picture sample arrays $recPicture_L$, $recPicture_{Cb}$, and $recPicture_{Cr}$ as outputs.

When slice_deblocking_filter_disabled_flag of the current slice is equal to 0, for each coding unit with luma coding block size log2CbSize and location of top-left sample of the luma coding block (xCb, yCb), the horizontal edges are filtered by the following ordered steps:

1. The luma coding block size nCbS is set equal to 1 << log2CbSize.
2. The variable filterTopCbEdgeFlag is derived as follows:
   - If one or more of the following conditions are true, the variable filterTopCbEdgeFlag is set equal to 0:
     - The top boundary of the current luma coding block is the top boundary of the picture.
     - The top boundary of the current luma coding block is the top boundary of the tile and loop_filter_across_tiles_enabled_flag is equal to 0.
     - The top boundary of the current luma coding block is the top boundary of the slice and slice_loop_filter_across_slices_enabled_flag is equal to 0.
   - Otherwise, the variable filterTopCbEdgeFlag is set equal to 1.
3. All elements of the two-dimensional (nCbS)x(nCbS) array horEdgeFlags are initialized to zero.
4. The derivation process of transform block boundary specified in clause 8.7.2.2 is invoked with the luma location (xCb, yCb), the luma location (xB0, yB0) set equal to (0, 0), the transform block size log2TrafoSize set equal to log2CbSize, the variable trafoDepth set equal to 0, the variable filterTopCbEdgeFlag, the array horEdgeFlags, and the variable edgeType set equal to EDGE_HOR as inputs, and the modified array horEdgeFlags as output.
5. The derivation process of prediction block boundary specified in clause 8.7.2.3 is invoked with the luma coding block size log2CbSize, the prediction partition mode PartMode, the array horEdgeFlags, and the variable edgeType set equal to EDGE_HOR as inputs, and the modified array horEdgeFlags as output.
6. The derivation process of the boundary filtering strength specified in clause 8.7.2.4 is invoked with the reconstructed luma picture sample array prior to deblocking $recPicture_L$, the luma location (xCb, yCb), the

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luma coding block size log2CbSize, the variable edgeType set equal to EDGE_HOR, and the array horEdgeFlags as inputs, and an (nCbS)x(nCbS) array horBs as output.

7. The horizontal edge filtering process for a coding unit as specified in clause 8.7.2.5.2 is invoked with the modified reconstructed picture sample arrays $recPicture_L$, $recPicture_{Cb}$, and $recPicture_{Cr}$, the luma location (xCb, yCb), the luma coding block size log2CbSize and the array horBs as inputs, and the modified reconstructed picture sample arrays $recPicture_L$, $recPicture_{Cb}$, and $recPicture_{Cr}$ as outputs.

8.7.2.2 Derivation process of transform block boundary

Inputs to this process are:

– a luma location (xCb, yCb) specifying the top-left sample of the current luma coding block relative to the top-left luma sample of the current picture,

– a luma location (xB0, yB0) specifying the top-left sample of the current luma block relative to the top-left sample of the current luma coding block,

– a variable log2TrafoSize specifying the size of the current block,

– a variable trafoDepth,

– a variable filterEdgeFlag,

– a two-dimensional (nCbS)x(nCbS) array edgeFlags,

– a variable edgeType specifying whether a vertical (EDGE_VER) or a horizontal (EDGE_HOR) edge is filtered.

Output of this process is the modified two-dimensional (nCbS)x(nCbS) array edgeFlags.

Depending on the value of split_transform_flag[xCb + xB0][yCb + yB0][trafoDepth], the following applies:

– If split_transform_flag[xCb + xB0][yCb + yB0][trafoDepth] is equal to 1, the following ordered steps apply:

1. The variables xB1 and yB1 are derived as follows:
   – The variable xB1 is set equal to xB0 + (1 << (log2TrafoSize − 1)).
   – The variable yB1 is set equal to yB0 + (1 << (log2TrafoSize − 1)).
2. The derivation process of transform block boundary as specified in this clause is invoked with the luma location (xCb, yCb), the luma location (xB0, yB0), the variable log2TrafoSize set equal to log2TrafoSize − 1, the variable trafoDepth set equal to trafoDepth + 1, the variable filterEdgeFlag, the array edgeFlags, and the variable edgeType as inputs, and the output is the modified version of array edgeFlags.
3. The derivation process of transform block boundary as specified in this clause is invoked with the luma location (xCb, yCb), the luma location (xB1, yB0), the variable log2TrafoSize set equal to log2TrafoSize − 1, the variable trafoDepth set equal to trafoDepth + 1, the variable filterEdgeFlag, the array edgeFlags, and the variable edgeType as inputs, and the output is the modified version of array edgeFlags.
4. The derivation process of transform block boundary as specified in this clause is invoked with the luma location (xCb, yCb), the luma location (xB0, yB1), the variable log2TrafoSize set equal to log2TrafoSize − 1, the variable trafoDepth set equal to trafoDepth + 1, the variable filterEdgeFlag, the array edgeFlags, and the variable edgeType as inputs, and the output is the modified version of array edgeFlags.
5. The derivation process of transform block boundary as specified in this clause is invoked with the luma location (xCb, yCb), the luma location (xB1, yB1), the variable log2TrafoSize set equal to log2TrafoSize − 1, the variable trafoDepth set equal to trafoDepth + 1, the variable filterEdgeFlag, the array edgeFlags, and the variable edgeType as inputs, and the output is the modified version of array edgeFlags.

– Otherwise (split_transform_flag[xCb + xB0][yCb + yB0][trafoDepth] is equal to 0), the following applies:
  – If edgeType is equal to EDGE_VER, the value of edgeFlags[xB0][yB0 + k] for k = 0..(1 << log2TrafoSize) − 1 is derived as follows:
    – If xB0 is equal to 0, edgeFlags[xB0][yB0 + k] is set equal to filterEdgeFlag.
    – Otherwise, edgeFlags[xB0][yB0 + k] is set equal to 1.
  – Otherwise (edgeType is equal to EDGE_HOR), the value of edgeFlags[xB0 + k][yB0] for k = 0..(1 << log2TrafoSize) − 1 is derived as follows:
    – If yB0 is equal to 0, edgeFlags[xB0 + k][yB0] is set equal to filterEdgeFlag.

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– Otherwise, edgeFlags[xB0 + k][yB0] is set equal to 1.

8.7.2.3 Derivation process of prediction block boundary

Inputs to this process are:

– a variable log2CbSize specifying the luma coding block size,

– a prediction partition mode PartMode,

– a two-dimensional (nCbS)x(nCbS) array edgeFlags,

– a variable edgeType specifying whether a vertical (EDGE_VER) or a horizontal (EDGE_HOR) edge is filtered.

Output of this process is the modified two-dimensional (nCbS)x(nCbS) array edgeFlags.

Depending on the values of edgeType and PartMode, the following applies for k = 0..(1 << log2CbSize) − 1:

– If edgeType is equal to EDGE_VER, the following applies:
  – When PartMode is equal to PART_Nx2N or PART_NxN, edgeFlags[1 << (log2CbSize − 1)][k] is set equal to 1.
  – When PartMode is equal to PART_nLx2N, edgeFlags[1 << (log2CbSize − 2)][k] is set equal to 1.
  – When PartMode is equal to PART_nRx2N, edgeFlags[3 * (1 << (log2CbSize − 2))][k] is set equal to 1.
– Otherwise (edgeType is equal to EDGE_HOR), the following applies:
  – When PartMode is equal to PART_2NxN or PART_NxN, edgeFlags[k][1 << (log2CbSize − 1)] is set equal to 1.
  – When PartMode is equal to PART_2NxnU, edgeFlags[k][1 << (log2CbSize − 2)] is set equal to 1.
  – When PartMode is equal to PART_2NxnD, edgeFlags[k][3 * (1 << (log2CbSize − 2))] is set equal to 1.

8.7.2.4 Derivation process of boundary filtering strength

Inputs to this process are:

– a luma picture sample array $recPicture_L$,

– a luma location (xCb, yCb) specifying the top-left sample of the current luma coding block relative to the top-left luma sample of the current picture,

– a variable log2CbSize specifying the size of the current luma coding block,

– a variable edgeType specifying whether a vertical (EDGE_VER) or a horizontal (EDGE_HOR) edge is filtered,

– a two-dimensional (nCbS)x(nCbS) array edgeFlags.

Output of this process is a two-dimensional (nCbS)x(nCbS) array bS specifying the boundary filtering strength.

The variables xD_i, yD_j, xN, and yN are derived as follows:

– If edgeType is equal to EDGE_VER, xD_i is set equal to (i << 3), yD_j is set equal to (j << 2), xN is set equal to (1 << (log2CbSize − 3)) − 1, and yN is set equal to (1 << (log2CbSize − 2)) − 1.

– Otherwise (edgeType is equal to EDGE_HOR), xD_i is set equal to (i << 2), yD_j is set equal to (j << 3), xN is set equal to (1 << (log2CbSize − 2)) − 1, and yN is set equal to (1 << (log2CbSize − 3)) − 1.

For xD_i with i = 0..xN and yD_j with j = 0..yN, the following applies:

  – If edgeFlags[xD_i][yD_j] is equal to 0, the variable bS[xD_i][yD_j] is set equal to 0.
  – Otherwise (edgeFlags[xD_i][yD_j] is equal to 1), the following applies:
    – The sample values p_0 and q_0 are derived as follows:
      – If edgeType is equal to EDGE_VER, p_0 is set equal to $recPicture_L$[xCb + xD_i − 1][yCb + yD_j] and q_0 is set equal to $recPicture_L$[xCb + xD_i][yCb + yD_j].
      – Otherwise (edgeType is equal to EDGE_HOR), p_0 is set equal to $recPicture_L$[xCb + xD_i][yCb + yD_j − 1] and q_0 is set equal to $recPicture_L$[xCb + xD_i][yCb + yD_j].

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– The variable bS[xD_i][yD_j] is derived as follows:

  – If the sample p_0 or q_0 is in the luma coding block of a coding unit coded with intra prediction mode, bS[xD_i][yD_j] is set equal to 2.

  – Otherwise, if the block edge is also a transform block edge and the sample p_0 or q_0 is in a luma transform block which contains one or more non-zero transform coefficient levels, bS[xD_i][yD_j] is set equal to 1.

  – Otherwise, if one or more of the following conditions are true, bS[xD_i][yD_j] is set equal to 1:

    – For the prediction of the luma prediction block containing the sample p_0 different reference pictures or a different number of motion vectors are used than for the prediction of the luma prediction block containing the sample q_0.

      NOTE 1 – The determination of whether the reference pictures used for the two luma prediction blocks are the same or different is based only on which pictures are referenced, without regard to whether a prediction is formed using an index into reference picture list 0 or an index into reference picture list 1, and also without regard to whether the index position within a reference picture list is different.

      NOTE 2 – The number of motion vectors that are used for the prediction of a luma prediction block with top-left luma sample covering (xPb, yPb), is equal to PredFlagL0[xPb][yPb] + PredFlagL1[xPb][yPb].

    – One motion vector is used to predict the luma prediction block containing the sample p_0 and one motion vector is used to predict the luma prediction block containing the sample q_0, and the absolute difference between the horizontal or vertical component of the motion vectors used is greater than or equal to 4 in units of quarter luma samples.

    – Two motion vectors and two different reference pictures are used to predict the luma prediction block containing the sample p_0, two motion vectors for the same two reference pictures are used to predict the luma prediction block containing the sample q_0, and the absolute difference between the horizontal or vertical component of the two motion vectors used in the prediction of the two luma prediction blocks for the same reference picture is greater than or equal to 4 in units of quarter luma samples.

    – Two motion vectors for the same reference picture are used to predict the luma prediction block containing the sample p_0, two motion vectors for the same reference picture are used to predict the luma prediction block containing the sample q_0, and both of the following conditions are true:

      – The absolute difference between the horizontal or vertical component of list 0 motion vectors used in the prediction of the two luma prediction blocks is greater than or equal to 4 in quarter luma samples, or the absolute difference between the horizontal or vertical component of the list 1 motion vectors used in the prediction of the two luma prediction blocks is greater than or equal to 4 in units of quarter luma samples.

      – The absolute difference between the horizontal or vertical component of list 0 motion vector used in the prediction of the luma prediction block containing the sample p_0 and the list 1 motion vector used in the prediction of the luma prediction block containing the sample q_0 is greater than or equal to 4 in units of quarter luma samples, or the absolute difference between the horizontal or vertical component of the list 1 motion vector used in the prediction of the luma prediction block containing the sample p_0 and list 0 motion vector used in the prediction of the luma prediction block containing the sample q_0 is greater than or equal to 4 in units of quarter luma samples.

  – Otherwise, the variable bS[xD_i][yD_j] is set equal to 0.

8.7.2.5 Edge filtering process

8.7.2.5.1 Vertical edge filtering process

Inputs to this process are:

– the picture sample arrays $recPicture_L$, $recPicture_{Cb}$, and $recPicture_{Cr}$,

– a luma location (xCb, yCb) specifying the top-left sample of the current luma coding block relative to the top-left luma sample of the current picture,

– a variable log2CbSize specifying the size of the current luma coding block,

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– an array bS specifying the boundary filtering strength.

Outputs of this process are the modified picture sample arrays $recPicture_L$, $recPicture_{Cb}$, and $recPicture_{Cr}$.

The filtering process for edges in the luma coding block of the current coding unit consists of the following ordered steps:

1. The variable nD is set equal to 1 << (log2CbSize − 3).
2. For xD_k equal to k << 3 with k = 0..nD − 1 and yD_m equal to m << 2 with m = 0..nD * 2 − 1, the following applies:
   – When bS[xD_k][yD_m] is greater than 0, the following ordered steps apply:
     a. The decision process for luma block edges as specified in clause 8.7.2.5.3 is invoked with the luma picture sample array $recPicture_L$, the location of the luma coding block (xCb, yCb), the luma location of the block (xD_k, yD_m), a variable edgeType set equal to EDGE_VER, and the boundary filtering strength bS[xD_k][yD_m] as inputs, and the decisions dE, dEp, and dEq, and the variables β and t_C as outputs.
     b. The filtering process for luma block edges as specified in clause 8.7.2.5.4 is invoked with the luma picture sample array $recPicture_L$, the location of the luma coding block (xCb, yCb), the luma location of the block (xD_k, yD_m), a variable edgeType set equal to EDGE_VER, the decisions dE, dEp, and dEq, and the variables β and t_C as inputs, and the modified luma picture sample array $recPicture_L$ as output.

The filtering process for edges in the chroma coding blocks of current coding unit consists of the following ordered steps:

1. The variable nD is set equal to 1 << (log2CbSize − 3).
2. For xD_k equal to k << 2 with k = 0..nD − 1 and yD_m equal to m << 2 with m = 0..nD − 1, the following applies:
   – When bS[xD_k * 2][yD_m * 2] is equal to 2 and (((xCb / 2 + xD_k) >> 3) << 3) is equal to xCb / 2 + xD_k, the following ordered steps apply:
     a. The filtering process for chroma block edges as specified in clause 8.7.2.5.5 is invoked with the chroma picture sample array $recPicture_{Cb}$, the location of the chroma coding block (xCb / 2, yCb / 2), the chroma location of the block (xD_k, yD_m), a variable edgeType set equal to EDGE_VER, and a variable cQpPicOffset set equal to pps_cb_qp_offset as inputs, and the modified chroma picture sample array $recPicture_{Cb}$ as output.
     b. The filtering process for chroma block edges as specified in clause 8.7.2.5.5 is invoked with the chroma picture sample array $recPicture_{Cr}$, the location of the chroma coding block (xCb / 2, yCb / 2), the chroma location of the block (xD_k, yD_m), a variable edgeType set equal to EDGE_VER, and a variable cQpPicOffset set equal to pps_cr_qp_offset as inputs, and the modified chroma picture sample array $recPicture_{Cr}$ as output.

8.7.2.5.2 Horizontal edge filtering process

Inputs to this process are:

– the picture sample arrays $recPicture_L$, $recPicture_{Cb}$, and $recPicture_{Cr}$,

– a luma location (xCb, yCb) specifying the top-left sample of the current luma coding block relative to the top-left luma sample of the current picture,

– a variable log2CbSize specifying the size of the current luma coding block,

– an array bS specifying the boundary filtering strength.

Outputs of this process are the modified picture sample arrays $recPicture_L$, $recPicture_{Cb}$, and $recPicture_{Cr}$.

The filtering process for edges in the luma coding block of the current coding unit consists of the following ordered steps:

1. The variable nD is set equal to 1 << (log2CbSize − 3).
2. For yD_m equal to m << 3 with m = 0..nD − 1, and xD_k equal to k << 2 with k = 0..nD * 2 − 1, the following applies:

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– When bS[xD_k][yD_m] is greater than 0, the following ordered steps apply:

a. The decision process for luma block edges as specified in clause 8.7.2.5.3 is invoked with the luma picture sample array $recPicture_L$, the location of the luma coding block (xCb, yCb), the luma location of the block (xD_k, yD_m), a variable edgeType set equal to EDGE_HOR, and the boundary filtering strength bS[xD_k][yD_m] as inputs, and the decisions dE, dEp, and dEq, and the variables β and t_C as outputs.

b. The filtering process for luma block edges as specified in clause 8.7.2.5.4 is invoked with the luma picture sample array $recPicture_L$, the location of the luma coding block (xCb, yCb), the luma location of the block (xD_k, yD_m), a variable edgeType set equal to EDGE_HOR, the decisions dEp, dEp, and dEq, and the variables β and t_C as inputs, and the modified luma picture sample array $recPicture_L$ as output.

The filtering process for edges in the chroma coding blocks of current coding unit consists of the following ordered steps:

1. The variable nD is set equal to 1 << (log2CbSize − 3).
2. For yD_m equal to m << 2 with m = 0..nD − 1 and xD_k equal to k << 2 with k = 0..nD − 1, the following applies:

– When bS[xD_k * 2][yD_m * 2] is equal to 2 and (((yCb / 2 + yD_m) >> 3) << 3) is equal to yCb / 2 + yD_m, the following ordered steps apply:

a. The filtering process for chroma block edges as specified in clause 8.7.2.5.5 is invoked with the chroma picture sample array $recPicture_{Cb}$, the location of the chroma coding block (xCb / 2, yCb / 2), the chroma location of the block (xD_k, yD_m), a variable edgeType set equal to EDGE_HOR, and a variable cQpPicOffset set equal to pps_cb_qp_offset as inputs, and the modified chroma picture sample array $recPicture_{Cb}$ as output.

b. The filtering process for chroma block edges as specified in clause 8.7.2.5.5 is invoked with the chroma picture sample array $recPicture_{Cr}$, the location of the chroma coding block (xCb / 2, yCb / 2), the chroma location of the block (xD_k, yD_m), a variable edgeType set equal to EDGE_HOR, and a variable cQpPicOffset set equal to pps_cr_qp_offset as inputs, and the modified chroma picture sample array $recPicture_{Cr}$ as output.

8.7.2.5.3 Decision process for luma block edges

Inputs to this process are:

– a luma picture sample array $recPicture_L$,

– a luma location (xCb, yCb) specifying the top-left sample of the current luma coding block relative to the top-left luma sample of the current picture,

– a luma location (xBl, yBl) specifying the top-left sample of the current luma block relative to the top-left sample of the current luma coding block,

– a variable edgeType specifying whether a vertical (EDGE_VER) or a horizontal (EDGE_HOR) edge is filtered,

– a variable bS specifying the boundary filtering strength.

Outputs of this process are:

– the variables dE, dEp, and dEq containing decisions,

– the variables β and t_C.

If edgeType is equal to EDGE_VER, the sample values $p_{i,k}$ and $q_{i,k}$ with i = 0..3 and k = 0 and 3 are derived as follows:

$$q_{i,k} = recPicture_L[\ xCb + xBl + i\ ][\ yCb + yBl + k\ ] \quad (8\text{-}284)$$

$$p_{i,k} = recPicture_L[\ xCb + xBl - i - 1\ ][\ yCb + yBl + k\ ] \quad (8\text{-}285)$$

Otherwise (edgeType is equal to EDGE_HOR), the sample values $p_{i,k}$ and $q_{i,k}$ with i = 0..3 and k = 0 and 3 are derived as follows:

$$q_{i,k} = recPicture_L[\ xCb + xBl + k\ ][\ yCb + yBl + i\ ] \quad (8\text{-}286)$$

$$p_{i,k} = recPicture_L[\ xCb + xBl + k\ ][\ yCb + yBl - i - 1\ ] \quad (8\text{-}287)$$

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The variables Qp_Q and Qp_P are set equal to the Qp_Y values of the coding units which include the coding blocks containing the sample $q_{0,0}$ and $p_{0,0}$, respectively.

A variable qP_L is derived as follows:

$$qP_L = ((Qp_Q + Qp_P + 1) >> 1) \quad (8\text{-}288)$$

The value of the variable β′ is determined as specified in Table 8-11 based on the luma quantization parameter Q derived as follows:

$$Q = Clip3(0, 51, qP_L + (slice\_beta\_offset\_div2 << 1)) \quad (8\text{-}289)$$

where slice_beta_offset_div2 is the value of the syntax element slice_beta_offset_div2 for the slice that contains sample $q_{0,0}$.

The variable β is derived as follows:

$$\beta = \beta' * (1 << (BitDepth_Y - 8)) \quad (8\text{-}290)$$

The value of the variable t_C' is determined as specified in Table 8-11 based on the luma quantization parameter Q derived as follows:

$$Q = Clip3(0, 53, qP_L + 2 * (bS - 1) + (slice\_tc\_offset\_div2 << 1)) \quad (8\text{-}291)$$

where slice_tc_offset_div2 is the value of the syntax element slice_tc_offset_div2 for the slice that contains sample $q_{0,0}$.

The variable t_C is derived as follows:

$$t_C = t_C' * (1 << (BitDepth_Y - 8)) \quad (8\text{-}292)$$

Depending on the value of edgeType, the following applies:

– If edgeType is equal to EDGE_VER, the following ordered steps apply:

1. The variables dpq0, dpq3, dp, dq, and d are derived as follows:

$$dp0 = Abs(p_{2,0} - 2 * p_{1,0} + p_{0,0}) \quad (8\text{-}293)$$

$$dp3 = Abs(p_{2,3} - 2 * p_{1,3} + p_{0,3}) \quad (8\text{-}294)$$

$$dq0 = Abs(q_{2,0} - 2 * q_{1,0} + q_{0,0}) \quad (8\text{-}295)$$

$$dq3 = Abs(q_{2,3} - 2 * q_{1,3} + q_{0,3}) \quad (8\text{-}296)$$

$$dpq0 = dp0 + dq0 \quad (8\text{-}297)$$

$$dpq3 = dp3 + dq3 \quad (8\text{-}298)$$

$$dp = dp0 + dp3 \quad (8\text{-}299)$$

$$dq = dq0 + dq3 \quad (8\text{-}300)$$

$$d = dpq0 + dpq3 \quad (8\text{-}301)$$

2. The variables dE, dEp, and dEq are set equal to 0.
3. When d is less than β, the following ordered steps apply:
   a. The variable dpq is set equal to 2 * dpq0.
   b. For the sample location (xCb + xBl, yCb + yBl), the decision process for a luma sample as specified in clause 8.7.2.5.6 is invoked with sample values $p_{i,0}$, $q_{i,0}$ with i = 0..3, the variables dpq, β, and t_C as inputs, and the output is assigned to the decision dSam0.
   c. The variable dpq is set equal to 2 * dpq3.
   d. For the sample location (xCb + xBl, yCb + yBl + 3), the decision process for a luma sample as specified in clause 8.7.2.5.6 is invoked with sample values $p_{i,3}$, $q_{i,3}$ with i = 0..3, the variables dpq, β, and t_C as inputs, and the output is assigned to the decision dSam3.
   e. The variable dE is set equal to 1.
   f. When dSam0 is equal to 1 and dSam3 is equal to 1, the variable dE is set equal to 2.
   g. When dp is less than (β + (β >> 1)) >> 3, the variable dEp is set equal to 1.
   h. When dq is less than (β + (β >> 1)) >> 3, the variable dEq is set equal to 1.

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– Otherwise (edgeType is equal to EDGE_HOR), the following ordered steps apply:

1. The variables dpq0, dpq3, dp, dq, and d are derived as follows:

$$dp0 = Abs(p_{2,0} - 2 * p_{1,0} + p_{0,0}) \quad (8\text{-}302)$$

$$dp3 = Abs(p_{2,3} - 2 * p_{1,3} + p_{0,3}) \quad (8\text{-}303)$$

$$dq0 = Abs(q_{2,0} - 2 * q_{1,0} + q_{0,0}) \quad (8\text{-}304)$$

$$dq3 = Abs(q_{2,3} - 2 * q_{1,3} + q_{0,3}) \quad (8\text{-}305)$$

$$dpq0 = dp0 + dq0 \quad (8\text{-}306)$$

$$dpq3 = dp3 + dq3 \quad (8\text{-}307)$$

$$dp = dp0 + dp3 \quad (8\text{-}308)$$

$$dq = dq0 + dq3 \quad (8\text{-}309)$$

$$d = dpq0 + dpq3 \quad (8\text{-}310)$$

2. The variables dE, dEp, and dEq are set equal to 0.
3. When d is less than β, the following ordered steps apply:
   a. The variable dpq is set equal to 2 * dpq0.
   b. For the sample location (xCb + xBl, yCb + yBl), the decision process for a luma sample as specified in clause 8.7.2.5.6 is invoked with sample values $p_{0,0}$, $p_{3,0}$, $q_{0,0}$, and $q_{3,0}$, the variables dpq, β, and t_C as inputs, and the output is assigned to the decision dSam0.
   c. The variable dpq is set equal to 2 * dpq3.
   d. For the sample location (xCb + xBl + 3, yCb + yBl), the decision process for a luma sample as specified in clause 8.7.2.5.6 is invoked with sample values $p_{0,3}$, $p_{3,3}$, $q_{0,3}$, and $q_{3,3}$, the variables dpq, β, and t_C as inputs, and the output is assigned to the decision dSam3.
   e. The variable dE is set equal to 1.
   f. When dSam0 is equal to 1 and dSam3 is equal to 1, the variable dE is set equal to 2.
   g. When dp is less than (β + (β >> 1)) >> 3, the variable dEp is set equal to 1.
   h. When dq is less than (β + (β >> 1)) >> 3, the variable dEq is set equal to 1.

Table 8-11 – Derivation of threshold variables β′ and t_C′ from input Q

Q	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
β′	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	6	7	8
t_C′	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1
Q	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37
β′	9	10	11	12	13	14	15	16	17	18	20	22	24	26	28	30	32	34	36
t_C′	1	1	1	1	1	1	1	1	2	2	2	2	3	3	3	3	4	4	4
Q	38	39	40	41	42	43	44	45	46	47	48	49	50	51	52	53			
β′	38	40	42	44	46	48	50	52	54	56	58	60	62	64	-	-			
t_C′	5	5	6	6	7	8	9	10	11	13	14	16	18	20	22	24			

8.7.2.5.4 Filtering process for luma block edges

Inputs to this process are:

– a luma picture sample array $recPicture_L$,

– a luma location (xCb, yCb) specifying the top-left sample of the current luma coding block relative to the top-left luma sample of the current picture,

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– a luma location (xBl, yBl) specifying the top-left sample of the current luma block relative to the top-left sample of the current luma coding block,

– a variable edgeType specifying whether a vertical (EDGE_VER) or a horizontal (EDGE_HOR) edge is filtered,

– the variables dE, dEp, and dEq containing decisions,

– the variables β and t_C.

Output of this process is the modified luma picture sample array $recPicture_L$.

Depending on the value of edgeType, the following applies:

– If edgeType is equal to EDGE_VER, the following ordered steps apply:

1. The sample values $p_{i,k}$ and $q_{i,k}$ with i = 0..3 and k = 0..3 are derived as follows:

$$q_{i,k} = recPicture_L[\ xCb + xBl + i\ ][\ yCb + yBl + k\ ] \quad (8\text{-}311)$$

$$p_{i,k} = recPicture_L[\ xCb + xBl - i - 1\ ][\ yCb + yBl + k\ ] \quad (8\text{-}312)$$

2. When dE is not equal to 0, for each sample location (xCb + xBl, yCb + yBl + k), k = 0..3, the following ordered steps apply:

   a. The filtering process for a luma sample as specified in clause 8.7.2.5.7 is invoked with the sample values $p_{i,k}$, $q_{i,k}$ with i = 0..3, the locations (xP_i, yP_i) set equal to (xCb + xBl − i − 1, yCb + yBl + k) and (xQ_i, yQ_i) set equal to (xCb + xBl + i, yCb + yBl + k) with i = 0..2, the decision dE, the variables dEp and dEq, and the variable t_C as inputs, and the number of filtered samples nDp and nDq from each side of the block boundary, and the filtered sample values p_i' and q_j' as outputs.

   b. When nDp is greater than 0, the filtered sample values p_i' with i = 0..nDp − 1 replace the corresponding samples inside the sample array $recPicture_L$ as follows:

$$recPicture_L[\ xCb + xBl - i - 1\ ][\ yCb + yBl + k\ ] = p_i' \quad (8\text{-}313)$$

   c. When nDq is greater than 0, the filtered sample values q_j' with j = 0..nDq − 1 replace the corresponding samples inside the sample array $recPicture_L$ as follows:

$$recPicture_L[\ xCb + xBl + j\ ][\ yCb + yBl + k\ ] = q_j' \quad (8\text{-}314)$$

– Otherwise (edgeType is equal to EDGE_HOR), the following ordered steps apply:

1. The sample values $p_{i,k}$ and $q_{i,k}$ with i = 0..3 and k = 0..3 are derived as follows:

$$q_{i,k} = recPicture_L[\ xCb + xBl + k\ ][\ yCb + yBl + i\ ] \quad (8\text{-}315)$$

$$p_{i,k} = recPicture_L[\ xCb + xBl + k\ ][\ yCb + yBl - i - 1\ ] \quad (8\text{-}316)$$

2. When dE is not equal to 0, for each sample location (xCb + xBl + k, yCb + yBl), k = 0..3, the following ordered steps apply:

   a. The filtering process for a luma sample as specified in clause 8.7.2.5.7 is invoked with the sample values $p_{i,k}$, $q_{i,k}$ with i = 0..3, the locations (xP_i, yP_i) set equal to (xCb + xBl + k, yCb + yBl − i − 1) and (xQ_i, yQ_i) set equal to (xCb + xBl + k, yCb + yBl + i) with i = 0..2, the decision dE, the variables dEp and dEq, and the variable t_C as inputs, and the number of filtered samples nDp and nDq from each side of the block boundary and the filtered sample values p_i' and q_j' as outputs.

   b. When nDp is greater than 0, the filtered sample values p_i' with i = 0..nDp − 1 replace the corresponding samples inside the sample array $recPicture_L$ as follows:

$$recPicture_L[\ xCb + xBl + k\ ][\ yCb + yBl - i - 1\ ] = p_i' \quad (8\text{-}317)$$

   c. When nDq is greater than 0, the filtered sample values q_j' with j = 0..nDq − 1 replace the corresponding samples inside the sample array $recPicture_L$ as follows:

$$recPicture_L[\ xCb + xBl + k\ ][\ yCb + yBl + j\ ] = q_j' \quad (8\text{-}318)$$

8.7.2.5.5 Filtering process for chroma block edges

Inputs to this process are:

– a chroma picture sample array s′,

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– a chroma location (xCb, yCb) specifying the top-left sample of the current chroma coding block relative to the top-left chroma sample of the current picture,

– a chroma location (xBl, yBl) specifying the top-left sample of the current chroma block relative to the top-left sample of the current chroma coding block,

– a variable edgeType specifying whether a vertical (EDGE_VER) or a horizontal (EDGE_HOR) edge is filtered,

– a variable cQpPicOffset specifying the picture-level chroma quantization parameter offset.

Output of this process is the modified chroma picture sample array s′.

If edgeType is equal to EDGE_VER, the values p_i and q_i with i = 0..1 and k = 0..3 are derived as follows:

$$q_{i,k} = s'[\ xCb + xBl + i\ ][\ yCb + yBl + k\ ] \quad (8\text{-}319)$$

$$p_{i,k} = s'[\ xCb + xBl - i - 1\ ][\ yCb + yBl + k\ ] \quad (8\text{-}320)$$

Otherwise (edgeType is equal to EDGE_HOR), the sample values p_i and q_i with i = 0..1 and k = 0..3 are derived as follows:

$$q_{i,k} = s'[\ xCb + xBl + k\ ][\ yCb + yBl + i\ ] \quad (8\text{-}321)$$

$$p_{i,k} = s'[\ xCb + xBl + k\ ][\ yCb + yBl - i - 1\ ] \quad (8\text{-}322)$$

The variables Qp_Q and Qp_P are set equal to the Qp_Y values of the coding units which include the coding blocks containing the sample $q_{0,0}$ and $p_{0,0}$, respectively.

The variable Qp_C is determined as specified in Table 8-9 based on the index qPi derived as follows:

$$qPi = (\ (\ Qp_Q + Qp_P + 1\ )\ >>\ 1\ ) + cQpPicOffset \quad (8\text{-}323)$$

NOTE – The variable cQpPicOffset provides an adjustment for the value of pps_cb_qp_offset or pps_cr_qp_offset, according to whether the filtered chroma component is the Cb or Cr component. However, to avoid the need to vary the amount of the adjustment within the picture, the filtering process does not include an adjustment for the value of slice_cb_qp_offset or slice_cr_qp_offset.

The value of the variable t_C' is determined as specified in Table 8-11 based on the chroma quantization parameter Q derived as follows:

$$Q = Clip3(\ 0, 53, Qp_C + 2 + (\ slice\_tc\_offset\_div2\ <<\ 1\ )\ ) \quad (8\text{-}324)$$

where slice_tc_offset_div2 is the value of the syntax element slice_tc_offset_div2 for the slice that contains sample $q_{0,0}$.

The variable t_C is derived as follows:

$$t_C = t_C' * (\ 1\ <<\ (\ BitDepth_C - 8\ )\ ) \quad (8\text{-}325)$$

Depending on the value of edgeType, the following applies:

– If edgeType is equal to EDGE_VER, for each sample location (xCb + xBl, yCb + yBl + k), k = 0..3, the following ordered steps apply:

1. The filtering process for a chroma sample as specified in clause 8.7.2.5.8 is invoked with the sample values $p_{i,k}$, $q_{i,k}$, with i = 0..1, the locations (xCb + xBl − 1, yCb + yBl + k) and (xCb + xBl, yCb + yBl + k), and the variable t_C as inputs, and the filtered sample values p_0' and q_0' as outputs.
2. The filtered sample values p_0' and q_0' replace the corresponding samples inside the sample array s′ as follows:

$$s'[\ xCb + xBl\ ][\ yCb + yBl + k\ ] = q_0' \quad (8\text{-}326)$$

$$s'[\ xCb + xBl - 1\ ][\ yCb + yBl + k\ ] = p_0' \quad (8\text{-}327)$$

– Otherwise (edgeType is equal to EDGE_HOR), for each sample location (xCb + xBl + k, yCb + yBl), k = 0..3, the following ordered steps apply:

1. The filtering process for a chroma sample as specified in clause 8.7.2.5.8 is invoked with the sample values $p_{i,k}$, $q_{i,k}$, with i = 0..1, the locations (xCb + xBl + k, yCb + yBl − 1) and (xCb + xBl + k, yCb + yBl), and the variable t_C as inputs, and the filtered sample values p_0' and q_0' as outputs.
2. The filtered sample values p_0' and q_0' replace the corresponding samples inside the sample array s′ as follows:

$$s'[\ xCb + xBl + k\ ][\ yCb + yBl\ ] = q_0' \quad (8\text{-}328)$$

$$s'[\ xCb + xBl + k\ ][\ yCb + yBl - 1\ ] = p_0' \quad (8\text{-}329)$$

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8.7.2.5.6 Decision process for a luma sample

Inputs to this process are:

– the sample values p_0, p_3, q_0, and q_3,

– the variables dpq, β, and t_C.

Output of this process is the variable dSam containing a decision.

The variable dSam is specified as follows:

– If dpq is less than (β >> 2), Abs($p_3 - p_0$) + Abs($q_0 - q_3$) is less than (β >> 3), and Abs($p_0 - q_0$) is less than (5 * t_C + 1) >> 1, dSam is set equal to 1.

– Otherwise, dSam is set equal to 0.

8.7.2.5.7 Filtering process for a luma sample

Inputs to this process are:

– the luma sample values p_i and q_i with i = 0..3,

– the luma locations of p_i and q_i, (xP_i, yP_i) and (xQ_i, yQ_i) with i = 0..2,

– a variable dE,

– the variables dEp and dEq containing decisions to filter samples p1 and q1 respectively,

– a variable t_C.

Outputs of this process are:

– the number of filtered samples nDp and nDq,

– the filtered sample values p_i' and q_j' with i = 0..nDp − 1, j = 0..nDq − 1.

Depending on the value of dE, the following applies:

– If the variable dE is equal to 2, nDp and nDq are both set equal to 3, and the following strong filtering applies:

$$p_0' = \text{Clip3}(p_0 - 2 * t_C, p_0 + 2 * t_C, (p_2 + 2 * p_1 + 2 * p_0 + 2 * q_0 + q_1 + 4) >> 3) \quad (8\text{-}330)$$

$$p_1' = \text{Clip3}(p_1 - 2 * t_C, p_1 + 2 * t_C, (p_2 + p_1 + p_0 + q_0 + 2) >> 2) \quad (8\text{-}331)$$

$$p_2' = \text{Clip3}(p_2 - 2 * t_C, p_2 + 2*t_C, (2 * p_3 + 3 * p_2 + p_1 + p_0 + q_0 + 4) >> 3) \quad (8\text{-}332)$$

$$q_0' = \text{Clip3}(q_0 - 2 * t_C, q_0 + 2 * t_C, (p_1 + 2 * p_0 + 2 * q_0 + 2 * q_1 + q_2 + 4) >> 3) \quad (8\text{-}333)$$

$$q_1' = \text{Clip3}(q_1 - 2 * t_C, q_1 + 2 * t_C, (p_0 + q_0 + q_1 + q_2 + 2) >> 2) \quad (8\text{-}334)$$

$$q_2' = \text{Clip3}(q_2 - 2 * t_C, q_2 + 2 * t_C, (p_0 + q_0 + q_1 + 3 * q_2 + 2 * q_3 + 4) >> 3) \quad (8\text{-}335)$$

– Otherwise, nDp and nDq are set both equal to 0, and the following weak filtering applies:

  – The following applies:

$$\Delta = (9 * (q_0 - p_0) - 3 * (q_1 - p_1) + 8) >> 4 \quad (8\text{-}336)$$

  – When Abs(Δ) is less than t_C * 10, the following ordered steps apply:

    – The filtered sample values p_0' and q_0' are specified as follows:

$$\Delta = \text{Clip3}(-t_C, t_C, \Delta) \quad (8\text{-}337)$$

$$p_0' = \text{Clip1}_Y(p_0 + \Delta) \quad (8\text{-}338)$$

$$q_0' = \text{Clip1}_Y(q_0 - \Delta) \quad (8\text{-}339)$$

    – When dEp is equal to 1, the filtered sample value p_1' is specified as follows:

$$\Delta p = \text{Clip3}(-(t_C >> 1), t_C >> 1, (((p_2 + p_0 + 1) >> 1) - p_1 + \Delta) >> 1) \quad (8\text{-}340)$$

$$p_1' = \text{Clip1}_Y(p_1 + \Delta p) \quad (8\text{-}341)$$

    – When dEq is equal to 1, the filtered sample value q_1' is specified as follows:

$$\Delta q = \text{Clip3}(-(t_C >> 1), t_C >> 1, (((q_2 + q_0 + 1) >> 1) - q_1 - \Delta) >> 1) \quad (8\text{-}342)$$

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$$q_1' = \text{Clip1}_Y(q_1 + \Delta q) \quad (8\text{-}343)$$

– nDp is set equal to dEp + 1 and nDq is set equal to dEq + 1.

When nDp is greater than 0 and one or more of the following conditions are true, nDp is set equal to 0:

– pcm_loop_filter_disabled_flag is equal to 1 and pcm_flag[xP_0][yP_0] is equal to 1.

– cu_transquant_bypass_flag of the coding unit that includes the coding block containing the sample p_0 is equal to 1.

When nDq is greater than 0 and one or more of the following conditions are true, nDq is set equal to 0:

– pcm_loop_filter_disabled_flag is equal to 1 and pcm_flag[xQ_0][yQ_0] is equal to 1.

– cu_transquant_bypass_flag of the coding unit that includes the coding block containing the sample q_0 is equal to 1.

8.7.2.5.8 Filtering process for a chroma sample

Inputs to this process are:

– the chroma sample values p_i and q_i with i = 0..1,

– the chroma locations of p_0 and q_0, (xP_0, yP_0) and (xQ_0, yQ_0),

– a variable t_C.

Outputs of this process are the filtered sample values p_0' and q_0'.

The filtered sample values p_0' and q_0' are derived as follows:

$$\Delta = \text{Clip3}(-t_C, t_C, ((((q_0 - p_0) << 2) + p_1 - q_1 + 4) >> 3)) \quad (8\text{-}344)$$

$$p_0' = \text{Clip1}_C(p_0 + \Delta) \quad (8\text{-}345)$$

$$q_0' = \text{Clip1}_C(q_0 - \Delta) \quad (8\text{-}346)$$

When one or more of the following conditions are true, the filtered sample value, p_0' is substituted by the corresponding input sample value p_0:

– pcm_loop_filter_disabled_flag is equal to 1 and pcm_flag[2 * xP_0][2 * yP_0] is equal to 1.

– cu_transquant_bypass_flag of the coding unit that includes the coding block containing the sample p_0 is equal to 1.

When one or more of the following conditions are true, the filtered sample value, q_0' is substituted by the corresponding input sample value q_0:

– pcm_loop_filter_disabled_flag is equal to 1 and pcm_flag[2 * xQ_0][2 * yQ_0] is equal to 1.

– cu_transquant_bypass_flag of the coding unit that includes the coding block containing the sample q_0 is equal to 1.

8.7.3 Sample adaptive offset process

8.7.3.1 General

Inputs to this process are the reconstructed picture sample arrays prior to sample adaptive offset recPicture_L, recPicture_{Cb}, and recPicture_{Cr}.

Outputs of this process are the modified reconstructed picture sample arrays after sample adaptive offset saoPicture_L, saoPicture_{Cb}, and saoPicture_{Cr}.

This process is performed on a coding tree block basis after the completion of the deblocking filter process for the decoded picture.

The sample values in the modified reconstructed picture sample arrays saoPicture_L, saoPicture_{Cb}, and saoPicture_{Cr} are initially set equal to the sample values in the reconstructed picture sample arrays recPicture_L, recPicture_{Cb}, and recPicture_{Cr}.

For every coding tree unit with coding tree block location (rx, ry), where rx = 0..PicWidthInCtbsY − 1 and ry = 0..PicHeightInCtbsY − 1, the following applies:

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– When slice_sao_luma_flag of the current slice is equal to 1, the coding tree block modification process as specified in clause 8.7.3.2 is invoked with recPicture set equal to $recPicture_L$, cIdx set equal to 0, (rx, ry), and nCtbS set equal to CtbSizeY as inputs, and the modified luma picture sample array $saoPicture_L$ as output.

– When slice_sao_chroma_flag of the current slice is equal to 1, the coding tree block modification process as specified in clause 8.7.3.2 is invoked with recPicture set equal to $recPicture_{Cb}$, cIdx set equal to 1, (rx, ry), and nCtbS set equal to (1 << (CtbLog2SizeY − 1)) as inputs, and the modified chroma picture sample array $saoPicture_{Cb}$ as output.

– When slice_sao_chroma_flag of the current slice is equal to 1, the coding tree block modification process as specified in clause 8.7.3.2 is invoked with recPicture set equal to $recPicture_{Cr}$, cIdx set equal to 2, (rx, ry), and nCtbS set equal to (1 << (CtbLog2SizeY − 1)) as inputs, and the modified chroma picture sample array $saoPicture_{Cr}$ as output.

8.7.3.2 Coding tree block modification process

Inputs to this process are:

– the picture sample array recPicture for the colour component cIdx,

– a variable cIdx specifying the colour component index,

– a pair of variables (rx, ry) specifying the coding tree block location,

– the coding tree block size nCtbS.

Output of this process is a modified picture sample array saoPicture for the colour component cIdx.

The variable bitDepth is derived as follows:

– If cIdx is equal to 0, bitDepth is set equal to $BitDepth_Y$.

– Otherwise, bitDepth is set equal to $BitDepth_C$.

The location (xCtb, yCtb), specifying the top-left sample of the current coding tree block for the colour component cIdx relative to the top-left sample of the current picture component cIdx, is derived as follows:

$$(xCtb, yCtb) = (rx * nCtbS, ry * nCtbS) \quad (8\text{-}347)$$

The sample locations inside the current coding tree block are derived as follows:

$$(xS_i, yS_j) = (xCtb + i, yCtb + j) \quad (8\text{-}348)$$

$$(xY_i, yY_j) = (cIdx == 0) ? (xS_i, yS_j) : (xS_i << 1, yS_j << 1) \quad (8\text{-}349)$$

For all sample locations (xS_i, yS_j) and (xY_i, yY_j) with i = 0..nCtbS − 1 and j = 0..nCtbS − 1, depending on the values of pcm_loop_filter_disabled_flag, pcm_flag[xY_i][yY_j], and cu_transquant_bypass_flag of the coding unit which includes the coding block covering recPicture[xS_i][yS_j], the following applies:

– If one or more of the following conditions are true, saoPicture[xS_i][yS_j] is not modified:

  – pcm_loop_filter_disabled_flag and pcm_flag[xY_i][yY_j] are both equal to 1.

  – cu_transquant_bypass_flag is equal to 1.

  – SaoTypeIdx[cIdx][rx][ry] is equal to 0.

– Otherwise, if SaoTypeIdx[cIdx][rx][ry] is equal to 2, the following ordered steps apply:

  1. The values of hPos[k] and vPos[k] for k = 0..1 are specified in Table 8-12 based on SaoEoClass[cIdx][rx][ry].

  2. The variable edgeIdx is derived as follows:

     – The modified sample locations (xS_{ik}', yS_{jk}') and (xY_{ik}', yY_{jk}') are derived as follows:

$$(xS_{ik}', yS_{jk}') = (xS_i + hPos[k], yS_j + vPos[k]) \quad (8\text{-}350)$$

$$(xY_{ik}', yY_{jk}') = (cIdx == 0) ? (xS_{ik}', yS_{jk}') : (xS_{ik}' << 1, yS_{jk}' << 1) \quad (8\text{-}351)$$

     – If one or more of the following conditions for all sample locations (xS_{ik}', yS_{jk}') and (xY_{ik}', yY_{jk}') with k = 0..1 are true, edgeIdx is set equal to 0:

       – The sample at location (xS_{ik}', yS_{jk}') is outside the picture boundaries.

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- The sample at location (xS_{ik}', yS_{jk}') belongs to a different slice and one of the following two conditions is true:
  - MinTbAddrZs[xY_{ik}' >> Log2MinTrafoSize][yY_{jk}' >> Log2MinTrafoSize] is less than MinTbAddrZs[xY_i >> Log2MinTrafoSize][yY_j >> Log2MinTrafoSize] and slice_loop_filter_across_slices_enabled_flag in the slice which the sample recPicture[xS_i][yS_j] belongs to is equal to 0.
  - MinTbAddrZs[xY_i >> Log2MinTrafoSize][yY_j >> Log2MinTrafoSize] is less than MinTbAddrZs[xY_{ik}' >> Log2MinTrafoSize][yY_{jk}' >> Log2MinTrafoSize] and slice_loop_filter_across_slices_enabled_flag in the slice which the sample recPicture[xS_{ik}'][yS_{jk}'] belongs to is equal to 0.
- loop_filter_across_tiles_enabled_flag is equal to 0 and the sample at location (xS_{ik}', yS_{jk}') belongs to a different tile.

- Otherwise, edgeIdx is derived as follows:
  - The following applies:

$$edgeIdx = 2 + Sign(recPicture[xS_i][yS_j] - recPicture[xS_i + hPos[0]][yS_j + vPos[0]]) + Sign(recPicture[xS_i][yS_j] - recPicture[xS_i + hPos[1]][yS_j + vPos[1]]) \quad (8\text{-}352)$$

  - When edgeIdx is equal to 0, 1, or 2, edgeIdx is modified as follows:

$$edgeIdx = (edgeIdx == 2) ? 0 : (edgeIdx + 1) \quad (8\text{-}353)$$

3. The modified picture sample array saoPicture[xS_i][yS_j] is derived as follows:

$$saoPicture[xS_i][yS_j] = Clip3(0, (1 << bitDepth) - 1, recPicture[xS_i][yS_j] + SaoOffsetVal[cIdx][rx][ry][edgeIdx]) \quad (8\text{-}354)$$

- Otherwise (SaoTypeIdx[cIdx][rx][ry] is equal to 1), the following ordered steps apply:

1. The variable bandShift is set equal to bitDepth − 5.
2. The variable saoLeftClass is set equal to sao_band_position[cIdx][rx][ry].
3. The list bandTable is defined with 32 elements and all elements are initially set equal to 0. Then, four of its elements (indicating the starting position of bands for explicit offsets) are modified as follows:

```
for( k = 0; k < 4; k++ )
    bandTable[ ( k + saoLeftClass ) & 31 ] = k + 1
```
(8-355)

4. The variable bandIdx is set equal to bandTable[recPicture[xS_i][yS_j] >> bandShift].
5. The modified picture sample array saoPicture[xS_i][yS_j] is derived as follows:

$$saoPicture[xS_i][yS_j] = Clip3(0, (1 << bitDepth) - 1, recPicture[xS_i][yS_j] + SaoOffsetVal[cIdx][rx][ry][bandIdx]) \quad (8\text{-}356)$$

Table 8-12 – Specification of hPos and vPos according to the sample adaptive offset class

SaoEoClass[cIdx][rx][ry]	0	1	2	3
hPos[0]	−1	0	−1	1
hPos[1]	1	0	1	−1
vPos[0]	0	−1	−1	−1
vPos[1]	0	1	1	1

9 Parsing process

9.1 General

Inputs to this process are bits from the RBSP.

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Outputs of this process are syntax element values.

This process is invoked when the descriptor of a syntax element in the syntax tables in clause 7.3 is equal to ue(v), se(v) (see clause 9.2), or ae(v) (see clause 9.3).

9.2 Parsing process for 0-th order Exp-Golomb codes

9.2.1 General

This process is invoked when the descriptor of a syntax element in the syntax tables in clause 7.3 is equal to ue(v) or se(v).

Inputs to this process are bits from the RBSP.

Outputs of this process are syntax element values.

Syntax elements coded as ue(v) or se(v) are Exp-Golomb-coded. The parsing process for these syntax elements begins with reading the bits starting at the current location in the bitstream up to and including the first non-zero bit, and counting the number of leading bits that are equal to 0. This process is specified as follows:

```
leadingZeroBits = −1
for( b = 0; !b; leadingZeroBits++ )                                    (9-1)
    b = read_bits( 1 )
```

The variable codeNum is then assigned as follows:

$$codeNum = 2^{leadingZeroBits} - 1 + read\_bits(leadingZeroBits) \quad (9\text{-}2)$$

where the value returned from read_bits(leadingZeroBits) is interpreted as a binary representation of an unsigned integer with most significant bit written first.

Table 9-1 illustrates the structure of the Exp-Golomb code by separating the bit string into "prefix" and "suffix" bits. The "prefix" bits are those bits that are parsed as specified above for the computation of leadingZeroBits, and are shown as either 0 or 1 in the bit string column of Table 9-1. The "suffix" bits are those bits that are parsed in the computation of codeNum and are shown as x_i in Table 9-1, with i in the range of 0 to leadingZeroBits − 1, inclusive. Each x_i is equal to either 0 or 1.

Table 9-1 – Bit strings with "prefix" and "suffix" bits and assignment to codeNum ranges (informative)

Bit string form	Range of codeNum
1	0
0 1 x_0	1..2
0 0 1 x_1 x_0	3..6
0 0 0 1 x_2 x_1 x_0	7..14
0 0 0 0 1 x_3 x_2 x_1 x_0	15..30
0 0 0 0 0 1 x_4 x_3 x_2 x_1 x_0	31..62
…	…

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Table 9-2 illustrates explicitly the assignment of bit strings to codeNum values.

Table 9-2 – Exp-Golomb bit strings and codeNum in explicit form and used as ue(v) (informative)

Bit string	codeNum
1	0
0 1 0	1
0 1 1	2
0 0 1 0 0	3
0 0 1 0 1	4
0 0 1 1 0	5
0 0 1 1 1	6
0 0 0 1 0 0 0	7
0 0 0 1 0 0 1	8
0 0 0 1 0 1 0	9
…	…

Depending on the descriptor, the value of a syntax element is derived as follows:

– If the syntax element is coded as ue(v), the value of the syntax element is equal to codeNum.

– Otherwise (the syntax element is coded as se(v)), the value of the syntax element is derived by invoking the mapping process for signed Exp-Golomb codes as specified in clause 9.2.2 with codeNum as input.

9.2.2 Mapping process for signed Exp-Golomb codes

Input to this process is codeNum as specified in clause 9.2.

Output of this process is a value of a syntax element coded as se(v).

The syntax element is assigned to the codeNum by ordering the syntax element by its absolute value in increasing order and representing the positive value for a given absolute value with the lower codeNum. Table 9-3 provides the assignment rule.

Table 9-3 – Assignment of syntax element to codeNum for signed Exp-Golomb coded syntax elements se(v)

codeNum	syntax element value
0	0
1	1
2	−1
3	2
4	−2
5	3
6	−3
k	$(-1)^{k+1}$ Ceil(k ÷ 2)

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9.3 CABAC parsing process for slice segment data

9.3.1 General

This process is invoked when parsing syntax elements with descriptor ae(v) in clauses 7.3.8.1 through 7.3.8.11.

Inputs to this process are a request for a value of a syntax element and values of prior parsed syntax elements.

Output of this process is the value of the syntax element.

The initialization process of the CABAC parsing process as specified in clause 9.3.2 is invoked when starting the parsing of one or more of the following:

– the slice segment data syntax specified in clause 7.3.8.1

– the coding tree unit syntax specified in clause 7.3.8.2 and the coding tree unit is the first coding tree unit in a tile

– the coding tree unit syntax specified in clause 7.3.8.2, entropy_coding_sync_enabled_flag is equal to 1, and the associated luma coding tree block is the first luma coding tree block in a coding tree unit row

The parsing of syntax elements proceeds as follows:

For each requested value of a syntax element a binarization is derived as specified in clause 9.3.3.

The binarization for the syntax element and the sequence of parsed bins determines the decoding process flow as described in clause 9.3.4.

In case the request for a value of a syntax element is processed for the syntax element pcm_flag and the decoded value of pcm_flag is equal to 1, the decoding engine is initialized after the decoding of any pcm_alignment_zero_bit and all pcm_sample_luma and pcm_sample_chroma data as specified in clause 9.3.2.5.

The storage process for context variables is applied as follows:

– When ending the parsing of the coding tree unit syntax in clause 7.3.8.2, entropy_coding_sync_enabled_flag is equal to 1 and CtbAddrInRs % PicWidthInCtbsY is equal to 1, the storage process for context variables as specified in clause 9.3.2.3 is invoked with TableStateIdxWpp and TableMpsValWpp as outputs.

– When ending the parsing of the general slice segment data syntax in clause 7.3.8.1, dependent_slice_segments_enabled_flag is equal to 1 and end_of_slice_segment_flag is equal to 1, the storage process for context variables as specified in clause 9.3.2.3 is invoked with TableStateIdxDs and TableMpsValDs as outputs.

The whole CABAC parsing process for a syntax element synEl is illustrated in Figure 9-1.

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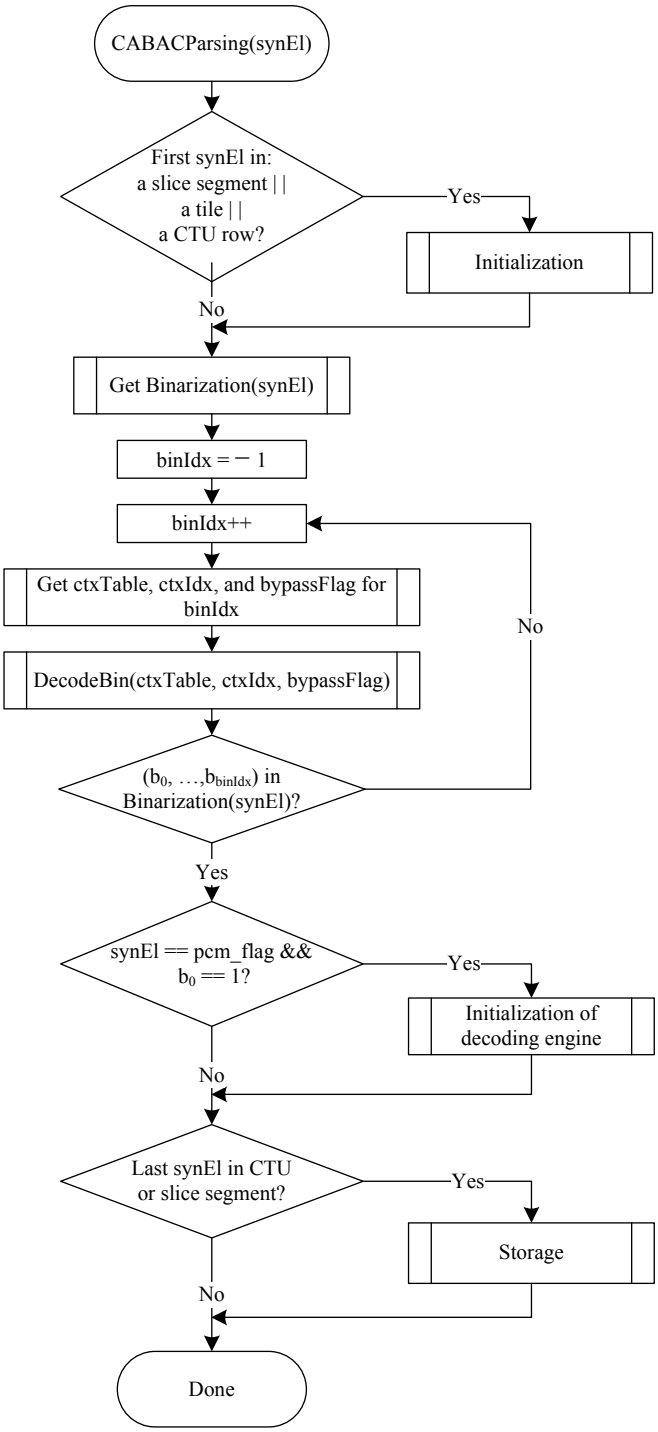


Figure 9-1 – Illustration of CABAC parsing process for a syntax element synEl (informative)

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9.3.2 Initialization process

9.3.2.1 General

Outputs of this process are initialized CABAC internal variables.

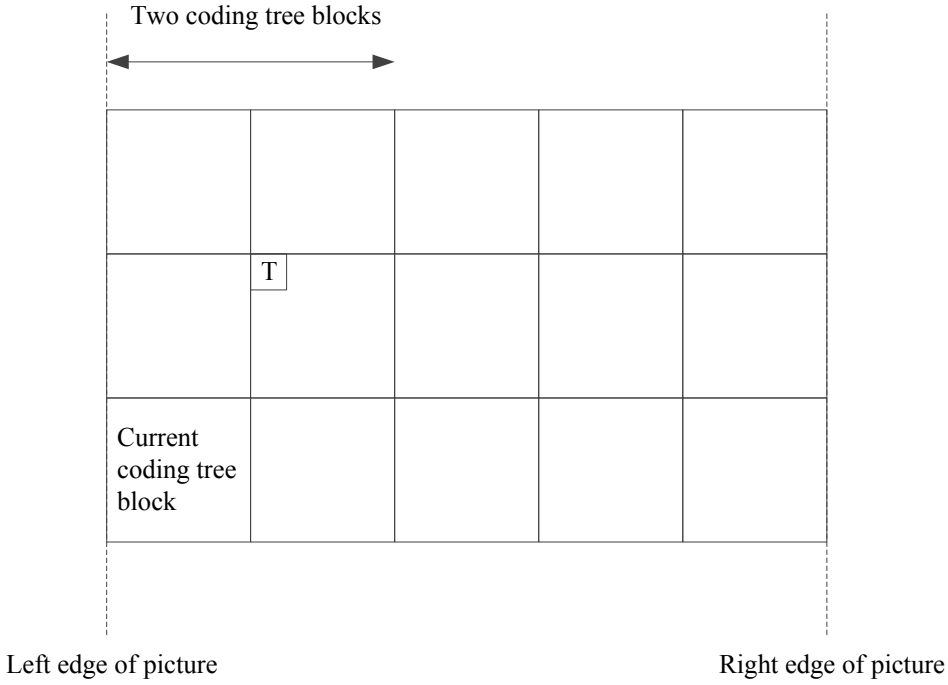


Figure 9-2 – Spatial neighbour T that is used to invoke the coding tree block availability derivation process relative to the current coding tree block (informative)

The context variables of the arithmetic decoding engine are initialized as follows:

– If the coding tree unit is the first coding tree unit in a tile, the initialization process for context variables is invoked as specified in clause 9.3.2.2.

– Otherwise, if entropy_coding_sync_enabled_flag is equal to 1 and CtbAddrInRs % PicWidthInCtbsY is equal to 0, the following applies:

  – The location (xNbT, yNbT) of the top-left luma sample of the spatial neighbouring block T (Figure 9-2) is derived using the location (x0, y0) of the top-left luma sample of the current coding tree block as follows:

    $$(xNbT, yNbT) = (x0 + CtbSizeY, y0 - CtbSizeY) \quad (9\text{-}3)$$

  – The availability derivation process for a block in z-scan order as specified in clause 6.4.1 is invoked with the location (xCurr, yCurr) set equal to (x0, y0) and the neighbouring location (xNbY, yNbY) set equal to (xNbT, yNbT) as inputs, and the output is assigned to availableFlagT.

  – The synchronization process for context variables is invoked as follows:

    – If availableFlagT is equal to 1, the synchronization process for context variables as specified in clause 9.3.2.4 is invoked with TableStateIdxWpp and TableMpsValWpp as inputs.

    – Otherwise, the initialization process for context variables is invoked as specified in clause 9.3.2.2.

– Otherwise, if CtbAddrInRs is equal to slice_segment_address and dependent_slice_segment_flag is equal to 1, the synchronization process for context variables as specified in clause 9.3.2.4 is invoked with TableStateIdxDs and TableMpsValDs as inputs.

– Otherwise, the initialization process for context variables is invoked as specified in clause 9.3.2.2.

The initialization process for the arithmetic decoding engine is invoked as specified in clause 9.3.2.5.

The whole initialization process for a syntax element synEl is illustrated in the flowchart of Figure 9-3.

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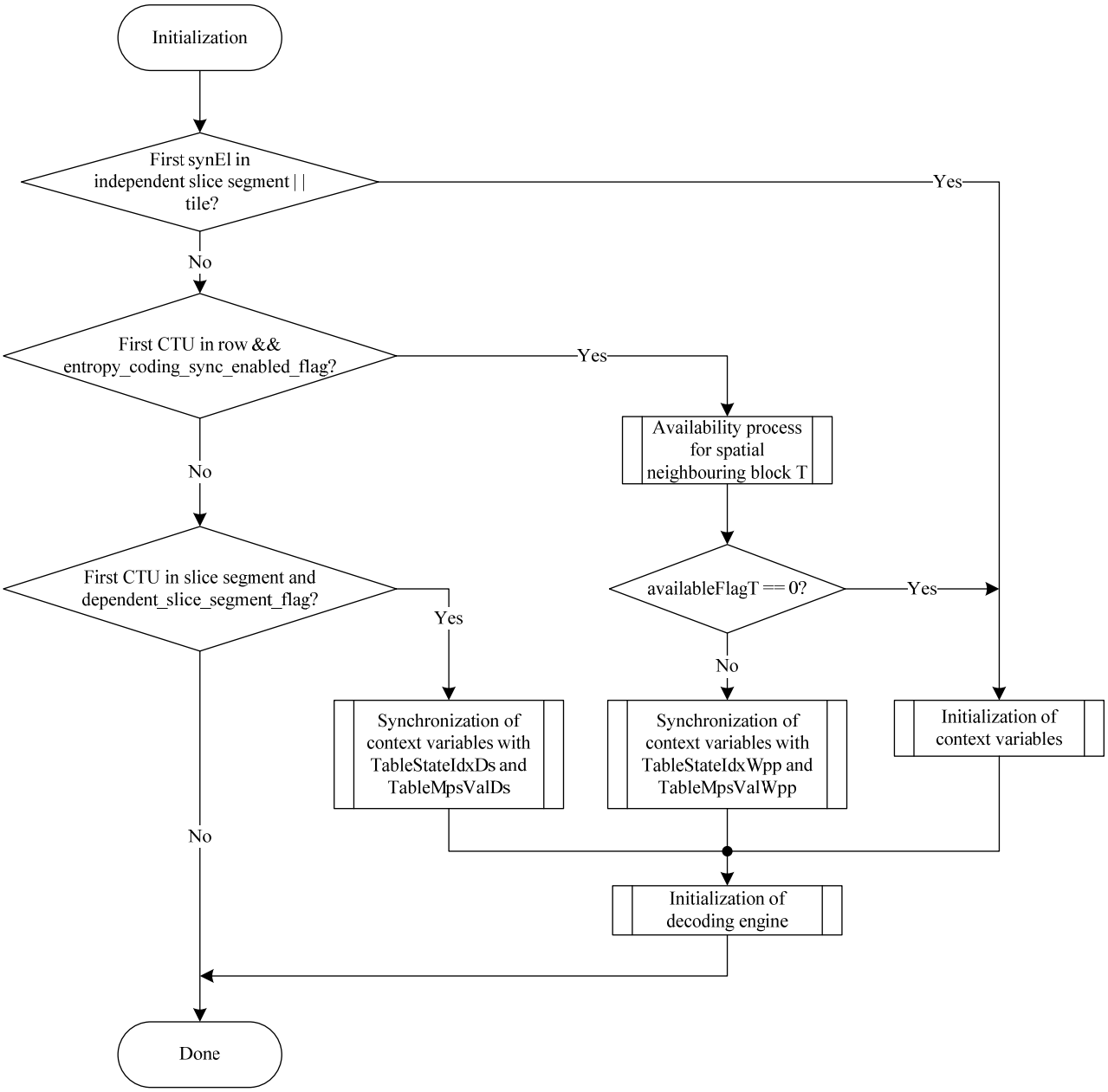


Figure 9-3 – Illustration of CABAC initialization process (informative)

9.3.2.2 Initialization process for context variables

Outputs of this process are the initialized CABAC context variables indexed by ctxTable and ctxIdx.

Table 9-5 to Table 9-31 contain the values of the 8 bit variable initValue used in the initialization of context variables that are assigned to all syntax elements in clauses 7.3.8.1 through 7.3.8.11, except end_of_slice_segment_flag, end_of_sub_stream_one_bit, and pcm_flag.

For each context variable, the two variables pStateIdx and valMps are initialized.

NOTE 1 – The variable pStateIdx corresponds to a probability state index and the variable valMps corresponds to the value of the most probable symbol as further described in clause 9.3.4.3.

From the 8 bit table entry initValue, the two 4 bit variables slopeIdx and offsetIdx are derived as follows:

$$\begin{aligned} slopeIdx &= initValue \gg 4 \\ offsetIdx &= initValue \,\&\, 15 \end{aligned} \tag{9-4}$$

The variables m and n, used in the initialization of context variables, are derived from slopeIdx and offsetIdx as follows:

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```
m = slopeIdx * 5 − 45
n = ( offsetIdx << 3 ) − 16                                                    (9-5)
```

The two values assigned to pStateIdx and valMps for the initialization are derived from $SliceQp_Y$, which is derived in Equation 7-40. Given the variables m and n, the initialization is specified as follows:

```
preCtxState = Clip3( 1, 126, ( ( m * Clip3( 0, 51, SliceQpY ) ) >> 4 ) + n )
valMps = ( preCtxState <= 63 ) ? 0 : 1
pStateIdx = valMps ? ( preCtxState − 64 ) : ( 63 − preCtxState )              (9-6)
```

In Table 9-4, the ctxIdx for which initialization is needed for each of the three initialization types, specified by the variable initType, are listed. Also listed is the table number that includes the values of initValue needed for the initialization. For P and B slice types, the derivation of initType depends on the value of the cabac_init_flag syntax element. The variable initType is derived as follows:

```
if( slice_type == I )
    initType = 0
else if( slice_type == P )
    initType = cabac_init_flag ? 2 : 1                                         (9-7)
else
    initType = cabac_init_flag ? 1 : 2
```


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Table 9-4 – Association of ctxIdx and syntax elements for each initializationType in the initialization process

Syntax structure	Syntax element	ctxTable	initType		
			0	1	2
sao( )	sao_merge_left_flag sao_merge_up_flag	Table 9-5	0	1	2
	sao_type_idx_luma sao_type_idx_chroma	Table 9-6	0	1	2
coding_quadtree( )	split_cu_flag[ ][ ]	Table 9-7	0..2	3..5	6..8
coding_unit( )	cu_transquant_bypass_flag	Table 9-8	0	1	2
	cu_skip_flag	Table 9-9		0..2	3..5
	pred_mode_flag	Table 9-10		0	1
	part_mode	Table 9-11	0	1..4	5..8
	prev_intra_luma_pred_flag[ ][ ]	Table 9-12	0	1	2
	intra_chroma_pred_mode[ ][ ]	Table 9-13	0	1	2
	rqt_root_cbf	Table 9-14		0	1
prediction_unit( )	merge_flag[ ][ ]	Table 9-15		0	1
	merge_idx[ ][ ]	Table 9-16		0	1
	inter_pred_idc[ ][ ]	Table 9-17		0..4	5..9
	ref_idx_l0[ ][ ], ref_idx_l1[ ][ ]	Table 9-18		0..1	2..3
	mvp_l0_flag[ ][ ], mvp_l1_flag[ ][ ]	Table 9-19		0	1
transform_tree( )	split_transform_flag[ ][ ][ ]	Table 9-20	0..2	3..5	6..8
	cbf_luma[ ][ ][ ]	Table 9-21	0..1	2..3	4..5
	cbf_cb[ ][ ][ ], cbf_cr[ ][ ][ ]	Table 9-22	0..3	4..7	8..11
mvd_coding( )	abs_mvd_greater0_flag[ ]	Table 9-23		0	2
	abs_mvd_greater1_flag[ ]	Table 9-23		1	3
transform_unit( )	cu_qp_delta_abs	Table 9-24	0..1	2..3	4..5
residual_coding( )	transform_skip_flag[ ][ ][0]	Table 9-25	0	1	2
	transform_skip_flag[ ][ ][1] transform_skip_flag[ ][ ][2]	Table 9-25	3	4	5
	last_sig_coeff_x_prefix	Table 9-26	0..17	18..35	36..53
	last_sig_coeff_y_prefix	Table 9-27	0..17	18..35	36..53
	coded_sub_block_flag[ ][ ]	Table 9-28	0..3	4..7	8..11
	sig_coeff_flag[ ][ ]	Table 9-29	0..41	42..83	84..125
	coeff_abs_level_greater1_flag[ ]	Table 9-30	0..23	24..47	48..71
	coeff_abs_level_greater2_flag[ ]	Table 9-31	0..5	6..11	12..17

NOTE 2 – ctxTable equal to 0 and ctxIdx equal to 0 are associated with end_of_slice_segment_flag, end_of_sub_stream_one_bit, and pcm_flag. The decoding process specified in clause 9.3.4.3.5 applies to ctxTable equal to 0 and ctxIdx equal to 0. This decoding process, however, may also be implemented by using the decoding process specified in clause 9.3.4.3.2. In this case, the initial values associated with ctxTable equal to 0 and ctxIdx equal to 0 are specified to be pStateIdx = 63 and valMps = 0, where pStateIdx = 63 represents a non-adapting probability state.

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Table 9-5 – Values of initValue for ctxIdx of sao_merge_left_flag and sao_merge_up_flag

Initialization variable	ctxIdx of sao_merge_left_flag and sao_merge_up_flag		
	0	1	2
initValue	153	153	153

Table 9-6 – Values of initValue for ctxIdx of sao_type_idx_luma and sao_type_idx_chroma

Initialization variable	ctxIdx of sao_type_idx_luma and sao_type_idx_chroma		
	0	1	2
initValue	200	185	160

Table 9-7 – Values of initValue for ctxIdx of split_cu_flag

Initialization variable	ctxIdx of split_cu_flag								
	0	1	2	3	4	5	6	7	8
initValue	139	141	157	107	139	126	107	139	126

Table 9-8 – Values of initValue for ctxIdx of cu_transquant_bypass_flag

Initialization variable	ctxIdx of cu_transquant_bypass_flag		
	0	1	2
initValue	154	154	154

Table 9-9 – Values of initValue for ctxIdx of cu_skip_flag

Initialization variable	ctxIdx of cu_skip_flag					
	0	1	2	3	4	5
initValue	197	185	201	197	185	201

Table 9-10 – Values of initValue for ctxIdx of pred_mode_flag

Initialization variable	ctxIdx of pred_mode_flag	
	0	1
initValue	149	134

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Table 9-11 – Values of initValue for ctxIdx of part_mode

Initialization variable	ctxIdx of part_mode								
	0	1	2	3	4	5	6	7	8
initValue	184	154	139	154	154	154	139	154	154

Table 9-12 – Values of initValue for ctxIdx of prev_intra_luma_pred_flag

Initialization variable	ctxIdx of prev_intra_luma_pred_flag		
	0	1	2
initValue	184	154	183

Table 9-13 – Values of initValue for ctxIdx of intra_chroma_pred_mode

Initialization variable	ctxIdx of intra_chroma_pred_mode		
	0	1	2
initValue	63	152	152

Table 9-14 – Values of initValue for ctxIdx of rqt_root_cbf

Initialization variable	ctxIdx of rqt_root_cbf	
	0	1
initValue	79	79

Table 9-15 – Value of initValue for ctxIdx of merge_flag

Initialization variable	ctxIdx of merge_flag	
	0	1
initValue	110	154

Table 9-16 – Values of initValue for ctxIdx of merge_idx

Initialization variable	ctxIdx of merge_idx	
	0	1
initValue	122	137

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Table 9-17 – Values of initValue for ctxIdx of inter_pred_idc

Initialization variable	ctxIdx of inter_pred_idc									
	0	1	2	3	4	5	6	7	8	9
initValue	95	79	63	31	31	95	79	63	31	31

Table 9-18 – Values of initValue for ctxIdx of ref_idx_l0 and ref_idx_l1

Initialization variable	ctxIdx of ref_idx_l0 and ref_idx_l1			
	0	1	2	3
initValue	153	153	153	153

Table 9-19 – Values of initValue for ctxIdx of mvp_l0_flag and mvp_l1_flag

Initialization variable	ctxIdx of mvp_l0_flag and mvp_l1_flag	
	0	1
initValue	168	168

Table 9-20 – Values of initValue for ctxIdx of split_transform_flag

Initialization variable	ctxIdx of split_transform_flag								
	0	1	2	3	4	5	6	7	8
initValue	153	138	138	124	138	94	224	167	122

Table 9-21 – Values of initValue for ctxIdx of cbf_luma

Initialization variable	ctxIdx of cbf_luma					
	0	1	2	3	4	5
initValue	111	141	153	111	153	111

Table 9-22 – Values of initValue for ctxIdx of cbf_cb and cbf_cr

Initialization variable	ctxIdx of cbf_cb and cbf_cr											
	0	1	2	3	4	5	6	7	8	9	10	11
initValue	94	138	182	154	149	107	167	154	149	92	167	154

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Table 9-23 – Values of initValue for ctxIdx of abs_mvd_greater0_flag and abs_mvd_greater1_flag

Initialization variable	ctxIdx of abs_mvd_greater0_flag and abs_mvd_greater1_flag			
	0	1	2	3
initValue	140	198	169	198

Table 9-24 – Values of initValue for ctxIdx of cu_qp_delta_abs

Initialization variable	ctxIdx of cu_qp_delta_abs					
	0	1	2	3	4	5
initValue	154	154	154	154	154	154

Table 9-25 – Values of initValue for ctxIdx of transform_skip_flag

Initialization variable	ctxIdx of transform_skip_flag					
	0	1	2	3	4	5
initValue	139	139	139	139	139	139

Table 9-26 – Values of initValue for ctxIdx of last_sig_coeff_x_prefix

Initialization variable	ctxIdx of last_sig_coeff_x_prefix																	
	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17
initValue	110	110	124	125	140	153	125	127	140	109	111	143	127	111	79	108	123	63
	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35
initValue	125	110	94	110	95	79	125	111	110	78	110	111	111	95	94	108	123	108
	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	51	52	53
initValue	125	110	124	110	95	94	125	111	111	79	125	126	111	111	79	108	123	93

Table 9-27 – Values of initValue for ctxIdx of last_sig_coeff_y_prefix

Initialization variable	ctxIdx of last_sig_coeff_y_prefix																	
	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17
initValue	110	110	124	125	140	153	125	127	140	109	111	143	127	111	79	108	123	63
	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35
initValue	125	110	94	110	95	79	125	111	110	78	110	111	111	95	94	108	123	108
	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	51	52	53
initValue	125	110	124	110	95	94	125	111	111	79	125	126	111	111	79	108	123	93

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Table 9-28 – Values of initValue for ctxIdx of coded_sub_block_flag

Initialization variable	ctxIdx of coded_sub_block_flag											
	0	**1**	**2**	**3**	**4**	**5**	**6**	**7**	**8**	**9**	**10**	**11**
initValue	91	171	134	141	121	140	61	154	121	140	61	154

Table 9-29 – Values of initValue for ctxIdx of sig_coeff_flag

Initialization variable	ctxIdx of sig_coeff_flag															
	0	**1**	**2**	**3**	**4**	**5**	**6**	**7**	**8**	**9**	**10**	**11**	**12**	**13**	**14**	**15**
initValue	111	111	125	110	110	94	124	108	124	107	125	141	179	153	125	107
	16	**17**	**18**	**19**	**20**	**21**	**22**	**23**	**24**	**25**	**26**	**27**	**28**	**29**	**30**	**31**
initValue	125	141	179	153	125	107	125	141	179	153	125	140	139	182	182	152
	32	**33**	**34**	**35**	**36**	**37**	**38**	**39**	**40**	**41**	**42**	**43**	**44**	**45**	**46**	**47**
initValue	136	152	136	153	136	139	111	136	139	111	155	154	139	153	139	123
	48	**49**	**50**	**51**	**52**	**53**	**54**	**55**	**56**	**57**	**58**	**59**	**60**	**61**	**62**	**63**
initValue	123	63	153	166	183	140	136	153	154	166	183	140	136	153	154	166
	64	**65**	**66**	**67**	**68**	**69**	**70**	**71**	**72**	**73**	**74**	**75**	**76**	**77**	**78**	**79**
initValue	183	140	136	153	154	170	153	123	123	107	121	107	121	167	151	183
	80	**81**	**82**	**83**	**84**	**85**	**86**	**87**	**88**	**89**	**90**	**91**	**92**	**93**	**94**	**95**
initValue	140	151	183	140	170	154	139	153	139	123	123	63	124	166	183	140
	96	**97**	**98**	**99**	**100**	**101**	**102**	**103**	**104**	**105**	**106**	**107**	**108**	**109**	**110**	**111**
initValue	136	153	154	166	183	140	136	153	154	166	183	140	136	153	154	170
	112	**113**	**114**	**115**	**116**	**117**	**118**	**119**	**120**	**121**	**122**	**123**	**124**	**125**		
initValue	153	138	138	122	121	122	121	167	151	183	140	151	183	140		

Table 9-30 – Values of initValue for ctxIdx of coeff_abs_level_greater1_flag

Initialization variable	ctxIdx of coeff_abs_level_greater1_flag															
	0	**1**	**2**	**3**	**4**	**5**	**6**	**7**	**8**	**9**	**10**	**11**	**12**	**13**	**14**	**15**
initValue	140	92	137	138	140	152	138	139	153	74	149	92	139	107	122	152
	16	**17**	**18**	**19**	**20**	**21**	**22**	**23**	**24**	**25**	**26**	**27**	**28**	**29**	**30**	**31**
initValue	140	179	166	182	140	227	122	197	154	196	196	167	154	152	167	182
	32	**33**	**34**	**35**	**36**	**37**	**38**	**39**	**40**	**41**	**42**	**43**	**44**	**45**	**46**	**47**
initValue	182	134	149	136	153	121	136	137	169	194	166	167	154	167	137	182
	48	**49**	**50**	**51**	**52**	**53**	**54**	**55**	**56**	**57**	**58**	**59**	**60**	**61**	**62**	**63**
initValue	154	196	167	167	154	152	167	182	182	134	149	136	153	121	136	122
	64	**65**	**66**	**67**	**68**	**69**	**70**	**71**								
initValue	169	208	166	167	154	152	167	182								

Table 9-31 – Values of initValue for ctxIdx of coeff_abs_level_greater2_flag

Initialization variable	ctxIdx of coeff_abs_level_greater2_flag								
	0	**1**	**2**	**3**	**4**	**5**	**6**	**7**	**8**
initValue	138	153	136	167	152	152	107	167	91
	9	**10**	**11**	**12**	**13**	**14**	**15**	**16**	**17**
initValue	122	107	167	107	167	91	107	107	167

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9.3.2.3 Storage process for context variables

Inputs to this process are the CABAC context variables indexed by ctxTable and ctxIdx.

Outputs of this process are variables tableStateSync and tableMPSSync containing the values of the variables pStateIdx and valMps used in the initialization process of context variables that are assigned to all syntax elements in clauses 7.3.8.1 through 7.3.8.11, except end_of_slice_segment_flag, end_of_sub_stream_one_bit, and pcm_flag.

For each context variable, the corresponding entries pStateIdx and valMps of tables tableStateSync and tableMPSSync are initialized to the corresponding pStateIdx and valMps.

The storage process for context variables is illustrated in the flowchart of Figure 9-4.

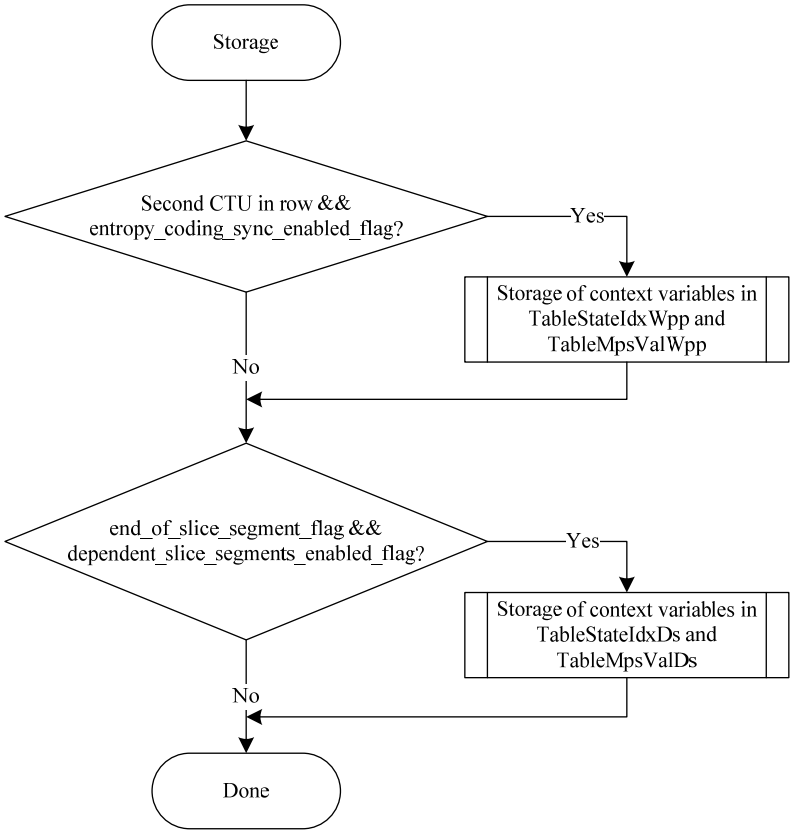


Figure 9-4 – Illustration of CABAC storage process (informative)

9.3.2.4 Synchronization process for context variables

Inputs to this process are variables tableStateSync and tableMPSSync containing the values of the variables pStateIdx and valMps used in the storage process of context variables that are assigned to all syntax elements in clauses 7.3.8.1 through 7.3.8.11, except end_of_slice_segment_flag, end_of_sub_stream_one_bit, and pcm_flag.

Outputs of this process are the initialized CABAC context variables indexed by ctxTable and ctxIdx.

For each context variable, the corresponding context variables pStateIdx and valMps are initialized to the corresponding entries pStateIdx and valMps of tables tableStateSync and tableMPSSync.

9.3.2.5 Initialization process for the arithmetic decoding engine

Outputs of this process are the initialized decoding engine registers ivlCurrRange and ivlOffset both in 16 bit register precision.

The status of the arithmetic decoding engine is represented by the variables ivlCurrRange and ivlOffset. In the initialization procedure of the arithmetic decoding process, ivlCurrRange is set equal to 510 and ivlOffset is set equal to the value returned from read_bits(9) interpreted as a 9 bit binary representation of an unsigned integer with the most significant bit written first.

The bitstream shall not contain data that result in a value of ivlOffset being equal to 510 or 511.

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NOTE – The description of the arithmetic decoding engine in this Specification utilizes 16 bit register precision. However, a minimum register precision of 9 bits is required for storing the values of the variables ivlCurrRange and ivlOffset after invocation of the arithmetic decoding process (DecodeBin) as specified in clause 9.3.4.3. The arithmetic decoding process for a binary decision (DecodeDecision) as specified in clause 9.3.4.3.2 and the decoding process for a binary decision before termination (DecodeTerminate) as specified in clause 9.3.4.3.5 require a minimum register precision of 9 bits for the variables ivlCurrRange and ivlOffset. The bypass decoding process for binary decisions (DecodeBypass) as specified in clause 9.3.4.3.4 requires a minimum register precision of 10 bits for the variable ivlOffset and a minimum register precision of 9 bits for the variable ivlCurrRange.

9.3.3 Binarization process

9.3.3.1 General

Input to this process is a request for a syntax element.

Output of this process is the binarization of the syntax element.

Table 9-32 specifies the type of binarization process associated with each syntax element and corresponding inputs.

The specification of the truncated Rice (TR) binarization process, the k-th order Exp-Golomb (EGk) binarization process, and the fixed-length (FL) binarization process are given in clauses 9.3.3.2 through 9.3.3.4, respectively. Other binarizations are specified in clauses 9.3.3.5 through 9.3.3.9.

Table 9-32 – Syntax elements and associated binarizations

Syntax structure	Syntax element	Binarization	
		Process	Input parameters
slice_segment_data( )	end_of_slice_segment_flag	FL	cMax = 1
	end_of_sub_stream_one_bit	FL	cMax = 1
sao( )	sao_merge_left_flag	FL	cMax = 1
	sao_merge_up_flag	FL	cMax = 1
	sao_type_idx_luma	TR	cMax = 2, cRiceParam = 0
	sao_type_idx_chroma	TR	cMax = 2, cRiceParam = 0
	sao_offset_abs[ ][ ][ ][ ]	TR	cMax = (1 << (Min(bitDepth, 10) − 5)) − 1, cRiceParam = 0
	sao_offset_sign[ ][ ][ ][ ]	FL	cMax = 1
	sao_band_position[ ][ ][ ]	FL	cMax = 31
	sao_eo_class_luma	FL	cMax = 3
	sao_eo_class_chroma	FL	cMax = 3
coding_quadtree( )	split_cu_flag[ ][ ]	FL	cMax = 1

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Table 9-32 – Syntax elements and associated binarizations

Syntax structure	Syntax element	Binarization	
		Process	Input parameters
coding_unit( )	cu_transquant_bypass_flag	FL	cMax = 1
	cu_skip_flag	FL	cMax = 1
	pred_mode_flag	FL	cMax = 1
	part_mode	9.3.3.5	(xCb, yCb) = (x0, y0), log2CbSize
	pcm_flag[ ][ ]	FL	cMax = 1
	prev_intra_luma_pred_flag[ ][ ]	FL	cMax = 1
	mpm_idx[ ][ ]	TR	cMax = 2, cRiceParam = 0
	rem_intra_luma_pred_mode[ ][ ]	FL	cMax = 31
	intra_chroma_pred_mode[ ][ ]	9.3.3.6	-
	rqt_root_cbf	FL	cMax = 1
prediction_unit( )	merge_flag[ ][ ]	FL	cMax = 1
	merge_idx[ ][ ]	TR	cMax = MaxNumMergeCand − 1, cRiceParam = 0
	inter_pred_idc[x0][y0]	9.3.3.7	nPbW, nPbH
	ref_idx_l0[ ][ ]	TR	cMax = num_ref_idx_l0_active_minus1, cRiceParam = 0
	mvp_l0_flag[ ][ ]	FL	cMax = 1
	ref_idx_l1[ ][ ]	TR	cMax = num_ref_idx_l1_active_minus1, cRiceParam = 0
	mvp_l1_flag[ ][ ]	FL	cMax = 1
transform_tree( )	split_transform_flag[ ][ ][ ]	FL	cMax = 1
	cbf_luma[ ][ ][ ]	FL	cMax = 1
	cbf_cb[ ][ ][ ]	FL	cMax = 1
	cbf_cr[ ][ ][ ]	FL	cMax = 1
mvd_coding( )	abs_mvd_greater0_flag[ ]	FL	cMax = 1
	abs_mvd_greater1_flag[ ]	FL	cMax = 1
	abs_mvd_minus2[ ]	EG1	-
	mvd_sign_flag[ ]	FL	cMax = 1
transform_unit( )	cu_qp_delta_abs	9.3.3.8	-
	cu_qp_delta_sign_flag	FL	cMax = 1

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Table 9-32 – Syntax elements and associated binarizations

Syntax structure	Syntax element	Binarization	
		Process	Input parameters
residual_coding( )	transform_skip_flag[ ][ ][ ]	FL	cMax = 1
	last_sig_coeff_x_prefix	TR	cMax = (log2TrafoSize << 1) − 1, cRiceParam = 0
	last_sig_coeff_y_prefix	TR	cMax = (log2TrafoSize << 1) − 1, cRiceParam = 0
	last_sig_coeff_x_suffix	FL	cMax = (1 << ((last_sig_coeff_x_prefix >> 1) − 1) − 1)
	last_sig_coeff_y_suffix	FL	cMax = (1 << ((last_sig_coeff_y_prefix >> 1) − 1) − 1)
	coded_sub_block_flag[ ][ ]	FL	cMax = 1
	sig_coeff_flag[ ][ ]	FL	cMax = 1
	coeff_abs_level_greater1_flag[ ]	FL	cMax = 1
	coeff_abs_level_greater2_flag[ ]	FL	cMax = 1
	coeff_abs_level_remaining[ ]	9.3.3.9	current sub-block scan index i, baseLevel
	coeff_sign_flag[ ]	FL	cMax = 1

9.3.3.2 Truncated Rice (TR) binarization process

Input to this process is a request for a TR binarization for a syntax element with value synVal, cMax, and cRiceParam.

Output of this process is the TR binarization of the syntax element.

A TR bin string is a concatenation of a prefix bin string and, when present, a suffix bin string.

For the derivation of the prefix bin string, the following applies:

– The prefix value of synVal, prefixVal, is derived as follows:

$$prefixVal = synVal >> cRiceParam \tag{9-8}$$

– The prefix of the TR bin string is specified as follows:

  – If prefixVal is less than cMax >> cRiceParam, the prefix bin string is a bit string of length prefixVal + 1 indexed by binIdx. The bins for binIdx less than prefixVal are equal to 1. The bin with binIdx equal to prefixVal is equal to 0. Table 9-33 illustrates the bin strings of this unary binarization for prefixVal.

  – Otherwise, the bin string is a bit string of length cMax >> cRiceParam with all bins being equal to 1.

Table 9-33 – Bin string of the unary binarization (informative)

prefixVal	Bin string					
0	0					
1	1	0				
2	1	1	0			
3	1	1	1	0		
4	1	1	1	1	0	
5	1	1	1	1	1	0
…						
binIdx	0	1	2	3	4	5

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When cMax is greater than synVal, the suffix of the TR bin string is present and it is derived as follows:

– The suffix value of synVal, suffixVal, is derived as follows:

$$suffixVal = synVal - ((prefixVal) << cRiceParam) \quad (9\text{-}9)$$

– The suffix of the TR bin string is specified by the binary representation of suffixVal.

NOTE – For the input parameter cRiceParam = 0 the TR binarization is exactly a truncated unary binarization and it is always invoked with a cMax value equal to the largest possible value of the syntax element being decoded.

9.3.3.3 k-th order Exp-Golomb (EGk) binarization process

Inputs to this process is a request for an EGk binarization for a syntax element.

Output of this process is the EGk binarization of the syntax element.

The bin string of the EGk binarization process of a syntax element synVal is specified as follows, where each call of the function put(X), with X being equal to 0 or 1, adds the binary value X at the end of the bin string:

```
absV = Abs( synVal )
stopLoop = 0
do {
    if( absV >= ( 1 << k ) ) {
        put( 1 )
        absV = absV − ( 1 << k )
        k++
    } else {
        put( 0 )                                                    (9-10)
        while( k− − )
            put( ( absV >> k ) & 1 )
        stopLoop = 1
    }
} while( !stopLoop )
```

NOTE – The specification for the k-th order Exp-Golomb (EGk) code uses 1's and 0's in reverse meaning for the unary part of the Exp-Golomb code of 0-th order as specified in clause 9.2.

9.3.3.4 Fixed-length (FL) binarization process

Inputs to this process are a request for a FL binarization for a syntax element and cMax.

Output of this process is the FL binarization of the syntax element.

FL binarization is constructed by using a fixedLength-bit unsigned integer bin string of the syntax element value, where fixedLength = Ceil(Log2(cMax + 1)). The indexing of bins for the FL binarization is such that the binIdx = 0 relates to the most significant bit with increasing values of binIdx towards the least significant bit.

9.3.3.5 Binarization process for part_mode

Inputs to this process are a request for a binarization for the syntax element part_mode a luma location (xCb, yCb), specifying the top-left sample of the current luma coding block relative to the top-left luma sample of the current picture, and a variable log2CbSize specifying the current luma coding block size.

Output of this process is the binarization of the syntax element.

The binarization for the syntax element part_mode is specified in Table 9-34 depending on the values of CuPredMode[xCb][yCb] and log2CbSize.

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Table 9-34 – Binarization for part_mode

CuPredMode[xCb][yCb]	**part_mode**	**PartMode**	**Bin string**			
			log2CbSize > MinCbLog2SizeY		log2CbSize == MinCbLog2SizeY	
			!amp_enabled_flag	amp_enabled_flag	log2CbSize == 3	log2CbSize > 3
MODE_INTRA	0	PART_2Nx2N	-	-	1	1
	1	PART_NxN	-	-	0	0
MODE_INTER	0	PART_2Nx2N	1	1	1	1
	1	PART_2NxN	01	011	01	01
	2	PART_Nx2N	00	001	00	001
	3	PART_NxN	-	-	-	000
	4	PART_2NxnU	-	0100	-	-
	5	PART_2NxnD	-	0101	-	-
	6	PART_nLx2N	-	0000	-	-
	7	PART_nRx2N	-	0001	-	-

9.3.3.6 Binarization process for intra_chroma_pred_mode

Input to this process is a request for a binarization for the syntax element intra_chroma_pred_mode.

Output of this process is the binarization of the syntax element.

The binarization for the syntax element intra_chroma_pred_mode is specified in Table 9-35.

Table 9-35 – Binarization for intra_chroma_pred_mode

Value of intra_chroma_pred_mode	**Bin string**
4	0
0	100
1	101
2	110
3	111

9.3.3.7 Binarization process for inter_pred_idc

Inputs to this process are a request for a binarization for the syntax element inter_pred_idc, the current luma prediction block width nPbW, and the current luma prediction block height nPbH.

Output of this process is the binarization of the syntax element.

The binarization for the syntax element inter_pred_idc is specified in Table 9-36.

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Table 9-36 – Binarization for inter_pred_idc

Value of inter_pred_idc	Name of inter_pred_idc	Bin string	
		(nPbW + nPbH) != 12	(nPbW + nPbH) == 12
0	PRED_L0	00	0
1	PRED_L1	01	1
2	PRED_BI	1	-

9.3.3.8 Binarization process for cu_qp_delta_abs

Input to this process is a request for a binarization for the syntax element cu_qp_delta_abs.

Output of this process is the binarization of the syntax element.

The binarization of the syntax element cu_qp_delta_abs is a concatenation of a prefix bin string and (when present) a suffix bin string.

For the derivation of the prefix bin string, the following applies:

– The prefix value of cu_qp_delta_abs, prefixVal, is derived as follows:

$$prefixVal = Min(cu\_qp\_delta\_abs, 5) \quad (9\text{-}11)$$

– The prefix bin string is specified by invoking the TR binarization process as specified in clause 9.3.3.2 for prefixVal with cMax = 5 and cRiceParam = 0.

When prefixVal is greater than 4, the suffix bin string is present and it is derived as follows:

– The suffix value of cu_qp_delta_abs, suffixVal, is derived as follows:

$$suffixVal = cu\_qp\_delta\_abs - 5 \quad (9\text{-}12)$$

– The suffix bin string is specified by invoking the EGk binarization process as specified in clause 9.3.3.3 for suffixVal with the Exp-Golomb order k set equal to 0.

9.3.3.9 Binarization process for coeff_abs_level_remaining

Input to this process is a request for a binarization for the syntax element coeff_abs_level_remaining[n], the current sub-block scan index i, and baseLevel.

Output of this process is the binarization of the syntax element.

The variables cLastAbsLevel and cLastRiceParam are derived as follows:

– If this process is invoked for the first time for the current sub-block scan index i, cLastAbsLevel and cLastRiceParam are set equal to 0.

– Otherwise (this process is not invoked for the first time for the current sub-block scan index i), cLastAbsLevel and cLastRiceParam are set equal to the values of cAbsLevel and cRiceParam, respectively, that have been derived during the last invocation of the binarization process for the syntax element coeff_abs_level_remaining as specified in this clause.

The variable cAbsLevel is set equal to baseLevel + coeff_abs_level_remaining[n].

The variable cRiceParam is derived from cLastAbsLevel and cLastRiceParam as:

$$cRiceParam = Min(cLastRiceParam + (cLastAbsLevel > (3 * (1 << cLastRiceParam)) ? 1 : 0), 4) \quad (9\text{-}13)$$

The variable cMax is derived from cRiceParam as:

$$cMax = 4 << cRiceParam \quad (9\text{-}14)$$

The binarization of the syntax element coeff_abs_level_remaining[n] is a concatenation of a prefix bin string and (when present) a suffix bin string.

For the derivation of the prefix bin string, the following applies:

– The prefix value of coeff_abs_level_remaining[n], prefixVal, is derived as follows:

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prefixVal = Min(cMax, coeff_abs_level_remaining[n]) (9-15)

– The prefix bin string is specified by invoking the TR binarization process as specified in clause 9.3.3.2 for prefixVal with the variables cMax and cRiceParam as inputs.

When the prefix bin string is equal to the bit string of length 4 with all bits equal to 1, the suffix bin string is present and it is derived as follows:

– The suffix value of coeff_abs_level_remaining[n], suffixVal, is derived as follows:

suffixVal = coeff_abs_level_remaining[n] − cMax (9-16)

– The suffix bin string is specified by invoking the EGk binarization process as specified in clause 9.3.3.3 for suffixVal with the Exp-Golomb order k set equal to cRiceParam + 1.

9.3.4 Decoding process flow

9.3.4.1 General

Inputs to this process are all bin strings of the binarization of the requested syntax element as specified in clause 9.3.3.

Output of this process is the value of the syntax element.

This process specifies how each bin of a bin string is parsed for each syntax element. After parsing each bin, the resulting bin string is compared to all bin strings of the binarization of the syntax element and the following applies:

– If the bin string is equal to one of the bin strings, the corresponding value of the syntax element is the output.

– Otherwise (the bin string is not equal to one of the bin strings), the next bit is parsed.

While parsing each bin, the variable binIdx is incremented by 1 starting with binIdx being set equal to 0 for the first bin.

The parsing of each bin is specified by the following two ordered steps:

1. The derivation process for ctxTable, ctxIdx, and bypassFlag as specified in clause 9.3.4.2 is invoked with binIdx as input and ctxTable, ctxIdx, and bypassFlag as outputs.
2. The arithmetic decoding process as specified in clause 9.3.4.3 is invoked with ctxTable, ctxIdx, and bypassFlag as inputs and the value of the bin as output.

9.3.4.2 Derivation process for ctxTable, ctxIdx and bypassFlag

9.3.4.2.1 General

Input to this process is the position of the current bin within the bin string, binIdx.

Outputs of this process are ctxTable, ctxIdx, and bypassFlag.

The values of ctxTable, ctxIdx, and bypassFlag are derived as follows based on the entries for binIdx of the corresponding syntax element in Table 9-37:

– If the entry in Table 9-37 is not equal to "bypass", "terminate", and "na", the values of binIdx are decoded by invoking the DecodeDecision process as specified in clause 9.3.4.3.2 and the following applies:
  – ctxTable is specified in Table 9-4.
  – The variable ctxInc is specified by the corresponding entry in Table 9-37 and when more than one value is listed in Table 9-37 for a binIdx, the assignment process for ctxInc for that binIdx is further specified in the clauses given in parenthesis.
  – The variable ctxIdxOffset is specified by the lowest value of ctxIdx in Table 9-4 depending on the current value of initType.
  – ctxIdx is set equal to the sum of ctxInc and ctxIdxOffset.
  – bypass Flag is set equal to 0.
– Otherwise, if the entry in Table 9-37 is equal to "bypass", the values of binIdx are decoded by invoking the DecodeBypass process as specified in clause 9.3.4.3.4 and the following applies:
  – ctxTable is set equal to 0.
  – ctxIdx is set equal to 0.
  – bypassFlag is set equal to 1.

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– Otherwise, if the entry in Table 9-37 is equal to "terminate", the values of binIdx are decoded by invoking the DecodeTerminate process as specified in clause 9.3.4.3.5 and the following applies:
  – ctxTable is set equal to 0.
  – ctxIdx is set equal to 0.
  – bypassFlag is set equal to 0.
– Otherwise (the entry in Table 9-37 is equal to "na"), the values of binIdx do not occur for the corresponding syntax element.

Table 9-37 – Assignment of ctxInc to syntax elements with context coded bins

Syntax element	binIdx					
	0	1	2	3	4	>= 5
end_of_slice_segment_flag	terminate	na	na	na	na	na
end_of_sub_stream_one_bit	terminate	na	na	na	na	na
sao_merge_left_flag	0	na	na	na	na	na
sao_merge_up_flag	0	na	na	na	na	na
sao_type_idx_luma	0	bypass	na	na	na	na
sao_type_idx_chroma	0	bypass	na	na	na	na
sao_offset_abs[ ][ ][ ][ ]	bypass	bypass	bypass	bypass	bypass	bypass
sao_offset_sign[ ][ ][ ][ ]	bypass	na	na	na	na	na
sao_band_position[ ][ ][ ]	bypass	bypass	bypass	bypass	bypass	bypass
sao_eo_class_luma	bypass	bypass	bypass	na	na	na
sao_eo_class_chroma	bypass	bypass	bypass	na	na	na
split_cu_flag[ ][ ]	0,1,2 (clause 9.3.4.2.2)	na	na	na	na	na
cu_transquant_bypass_flag	0	na	na	na	na	na
cu_skip_flag	0,1,2 (clause 9.3.4.2.2)	na	na	na	na	na
pred_mode_flag	0	na	na	na	na	na
part_mode log2CbSize = = MinCbLog2SizeY	0	1	2	bypass	na	na
part_mode log2CbSize > MinCbLog2SizeY	0	1	3	bypass	na	na
pcm_flag[ ][ ]	terminate	na	na	na	na	na
prev_intra_luma_pred_flag[ ][ ]	0	na	na	na	na	na
mpm_idx[ ][ ]	bypass	bypass	na	na	na	na
rem_intra_luma_pred_mode[ ][ ]	bypass	bypass	bypass	bypass	bypass	bypass
intra_chroma_pred_mode[ ][ ]	0	bypass	bypass	na	na	na
rqt_root_cbf	0	na	na	na	na	na
merge_flag[ ][ ]	0	na	na	na	na	na
merge_idx[ ][ ]	0	bypass	bypass	bypass	na	na
inter_pred_idc[x0][y0]	(nPbW + nPbH) != 12 ? CtDepth[x0][y0] : 4	4	na	na	na	na
ref_idx_l0[ ][ ]	0	1	bypass	bypass	bypass	bypass
ref_idx_l1[ ][ ]	0	1	bypass	bypass	bypass	bypass
mvp_l0_flag[ ][ ]	0	na	na	na	na	na
mvp_l1_flag[ ][ ]	0	na	na	na	na	na
split_transform_flag[ ][ ][ ]	5 − log2TrafoSize	na	na	na	na	na

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Table 9-37 – Assignment of ctxInc to syntax elements with context coded bins

Syntax element	binIdx					
	0	1	2	3	4	>= 5
cbf_cb[ ][ ][ ]	trafoDepth	na	na	na	na	na
cbf_cr[ ][ ][ ]	trafoDepth	na	na	na	na	na
cbf_luma[ ][ ][ ]	trafoDepth = = 0 ? 1 : 0	na	na	na	na	na
abs_mvd_greater0_flag[ ]	0	na	na	na	na	na
abs_mvd_greater1_flag[ ]	0	na	na	na	na	na
abs_mvd_minus2[ ]	bypass	bypass	bypass	bypass	bypass	bypass
mvd_sign_flag[ ]	bypass	na	na	na	na	na
cu_qp_delta_abs	0	1	1	1	1	bypass
cu_qp_delta_sign_flag	bypass	na	na	na	na	na
transform_skip_flag[ ][ ][ ]	0	na	na	na	na	na
last_sig_coeff_x_prefix	0..17 (clause 9.3.4.2.3)					
last_sig_coeff_y_prefix	0..17 (clause 9.3.4.2.3)					
last_sig_coeff_x_suffix	bypass	bypass	bypass	bypass	bypass	bypass
last_sig_coeff_y_suffix	bypass	bypass	bypass	bypass	bypass	bypass
coded_sub_block_flag[ ][ ]	0..3 (clause 9.3.4.2.4)	na	na	na	na	na
sig_coeff_flag[ ][ ]	0..41 (clause 9.3.4.2.5)	na	na	na	na	na
coeff_abs_level_greater1_flag[ ]	0..23 (clause 9.3.4.2.6)	na	na	na	na	na
coeff_abs_level_greater2_flag[ ]	0..5 (clause 9.3.4.2.7)	na	na	na	na	na
coeff_abs_level_remaining[ ]	bypass	bypass	bypass	bypass	bypass	bypass
coeff_sign_flag[ ]	bypass	na	na	na	na	na

9.3.4.2.2 Derivation process of ctxInc using left and above syntax elements

Input to this process is the luma location (x0, y0) specifying the top-left luma sample of the current luma block relative to the top-left sample of the current picture.

Output of this process is ctxInc.

The location (xNbL, yNbL) is set equal to (x0 − 1, y0) and the variable availableL, specifying the availability of the block located directly to the left of the current block, is derived by invoking the availability derivation process for a block in z-scan order as specified in clause 6.4.1 with the location (xCurr, yCurr) set equal to (x0, y0) and the neighbouring location (xNbY, yNbY) set equal to (xNbL, yNbL) as inputs, and the output is assigned to availableL.

The location (xNbA, yNbA) is set equal to (x0, y0 − 1) and the variable availableA specifying the availability of the coding block located directly above the current block, is derived by invoking the availability derivation process for a block in z-scan order as specified in clause 6.4.1 with the location (xCurr, yCurr) set equal to (x0, y0) and the neighbouring location (xNbY, yNbY) set equal to (xNbA, yNbA) as inputs, and the output is assigned to availableA.

The assignment of ctxInc for the syntax elements split_cu_flag[x0][y0] and cu_skip_flag[x0][y0] is specified in Table 9-38.

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Table 9-38 – Specification of ctxInc using left and above syntax elements

Syntax element	condL	condA	ctxInc
split_cu_flag[x0][y0]	CtDepth[xNbL][yNbL] > cqtDepth	CtDepth[xNbA][yNbA] > cqtDepth	(condL && availableL) + (condA && availableA)
cu_skip_flag[x0][y0]	cu_skip_flag[xNbL][yNbL]	cu_skip_flag[xNbA][yNbA]	(condL && availableL) + (condA && availableA)

9.3.4.2.3 Derivation process of ctxInc for the syntax elements last_sig_coeff_x_prefix and last_sig_coeff_y_prefix

Inputs to this process are the variable binIdx, the colour component index cIdx, and the transform block size log2TrafoSize.

Output of this process is the variable ctxInc.

The variables ctxOffset and ctxShift are derived as follows:

– If cIdx is equal to 0, ctxOffset is set equal to 3 * (log2TrafoSize − 2) + ((log2TrafoSize − 1) >> 2) and ctxShift is set equal to (log2TrafoSize + 1) >> 2.

– Otherwise (cIdx is greater than 0), ctxOffset is set equal to 15 and ctxShift is set equal to log2TrafoSize − 2.

The variable ctxInc is derived as follows:

$$ctxInc = (binIdx >> ctxShift) + ctxOffset \quad (9\text{-}17)$$

9.3.4.2.4 Derivation process of ctxInc for the syntax element coded_sub_block_flag

Inputs to this process are the colour component index cIdx, the current sub-block scan location (xS, yS), the previously decoded bins of the syntax element coded_sub_block_flag, and the transform block size log2TrafoSize.

Output of this process is the variable ctxInc.

The variable csbfCtx is derived using the current location (xS, yS), two previously decoded bins of the syntax element coded_sub_block_flag in scan order, and the transform block size log2TrafoSize, as follows:

– csbfCtx is initialized with 0 as follows:

$$csbfCtx = 0 \quad (9\text{-}18)$$

– When xS is less than (1 << (log2TrafoSize − 2)) − 1, csbfCtx is modified as follows:

$$csbfCtx += coded\_sub\_block\_flag[xS + 1][yS] \quad (9\text{-}19)$$

– When yS is less than (1 << (log2TrafoSize − 2)) − 1, csbfCtx is modified as follows:

$$csbfCtx += coded\_sub\_block\_flag[xS][yS + 1] \quad (9\text{-}20)$$

The context index increment ctxInc is derived using the colour component index cIdx and csbfCtx as follows:

– If cIdx is equal to 0, ctxInc is derived as follows:

$$ctxInc = Min(csbfCtx, 1) \quad (9\text{-}21)$$

– Otherwise (cIdx is greater than 0), ctxInc is derived as follows:

$$ctxInc = 2 + Min(csbfCtx, 1) \quad (9\text{-}22)$$

9.3.4.2.5 Derivation process of ctxInc for the syntax element sig_coeff_flag

Inputs to this process are the colour component index cIdx, the current coefficient scan location (xC, yC), the scan order index scanIdx, and the transform block size log2TrafoSize.

Output of this process is the variable ctxInc.

The variable sigCtx depends on the current location (xC, yC), the colour component index cIdx, the transform block size, and previously decoded bins of the syntax element coded_sub_block_flag. For the derivation of sigCtx, the following applies:

– If log2TrafoSize is equal to 2, sigCtx is derived using ctxIdxMap[ ] specified in Table 9-39 as follows:

$$sigCtx = ctxIdxMap[(yC << 2) + xC] \quad (9\text{-}23)$$

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– Otherwise, if xC + yC is equal to 0, sigCtx is derived as follows:

sigCtx = 0 (9-24)

– Otherwise, sigCtx is derived using previous values of coded_sub_block_flag as follows:
  – The sub-block location (xS, yS) is set equal to (xC >> 2, yC >> 2).
  – The variable prevCsbf is set equal to 0.
  – When xS is less than (1 << (log2TrafoSize − 2)) − 1, the following applies:

prevCsbf += coded_sub_block_flag[xS + 1][yS] (9-25)

  – When yS is less than (1 << (log2TrafoSize − 2)) − 1, the following applies:

prevCsbf += (coded_sub_block_flag[xS][yS + 1] << 1) (9-26)

  – The inner sub-block location (xP, yP) is set equal to (xC & 3, yC & 3).
  – The variable sigCtx is derived as follows:
    – If prevCsbf is equal to 0, the following applies:

sigCtx = (xP + yP == 0) ? 2 : (xP + yP < 3) ? 1: 0 (9-27)

    – Otherwise, if prevCsbf is equal to 1, the following applies:

sigCtx = (yP == 0) ? 2 : (yP == 1) ? 1: 0 (9-28)

    – Otherwise, if prevCsbf is equal to 2, the following applies:

sigCtx = (xP == 0) ? 2 : (xP == 1) ? 1: 0 (9-29)

    – Otherwise (prevCsbf is equal to 3), the following applies:

sigCtx = 2 (9-30)

  – The variable sigCtx is modified as follows:
    – If cIdx is equal to 0, the following applies:
      – When (xS + yS) is greater than 0, the following applies:

sigCtx += 3 (9-31)

      – The variable sigCtx is modified as follows:
        – If log2TrafoSize is equal to 3, the following applies:

sigCtx += (scanIdx == 0) ? 9 : 15 (9-32)

        – Otherwise, the following applies:

sigCtx += 21 (9-33)

    – Otherwise (cIdx is greater than 0), the following applies:
      – If log2TrafoSize is equal to 3, the following applies:

sigCtx += 9 (9-34)

      – Otherwise, the following applies:

sigCtx += 12 (9-35)

The context index increment ctxInc is derived using the colour component index cIdx and sigCtx as follows:

– If cIdx is equal to 0, ctxInc is derived as follows:

ctxInc = sigCtx (9-36)

– Otherwise (cIdx is greater than 0), ctxInc is derived as follows:

ctxInc = 27 + sigCtx (9-37)

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Table 9-39 – Specification of ctxIdxMap[i]

i	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14
ctxIdxMap[i]	0	1	4	5	2	3	4	5	6	6	8	8	7	7	8

9.3.4.2.6 Derivation process of ctxInc for the syntax element coeff_abs_level_greater1_flag

Inputs to this process are the colour component index cIdx, the current sub-block scan index i, and the current coefficient scan index n within the current sub-block.

Output of this process is the variable ctxInc.

The variable ctxSet specifies the current context set and for its derivation the following applies:

– If this process is invoked for the first time for the current sub-block scan index i, the following applies:
  – The variable ctxSet is initialized as follows:
    – If the current sub-block scan index i is equal to 0 or cIdx is greater than 0, the following applies:

      ctxSet = 0 (9-38)

    – Otherwise (i is greater than 0 and cIdx is equal to 0), the following applies:

      ctxSet = 2 (9-39)

  – The variable lastGreater1Ctx is derived as follows:
    – If the current sub-block with scan index i is the first one to be processed in this clause for the current transform block, the variable lastGreater1Ctx is set equal to 1.
    – Otherwise, the following applies:
      – The variable lastGreater1Ctx is set equal to the value of greater1Ctx that has been derived during the last invocation of the process specified in this clause for a previous sub-block.
      – When lastGreater1Ctx is greater than 0, the variable lastGreater1Flag is set equal to the value of the syntax element coeff_abs_level_greater1_flag that has been used during the last invocation of the process specified in this clause for a previous sub-block and lastGreater1Ctx is modified as follows:
        – If lastGreater1Flag is equal to 1, lastGreater1Ctx is set equal to 0.
        – Otherwise (lastGreater1Flag is equal to 0), lastGreater1Ctx is incremented by 1.
  – When lastGreater1Ctx is equal to 0, ctxSet is incremented by one as follows:

    ctxSet = ctxSet + 1 (9-40)

  – The variable greater1Ctx is set equal to 1.
– Otherwise (this process is not invoked for the first time for the current sub-block scan index i), the following applies:
  – The variable ctxSet is set equal to the variable ctxSet that has been derived during the last invocation of the process specified in this clause.
  – The variable greater1Ctx is set equal to the variable greater1Ctx that has been derived during the last invocation of the process specified in this clause.
  – When greater1Ctx is greater than 0, the variable lastGreater1Flag is set equal to the syntax element coeff_abs_level_greater1_flag that has been used during the last invocation of the process specified in this clause and greater1Ctx is modified as follows:
    – If lastGreater1Flag is equal to 1, greater1Ctx is set equal to 0.
    – Otherwise (lastGreater1Flag is equal to 0), greater1Ctx is incremented by 1.

The context index increment ctxInc is derived using the current context set ctxSet and the current context greater1Ctx as follows:

ctxInc = (ctxSet * 4) + Min(3, greater1Ctx) (9-41)

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When cIdx is greater than 0, ctxInc is modified as follows:

$$ctxInc = ctxInc + 16 \quad (9\text{-}42)$$

9.3.4.2.7 Derivation process of ctxInc for the syntax element coeff_abs_level_greater2_flag

Inputs to this process are the colour component index cIdx, the current sub-block scan index i, and the current coefficient scan index n within the current sub-block.

Output of this process is the variable ctxInc.

The variable ctxSet specifies the current context set and is set equal to the value of the variable ctxSet that has been derived in clause 9.3.4.2.6 for the same subset i.

The context index increment ctxInc is set equal to the variable ctxSet as follows:

$$ctxInc = ctxSet \quad (9\text{-}43)$$

When cIdx is greater than 0, ctxInc is modified as follows:

$$ctxInc = ctxInc + 4 \quad (9\text{-}44)$$

9.3.4.3 Arithmetic decoding process

9.3.4.3.1 General

Inputs to this process are ctxTable, ctxIdx, and bypassFlag, as derived in clause 9.3.4.2, and the state variables ivlCurrRange and ivlOffset of the arithmetic decoding engine.

Output of this process is the value of the bin.

Figure 9-5 illustrates the whole arithmetic decoding process for a single bin. For decoding the value of a bin, the context index table ctxTable and the ctxIdx are passed to the arithmetic decoding process DecodeBin(ctxTable, ctxIdx), which is specified as follows:

– If bypassFlag is equal to 1, DecodeBypass( ) as specified in clause 9.3.4.3.4 is invoked.

– Otherwise, if bypassFlag is equal to 0, ctxTable is equal to 0, and ctxIdx is equal to 0, DecodeTerminate( ) as specified in clause 9.3.4.3.5 is invoked.

– Otherwise (bypassFlag is equal to 0 and ctxTable is not equal to 0), DecodeDecision( ) as specified in clause 9.3.4.3.2 is invoked.

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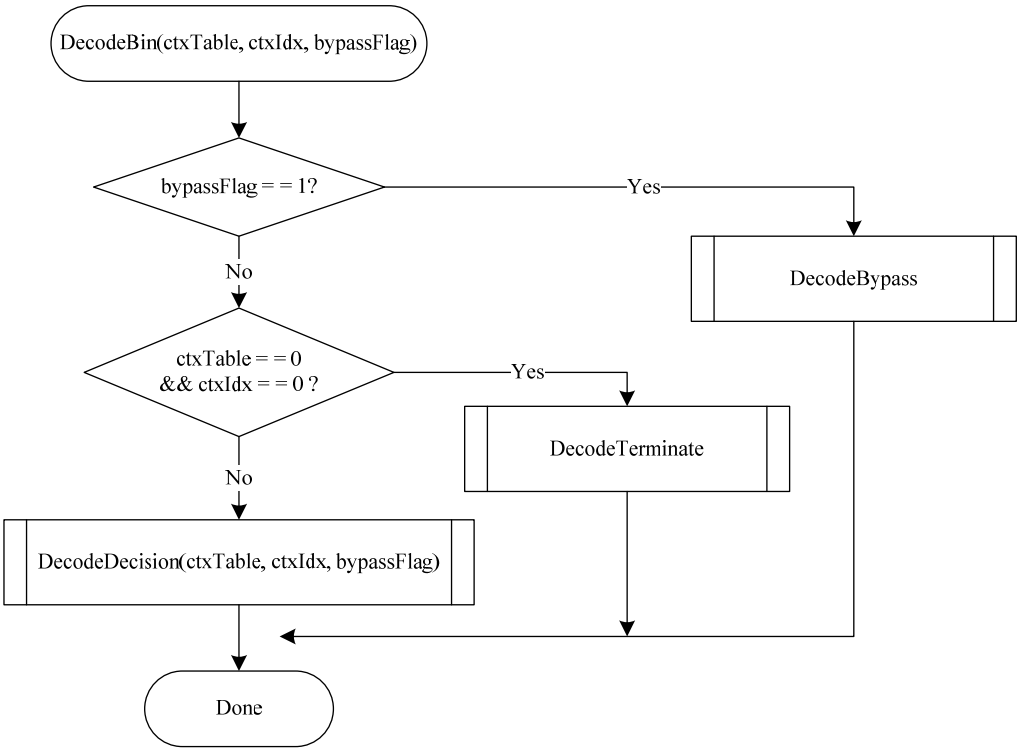


Figure 9-5 – Overview of the arithmetic decoding process for a single bin (informative)

NOTE – Arithmetic coding is based on the principle of recursive interval subdivision. Given a probability estimation p(0) and p(1) = 1 – p(0) of a binary decision (0, 1), an initially given code sub-interval with the range ivlCurrRange will be subdivided into two sub-intervals having range p(0) * ivlCurrRange and ivlCurrRange – p(0) * ivlCurrRange, respectively. Depending on the decision, which has been observed, the corresponding sub-interval will be chosen as the new code interval, and a binary code string pointing into that interval will represent the sequence of observed binary decisions. It is useful to distinguish between the most probable symbol (MPS) and the least probable symbol (LPS), so that binary decisions have to be identified as either MPS or LPS, rather than 0 or 1. Given this terminology, each context is specified by the probability p_{LPS} of the LPS and the value of MPS (valMps), which is either 0 or 1. The arithmetic core engine in this Specification has three distinct properties:

- The probability estimation is performed by means of a finite-state machine with a table-based transition process between 64 different representative probability states { p_{LPS}(pStateIdx) | 0 <= pStateIdx < 64 } for the LPS probability p_{LPS}. The numbering of the states is arranged in such a way that the probability state with index pStateIdx = 0 corresponds to an LPS probability value of 0.5, with decreasing LPS probability towards higher state indices.
- The range ivlCurrRange representing the state of the coding engine is quantized to a small set $\{Q_1,\ldots,Q_4\}$ of pre-set quantization values prior to the calculation of the new interval range. Storing a table containing all 64x4 pre-computed product values of $Q_i * p_{LPS}$(pStateIdx) allows a multiplication-free approximation of the product ivlCurrRange * p_{LPS}(pStateIdx).
- For syntax elements or parts thereof for which an approximately uniform probability distribution is assumed to be given a separate simplified encoding and decoding bypass process is used.

9.3.4.3.2 Arithmetic decoding process for a binary decision

9.3.4.3.2.1 General

Inputs to this process are the variables ctxTable, ctxIdx, ivlCurrRange, and ivlOffset.

Outputs of this process are the decoded value binVal, and the updated variables ivlCurrRange and ivlOffset.

Figure 9-6 shows the flowchart for decoding a single decision (DecodeDecision):

1. The value of the variable ivlLpsRange is derived as follows:
   - Given the current value of ivlCurrRange, the variable qRangeIdx is derived as follows:

     qRangeIdx =(ivlCurrRange >> 6) & 3 (9-45)

   - Given qRangeIdx and pStateIdx associated with ctxTable and ctxIdx, the value of the variable rangeTabLps as specified in Table 9-40 is assigned to ivlLpsRange:

     ivlLpsRange = rangeTabLps[pStateIdx][qRangeIdx] (9-46)

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2. The variable ivlCurrRange is set equal to ivlCurrRange – ivlLpsRange and the following applies:
   - If ivlOffset is greater than or equal to ivlCurrRange, the variable binVal is set equal to 1 − valMps, ivlOffset is decremented by ivlCurrRange, and ivlCurrRange is set equal to ivlLpsRange.
   - Otherwise, the variable binVal is set equal to valMps.

Given the value of binVal, the state transition is performed as specified in clause 9.3.4.3.2.2. Depending on the current value of ivlCurrRange, renormalization is performed as specified in clause 9.3.4.3.3.

9.3.4.3.2.2 State transition process

Inputs to this process are the current pStateIdx, the decoded value binVal and valMps values of the context variable associated with ctxTable and ctxIdx.

Outputs of this process are the updated pStateIdx and valMps of the context variable associated with ctxIdx.

Depending on the decoded value binVal, the update of the two variables pStateIdx and valMps associated with ctxIdx is derived as follows:

```
if( binVal  = =  valMps )
    pStateIdx = transIdxMps( pStateIdx )
else {                                                    (9-47)
    if( pStateIdx  = =  0 )
        valMps = 1 – valMps
    pStateIdx = transIdxLps( pStateIdx )
}
```

Table 9-41 specifies the transition rules transIdxMps( ) and transIdxLps( ) after decoding the value of valMps and 1 – valMps, respectively.

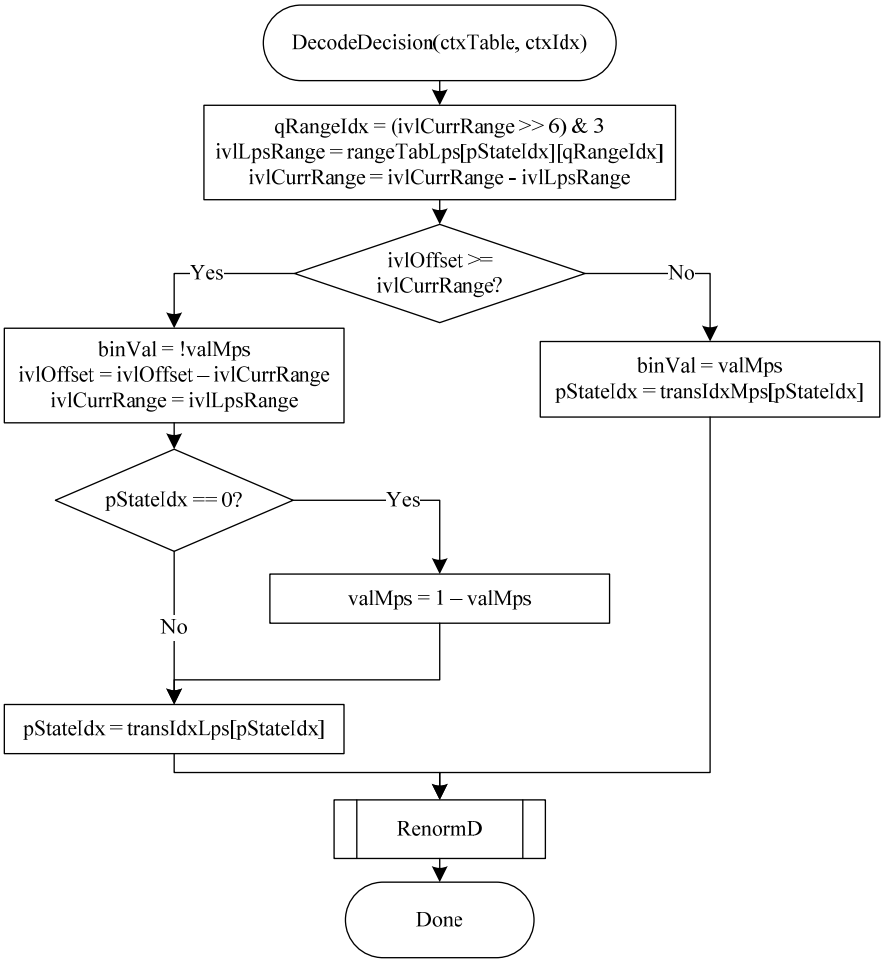


Figure 9-6 – Flowchart for decoding a decision

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Table 9-40 – Specification of rangeTabLps depending on the values of pStateIdx and qRangeIdx

pStateIdx	qRangeIdx				pStateIdx	qRangeIdx			
	0	1	2	3		0	1	2	3
0	128	176	208	240	**32**	27	33	39	45
1	128	167	197	227	**33**	26	31	37	43
2	128	158	187	216	**34**	24	30	35	41
3	123	150	178	205	**35**	23	28	33	39
4	116	142	169	195	**36**	22	27	32	37
5	111	135	160	185	**37**	21	26	30	35
6	105	128	152	175	**38**	20	24	29	33
7	100	122	144	166	**39**	19	23	27	31
8	95	116	137	158	**40**	18	22	26	30
9	90	110	130	150	**41**	17	21	25	28
10	85	104	123	142	**42**	16	20	23	27
11	81	99	117	135	**43**	15	19	22	25
12	77	94	111	128	**44**	14	18	21	24
13	73	89	105	122	**45**	14	17	20	23
14	69	85	100	116	**46**	13	16	19	22
15	66	80	95	110	**47**	12	15	18	21
16	62	76	90	104	**48**	12	14	17	20
17	59	72	86	99	**49**	11	14	16	19
18	56	69	81	94	**50**	11	13	15	18
19	53	65	77	89	**51**	10	12	15	17
20	51	62	73	85	**52**	10	12	14	16
21	48	59	69	80	**53**	9	11	13	15
22	46	56	66	76	**54**	9	11	12	14
23	43	53	63	72	**55**	8	10	12	14
24	41	50	59	69	**56**	8	9	11	13
25	39	48	56	65	**57**	7	9	11	12
26	37	45	54	62	**58**	7	9	10	12
27	35	43	51	59	**59**	7	8	10	11
28	33	41	48	56	**60**	6	8	9	11
29	32	39	46	53	**61**	6	7	9	10
30	30	37	43	50	**62**	6	7	8	9
31	29	35	41	48	**63**	2	2	2	2

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Table 9-41 – State transition table

pStateIdx	**0**	**1**	**2**	**3**	**4**	**5**	**6**	**7**	**8**	**9**	**10**	**11**	**12**	**13**	**14**	**15**
transIdxLps	0	0	1	2	2	4	4	5	6	7	8	9	9	11	11	12
transIdxMps	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
pStateIdx	**16**	**17**	**18**	**19**	**20**	**21**	**22**	**23**	**24**	**25**	**26**	**27**	**28**	**29**	**30**	**31**
transIdxLps	13	13	15	15	16	16	18	18	19	19	21	21	22	22	23	24
transIdxMps	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32
pStateIdx	**32**	**33**	**34**	**35**	**36**	**37**	**38**	**39**	**40**	**41**	**42**	**43**	**44**	**45**	**46**	**47**
transIdxLps	24	25	26	26	27	27	28	29	29	30	30	30	31	32	32	33
transIdxMps	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48
pStateIdx	**48**	**49**	**50**	**51**	**52**	**53**	**54**	**55**	**56**	**57**	**58**	**59**	**60**	**61**	**62**	**63**
transIdxLps	33	33	34	34	35	35	35	36	36	36	37	37	37	38	38	63
transIdxMps	49	50	51	52	53	54	55	56	57	58	59	60	61	62	62	63

9.3.4.3.3 Renormalization process in the arithmetic decoding engine

Inputs to this process are bits from slice segment data and the variables ivlCurrRange and ivlOffset.

Outputs of this process are the updated variables ivlCurrRange and ivlOffset.

A flowchart of the renormalization is shown in Figure 9-7. The current value of ivlCurrRange is first compared to 256 and further steps are specified as follows:

– If ivlCurrRange is greater than or equal to 256, no renormalization is needed and the RenormD process is finished;

– Otherwise (ivlCurrRange is less than 256), the renormalization loop is entered. Within this loop, the value of ivlCurrRange is doubled, i.e., left-shifted by 1 and a single bit is shifted into ivlOffset by using read_bits(1).

The bitstream shall not contain data that result in a value of ivlOffset being greater than or equal to ivlCurrRange upon completion of this process.

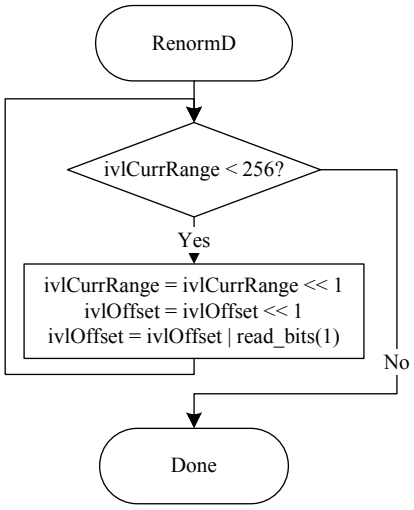


Figure 9-7 – Flowchart of renormalization

9.3.4.3.4 Bypass decoding process for binary decisions

Inputs to this process are bits from slice segment data and the variables ivlCurrRange and ivlOffset.

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Outputs of this process are the updated variable ivlOffset and the decoded value binVal.

The bypass decoding process is invoked when bypassFlag is equal to 1. Figure 9-8 shows a flowchart of the corresponding process.

First, the value of ivlOffset is doubled, i.e., left-shifted by 1 and a single bit is shifted into ivlOffset by using read_bits(1). Then, the value of ivlOffset is compared to the value of ivlCurrRange and further steps are specified as follows:

– If ivlOffset is greater than or equal to ivlCurrRange, the variable binVal is set equal to 1 and ivlOffset is decremented by ivlCurrRange.

– Otherwise (ivlOffset is less than ivlCurrRange), the variable binVal is set equal to 0.

The bitstream shall not contain data that result in a value of ivlOffset being greater than or equal to ivlCurrRange upon completion of this process.

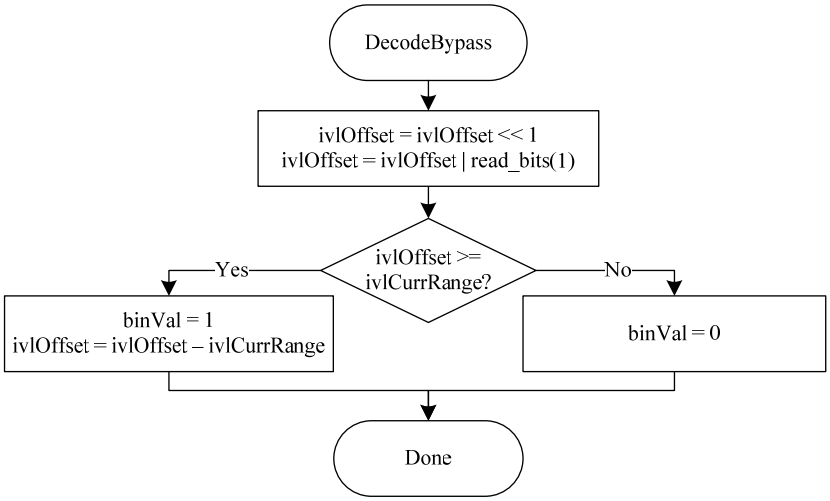


Figure 9-8 – Flowchart of bypass decoding process

9.3.4.3.5 Decoding process for binary decisions before termination

Inputs to this process are bits from slice segment data and the variables ivlCurrRange and ivlOffset.

Outputs of this process are the updated variables ivlCurrRange and ivlOffset, and the decoded value binVal.

This decoding process applies to decoding of end_of_slice_segment_flag, end_of_sub_stream_one_bit and pcm_flag corresponding to ctxTable equal to 0 and ctxIdx equal to 0. Figure 9-9 shows the flowchart of the corresponding decoding process, which is specified as follows:

First, the value of ivlCurrRange is decremented by 2. Then, the value of ivlOffset is compared to the value of ivlCurrRange and further steps are specified as follows:

– If ivlOffset is greater than or equal to ivlCurrRange, the variable binVal is set equal to 1, no renormalization is carried out, and CABAC decoding is terminated. The last bit inserted in register ivlOffset is equal to 1. When decoding end_of_slice_segment_flag, this last bit inserted in register ivlOffset is interpreted as rbsp_stop_one_bit. When decoding end_of_sub_stream_one_bit, this last bit inserted in register ivlOffset is interpreted as alignment_bit_equal_to_one.

– Otherwise (ivlOffset is less than ivlCurrRange), the variable binVal is set equal to 0 and renormalization is performed as specified in clause 9.3.4.3.3.

NOTE – This procedure may also be implemented using DecodeDecision(ctxTable, ctxIdx, bypassFlag) with ctxTable = 0, ctxIdx = 0 and bypassFlag = 0. In the case where the decoded value is equal to 1, seven more bits would be read by DecodeDecision(ctxTable, ctxIdx, bypassFlag) and a decoding process would have to adjust its bitstream pointer accordingly to properly decode following syntax elements.

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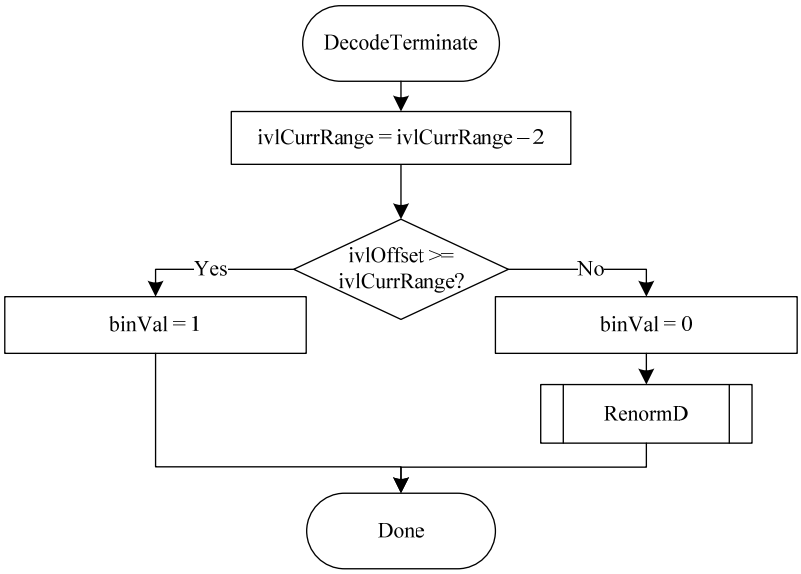


Figure 9-9 – Flowchart of decoding a decision before termination

9.3.5 Arithmetic encoding process (informative)

9.3.5.1 General

This clause does not form an integral part of this Specification.

Inputs to this process are decisions that are to be encoded and written.

Outputs of this process are bits that are written to the RBSP.

This informative clause describes an arithmetic encoding engine that matches the arithmetic decoding engine described in clause 9.3.4.3. The encoding engine is essentially symmetric with the decoding engine, i.e., procedures are called in the same order. The following procedures are described in this clause: InitEncoder, EncodeDecision, EncodeBypass, EncodeTerminate, which correspond to InitDecoder, DecodeDecision, DecodeBypass, and DecodeTerminate, respectively. The state of the arithmetic encoding engine is represented by a value of the variable ivlLow pointing to the lower end of a sub-interval and a value of the variable ivlCurrRange specifying the corresponding range of that sub-interval.

9.3.5.2 Initialization process for the arithmetic encoding engine (informative)

This clause does not form an integral part of this Specification.

This process is invoked before encoding the first coding block of a slice segment, and after encoding any pcm_alignment_zero_bit and all pcm_sample_luma and pcm_sample_chroma data for a coding unit with pcm_flag equal to 1.

Outputs of this process are the values ivlLow, ivlCurrRange, firstBitFlag, bitsOutstanding, and BinCountsInNalUnits of the arithmetic encoding engine.

In the initialization procedure of the encoder, ivlLow is set equal to 0, and ivlCurrRange is set equal to 510. Furthermore, firstBitFlag is set equal to 1 and the counter bitsOutstanding is set equal to 0.

Depending on whether the current slice segment is the first slice segment of a coded picture, the following applies:

– If the current slice segment is the first slice segment of a coded picture, the counter BinCountsInNalUnits is set equal to 0.

– Otherwise (the current slice segment is not the first slice segment of a coded picture), the counter BinCountsInNalUnits is not modified. The value of BinCountsInNalUnits is the result of encoding all the slice segments of a coded picture that precede the current slice segment in decoding order. After initializing for the first slice segment of a coded picture as specified in this clause, BinCountsInNalUnits is incremented as specified in clauses 9.3.5.3, 9.3.5.5, and 9.3.5.6.

NOTE – The minimum register precision required for storing the values of the variables ivlLow and ivlCurrRange after invocation of any of the arithmetic encoding processes specified in clauses 9.3.5.3, 9.3.5.5, and 9.3.5.6 is 10 bits and 9 bits, respectively. The encoding process for a binary decision (EncodeDecision) as specified in clause 9.3.5.3 and the encoding

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process for a binary decision before termination (EncodeTerminate) as specified in clause 9.3.5.6 require a minimum register precision of 10 bits for the variable ivlLow and a minimum register precision of 9 bits for the variable ivlCurrRange. The bypass encoding process for binary decisions (EncodeBypass) as specified in clause 9.3.5.5 requires a minimum register precision of 11 bits for the variable ivlLow and a minimum register precision of 9 bits for the variable ivlCurrRange. The precision required for the counters bitsOutstanding and BinCountsInNalUnits should be sufficiently large to prevent overflow of the related registers. When maxBinCountInSlice denotes the maximum total number of binary decisions to encode in one slice segment and maxBinCountInPic denotes the maximum total number of binary decisions to encode a picture, the minimum register precision required for the variables bitsOutstanding and BinCountsInNalUnits is given by Ceil(Log2(maxBinCountInSlice + 1)) and Ceil(Log2(maxBinCountInPic + 1)), respectively.

9.3.5.3 Encoding process for a binary decision (informative)

This clause does not form an integral part of this Specification.

Inputs to this process are the context index ctxIdx, the value of binVal to be encoded, and the variables ivlCurrRange, ivlLow and BinCountsInNalUnits.

Outputs of this process are the variables ivlCurrRange, ivlLow, and BinCountsInNalUnits.

Figure 9-10 shows the flowchart for encoding a single decision. In a first step, the variable ivlLpsRange is derived as follows:

Given the current value of ivlCurrRange, ivlCurrRange is mapped to the index qRangeIdx of a quantized value of ivlCurrRange by using Equation 9-45. The value of qRangeIdx and the value of pStateIdx associated with ctxIdx are used to determine the value of the variable rangeTabLps as specified in Table 9-40, which is assigned to ivlLpsRange. The value of ivlCurrRange − ivlLpsRange is assigned to ivlCurrRange.

In a second step, the value of binVal is compared to valMps associated with ctxIdx. When binVal is different from valMps, ivlCurrRange is added to ivlLow and ivlCurrRange is set equal to the value ivlLpsRange. Given the encoded decision, the state transition is performed as specified in clause 9.3.4.3.2.2. Depending on the current value of ivlCurrRange, renormalization is performed as specified in clause 9.3.5.4. Finally, the variable BinCountsInNalUnits is incremented by 1.

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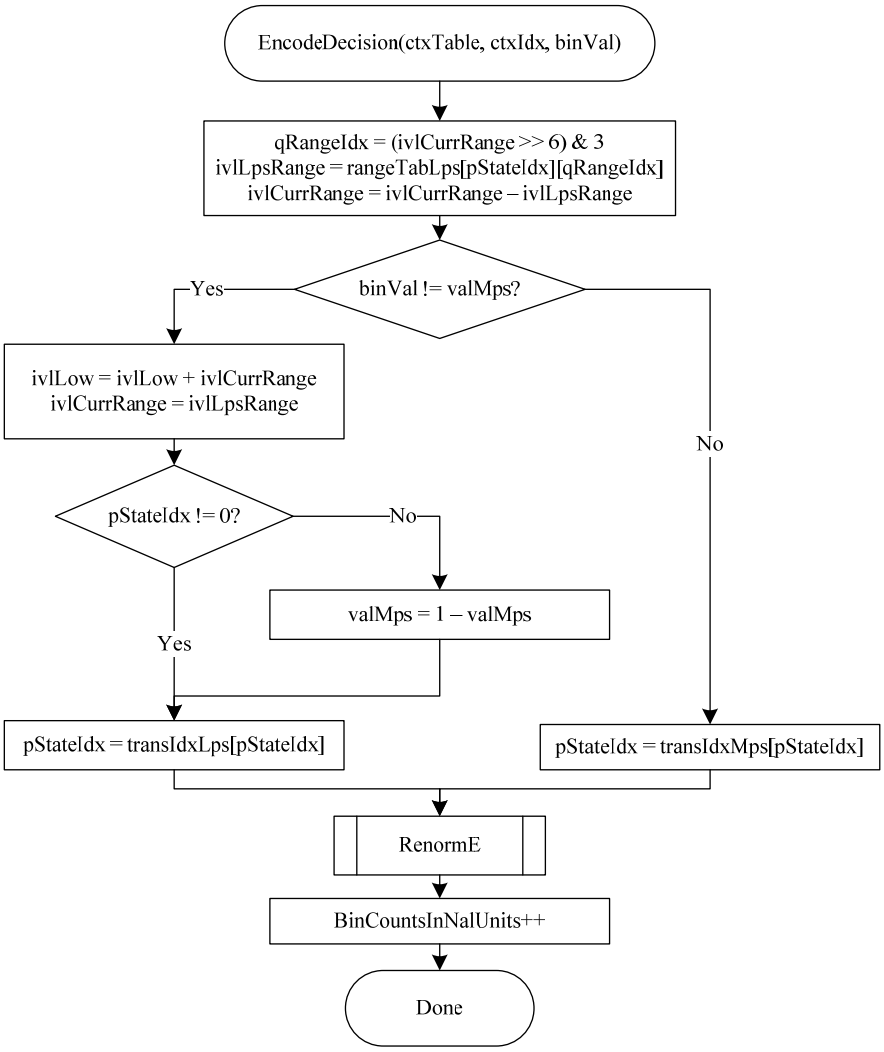


Figure 9-10 – Flowchart for encoding a decision

9.3.5.4 Renormalization process in the arithmetic encoding engine (informative)

This clause does not form an integral part of this Specification.

Inputs to this process are the variables ivlCurrRange, ivlLow, firstBitFlag, and bitsOutstanding.

Outputs of this process are zero or more bits written to the RBSP and the updated variables ivlCurrRange, ivlLow, firstBitFlag, and bitsOutstanding.

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Renormalization is illustrated in Figure 9-11.

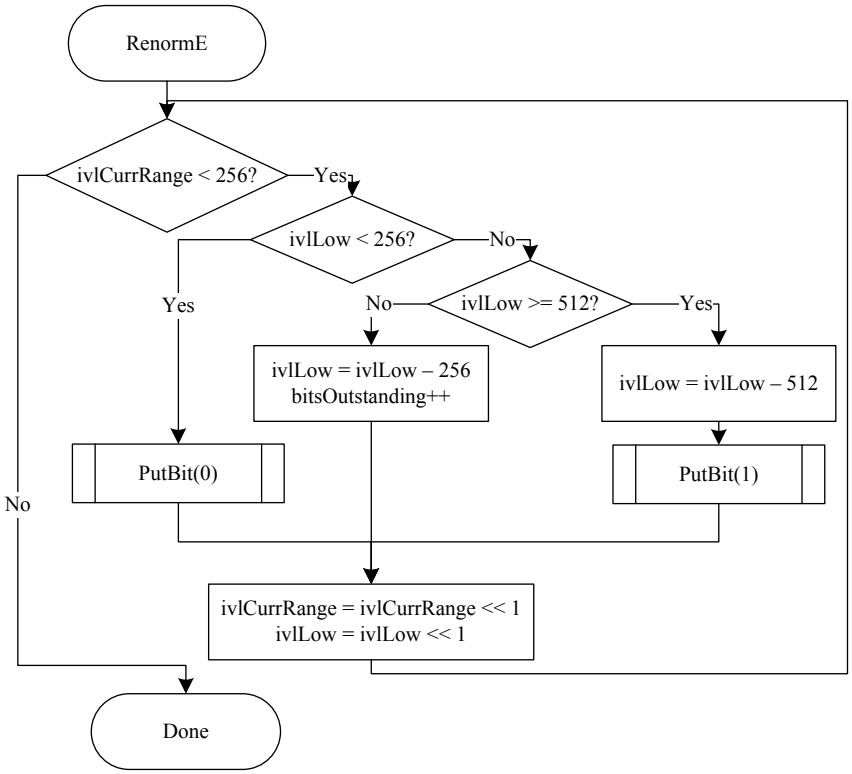


Figure 9-11 – Flowchart of renormalization in the encoder

The PutBit( ) procedure described in Figure 9-12 provides carry over control. It uses the function WriteBits(B, N) that writes N bits with value B to the bitstream and advances the bitstream pointer by N bit positions. This function assumes the existence of a bitstream pointer with an indication of the position of the next bit to be written to the bitstream by the encoding process.

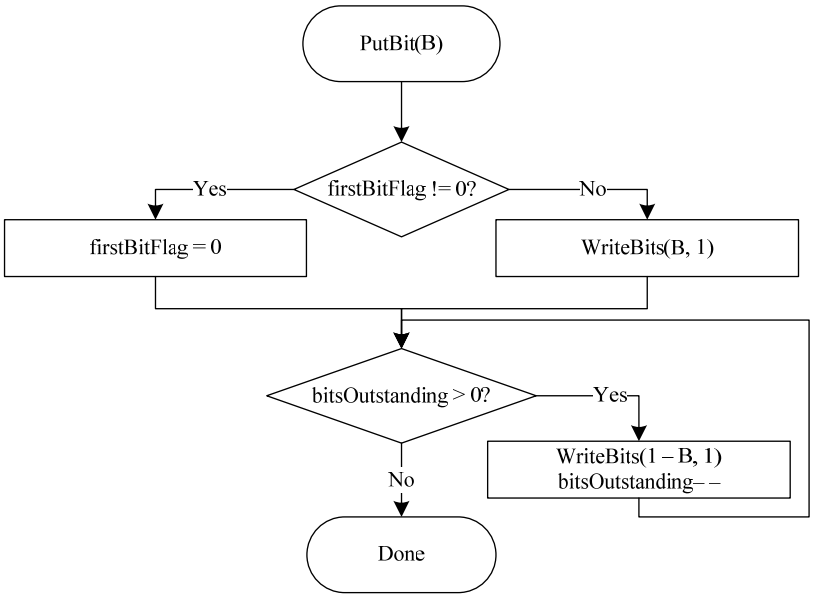


Figure 9-12 – Flowchart of PutBit(B)

9.3.5.5 Bypass encoding process for binary decisions (informative)

This clause does not form an integral part of this Specification.

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Inputs to this process are the variables binVal, ivlLow, ivlCurrRange, bitsOutstanding, and BinCountsInNalUnits.

Output of this process is a bit written to the RBSP and the updated variables ivlLow, bitsOutstanding, and BinCountsInNalUnits.

This encoding process applies to all binary decisions with bypassFlag equal to 1. Renormalization is included in the specification of this process as given in Figure 9-13.

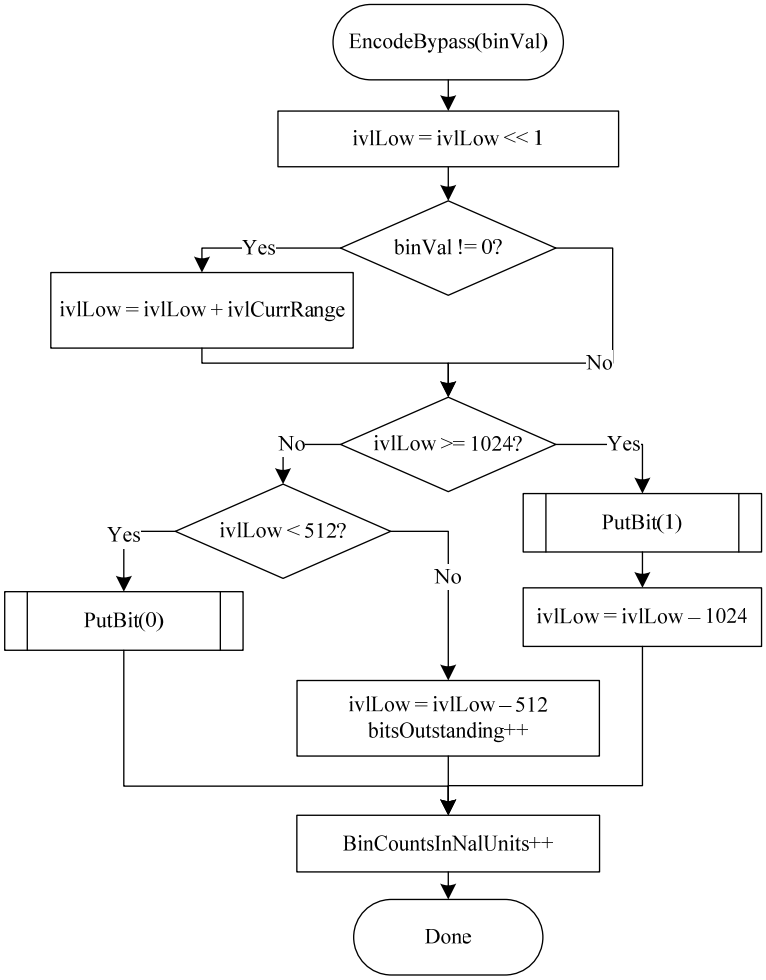


Figure 9-13 – Flowchart of encoding bypass

9.3.5.6 Encoding process for a binary decision before termination (informative)

This clause does not form an integral part of this Specification.

Inputs to this process are the variables binVal, ivlCurrRange, ivlLow, bitsOutstanding, and BinCountsInNalUnits.

Outputs of this process are zero or more bits written to the RBSP and the updated variables ivlLow, ivlCurrRange, bitsOutstanding, and BinCountsInNalUnits.

This encoding routine shown in Figure 9-14 applies to encoding of end_of_slice_segment_flag, end_of_sub_stream_one_bit, and pcm_flag, all associated with ctxIdx equal to 0.

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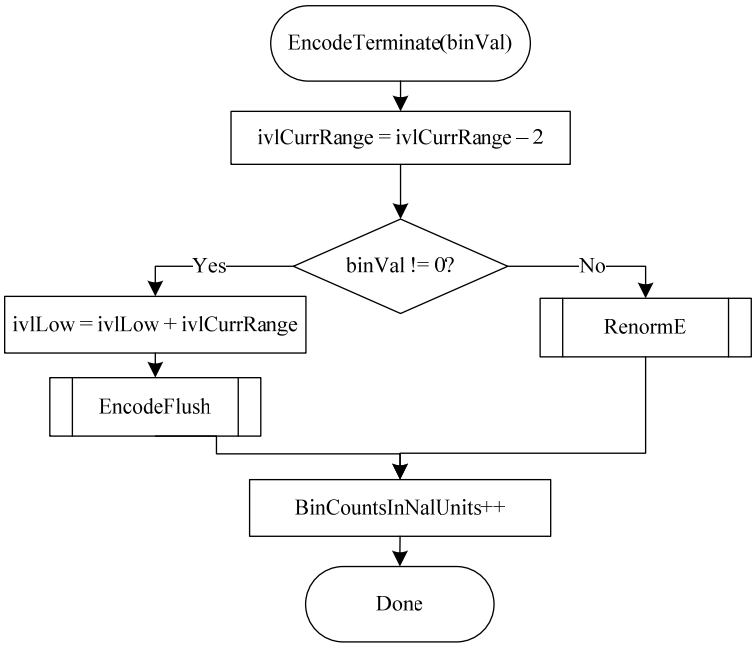


Figure 9-14 – Flowchart of encoding a decision before termination

When the value of binVal to encode is equal to 1, CABAC encoding is terminated and the flushing procedure shown in Figure 9-15 is applied. In this flushing procedure, the last bit written by WriteBits(B, N) is equal to 1. When encoding end_of_slice_segment_flag, this last bit is interpreted as rbsp_stop_one_bit. When encoding end_of_sub_stream_one_bit, this last bit is interpreted as alignment_bit_equal_to_one.

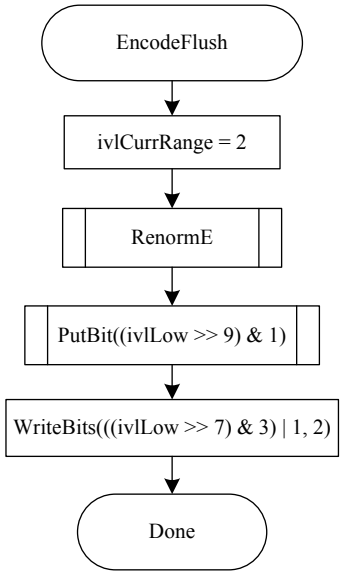


Figure 9-15 – Flowchart of flushing at termination

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9.3.5.7 Byte stuffing process (informative)

This clause does not form an integral part of this Specification.

This process is invoked after encoding the last coding block of the last slice segment of a picture and after encapsulation.

Inputs to this process are the number of bytes NumBytesInVclNalUnits of all VCL NAL units of a picture, the number of minimum CUs PicSizeInMinCbsY in the picture, and the number of binary symbols BinCountsInNalUnits resulting from encoding the contents of all VCL NAL units of the picture.

NOTE – The value of BinCountsInNalUnits is the result of encoding all slice segments of a coded picture. After initializing for the first slice segment of a coded picture as specified in clause 9.3.5.2, BinCountsInNalUnits is incremented as specified in clauses 9.3.5.3, 9.3.5.5, and 9.3.5.6.

Outputs of this process are zero or more bytes appended to the NAL unit.

Let the variable k be set equal to Ceil((Ceil(3 * (32 * BinCountsInNalUnits − RawMinCuBits * PicSizeInMinCbsY) ÷ 1024) − NumBytesInVclNalUnits) ÷ 3). Depending on the value of k the following applies:

– If k is less than or equal to 0, no cabac_zero_word is appended to the NAL unit.

– Otherwise (k is greater than 0), the 3-byte sequence 0x000003 is appended k times to the NAL unit after encapsulation, where the first two bytes 0x0000 represent a cabac_zero_word and the third byte 0x03 represents an emulation_prevention_three_byte.

10 Sub-bitstream extraction process

Inputs to this process are a bitstream, a target highest TemporalId value tIdTarget, and a target layer identifier list layerIdListTarget.

Output of this process is a sub-bitstream.

It is a requirement of bitstream conformance for the input bitstream that any output sub-bitstream of the process specified in this clause with tIdTarget equal to any value in the range of 0 to 6, inclusive, and layerIdListTarget equal to the layer identifier list associated with a layer set specified in the active video parameter set shall be a conforming bitstream.

NOTE 1 – A conforming bitstream contains one or more coded slice segment NAL units with nuh_layer_id equal to 0 and TemporalId equal to 0.

The output sub-bitstream is derived as follows:

– When one or more of the following two conditions are true, remove all SEI NAL units that have nuh_layer_id equal to 0 and that contain a non-nested buffering period SEI message, a non-nested picture timing SEI message, or a non-nested decoding unit information SEI message:

  – layerIdListTarget does not include all the values of nuh_layer_id in all NAL units in the bitstream.

  – tIdTarget is less than the greatest TemporalId in all NAL units in the bitstream.

    NOTE 2 – A "smart" bitstream extractor may include appropriate non-nested buffering picture SEI messages, non-nested picture timing SEI messages, and non-nested decoding unit information SEI messages in the extracted sub-bitstream, provided that the SEI messages applicable to the sub-bitstream were present as nested SEI messages in the original bitstream.

– Remove all NAL units with TemporalId greater than tIdTarget or nuh_layer_id not among the values included in layerIdListTarget.

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Annex A

Profiles, tiers and levels

(This annex forms an integral part of this Recommendation | International Standard.)

A.1 Overview of profiles, tiers and levels

Profiles, tiers and levels specify restrictions on bitstreams and hence limits on the capabilities needed to decode the bitstreams. Profiles, tiers and levels may also be used to indicate interoperability points between individual decoder implementations.

NOTE 1 – This Specification does not include individually selectable "options" at the decoder, as this would increase interoperability difficulties.

Each profile specifies a subset of algorithmic features and limits that shall be supported by all decoders conforming to that profile.

NOTE 2 – Encoders are not required to make use of any particular subset of features supported in a profile.

Each level of a tier specifies a set of limits on the values that may be taken by the syntax elements of this Specification. The same set of tier and level definitions is used with all profiles, but individual implementations may support a different tier and within a tier a different level for each supported profile. For any given profile, a level of a tier generally corresponds to a particular decoder processing load and memory capability.

The profiles that are specified in clause A.3 are also referred to as the profiles specified in Annex A.

A.2 Requirements on video decoder capability

Capabilities of video decoders conforming to this Specification are specified in terms of the ability to decode video streams conforming to the constraints of profiles, tiers and levels specified in this annex. When expressing the capabilities of a decoder for a specified profile, the tier and level supported for that profile should also be expressed.

Specific values are specified in this annex for the syntax elements general_profile_idc, general_tier_flag, and general_level_idc. All other values of general_profile_idc, general_tier_flag, and general_level_idc are reserved for future use by ITU-T | ISO/IEC.

NOTE – Decoders should not infer that a reserved value of general_profile_idc between the values specified in this Specification that this indicates intermediate capabilities between the specified profiles, as there are no restrictions on the method to be chosen by ITU-T | ISO/IEC for the use of such future reserved values. However, decoders should infer that a reserved value of general_level_idc associated with a particular value of general_tier_flag between the values specified in this Specification indicates intermediate capabilities between the specified levels of the tier.

A.3 Profiles

A.3.1 General

All constraints for PPSs that are specified are constraints for PPSs that are activated when the bitstream is decoded. All constraints for SPSs that are specified are constraints for SPSs that are activated when the bitstream is decoded.

The variable RawCtuBits is derived as follows:

$$\begin{aligned} RawCtuBits = {} & CtbSizeY * CtbSizeY * BitDepth_Y + \\ & 2 * (CtbWidthC * CtbHeightC) * BitDepth_C \end{aligned} \tag{A-1}$$

A.3.2 Main profile

Bitstreams conforming to the Main profile shall obey the following constraints:

– SPSs shall have chroma_format_idc equal to 1 only.

– SPSs shall have bit_depth_luma_minus8 equal to 0 only.

– SPSs shall have bit_depth_chroma_minus8 equal to 0 only.

– CtbLog2SizeY shall be in the range of 4 to 6, inclusive.

– When a PPS has tiles_enabled_flag is equal to 1, it shall have entropy_coding_sync_enabled_flag equal to 0.

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– When a PPS has tiles_enabled_flag is equal to 1, ColumnWidthInLumaSamples[i] shall be greater than or equal to 256 for all values of i in the range of 0 to num_tile_columns_minus1, inclusive, and RowHeightInLumaSamples[j] shall be greater than or equal to 64 for all values of j in the range of 0 to num_tile_rows_minus1, inclusive.

– The number of times read_bits(1) is called in clauses 9.3.4.3.3 and 9.3.4.3.4 when parsing coding_tree_unit( ) data for any coding tree unit shall be less than or equal to 5 * RawCtuBits / 3.

– The level constraints specified for the Main profile in clause A.4 shall be fulfilled.

Conformance of a bitstream to the Main profile is indicated by general_profile_idc being equal to 1 or general_profile_compatibility_flag[1] being equal to 1.

NOTE – When general_profile_compatibility_flag[1] is equal to 1, general_profile_compatibility_flag[2] should also be equal to 1.

Decoders conforming to the Main profile at a specific level (identified by a specific value of general_level_idc) of a specific tier (identified by a specific value of general_tier_flag) shall be capable of decoding all bitstreams for which all of the following conditions apply:

– general_profile_compatibility_flag[1] is equal to 1.

– general_level_idc represents a level lower than or equal to the specified level.

– general_tier_flag represents a tier lower than or equal to the specified tier.

A.3.3 Main 10 profile

Bitstreams conforming to the Main 10 profile shall obey the following constraints:

– SPSs shall have chroma_format_idc equal to 1 only.

– SPSs shall have bit_depth_luma_minus8 in the range of 0 to 2, inclusive.

– SPSs shall have bit_depth_chroma_minus8 in the range of 0 to 2, inclusive.

– CtbLog2SizeY shall be in the range of 4 to 6, inclusive.

– When a PPS has tiles_enabled_flag is equal to 1, it shall have entropy_coding_sync_enabled_flag equal to 0.

– When a PPS has tiles_enabled_flag is equal to 1, ColumnWidthInLumaSamples[i] shall be greater than or equal to 256 for all values of i in the range of 0 to num_tile_columns_minus1, inclusive, and RowHeightInLumaSamples[j] shall be greater than or equal to 64 for all values of j in the range of 0 to num_tile_rows_minus1, inclusive.

– The number of times read_bits(1) is called in clauses 9.3.4.3.3 and 9.3.4.3.4 when parsing coding_tree_unit( ) data for any coding tree unit shall be less than or equal to 5 * RawCtuBits / 3.

– The level constraints specified for the Main 10 profile in clause A.4 shall be fulfilled.

Conformance of a bitstream to the Main 10 profile is indicated by general_profile_idc being equal to 2 or general_profile_compatibility_flag[2] being equal to 1.

Decoders conforming to the Main 10 profile at a specific level (identified by a specific value of general_level_idc) shall be capable of decoding all bitstreams for which all of the following conditions apply:

– general_profile_compatibility_flag[1] is equal to 1 or general_profile_compatibility_flag[2] is equal to 1.

– general_level_idc represents a level lower than or equal to the specified level.

– general_tier_flag represents a tier lower than or equal to the specified tier.

A.3.4 Main Still Picture profile

Bitstreams conforming to the Main Still Picture profile shall obey the following constraints:

– The bitstream shall contain only one picture.

– SPSs shall have chroma_format_idc equal to 1 only.

– SPSs shall have bit_depth_luma_minus8 equal to 0 only.

– SPSs shall have bit_depth_chroma_minus8 equal to 0 only.

– SPSs shall have sps_max_dec_pic_buffering_minus1[sps_max_sub_layers_minus1] equal to 0 only.

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– CtbLog2SizeY shall be in the range of 4 to 6, inclusive.

– When a PPS has tiles_enabled_flag is equal to 1, it shall have entropy_coding_sync_enabled_flag equal to 0.

– When a PPS has tiles_enabled_flag is equal to 1, ColumnWidthInLumaSamples[i] shall be greater than or equal to 256 for all values of i in the range of 0 to num_tile_columns_minus1, inclusive, and RowHeightInLumaSamples[j] shall be greater than or equal to 64 for all values of j in the range of 0 to num_tile_rows_minus1, inclusive.

– The number of times read_bits(1) is called in clauses 9.3.4.3.3 and 9.3.4.3.4 when parsing coding_tree_unit( ) data for any coding tree unit shall be less than or equal to 5 * RawCtuBits / 3.

– The level constraints specified for the Main Still Picture profile in clause A.4 shall be fulfilled.

Conformance of a bitstream to the Main Still Picture profile is indicated by general_profile_idc being equal to 3 or general_profile_compatibility_flag[3] being equal to 1.

Decoders conforming to the Main Still Picture profile at a specific level (identified by a specific value of general_level_idc) shall be capable of decoding all bitstreams for which all of the following conditions apply:

– general_profile_compatibility_flag[3] is equal to 1.

– general_level_idc represents a level lower than or equal to the specified level.

– general_tier_flag represents a tier lower than or equal to the specified tier.

A.4 Tiers and levels

A.4.1 General tier and level limits

For purposes of comparison of tier capabilities, the tier with general_tier_flag equal to 0 is considered to be a lower tier than the tier with general_tier_flag equal to 1.

For purposes of comparison of level capabilities, a particular level of a specific tier is considered to be a lower level than some other level of the same tier when the value of the general_level_idc of the particular level is less than that of the other level.

The following is specified for expressing the constraints in this annex:

– Let access unit n be the n-th access unit in decoding order, with the first access unit being access unit 0 (i.e., the 0-th access unit).

– Let picture n be the coded picture or the corresponding decoded picture of access unit n.

– Let the variable CpbBrVclFactor be equal to 1000.

– Let the variable CpbBrNalFactor be equal to 1100.

Bitstreams conforming to a profile at a specified tier and level shall obey the following constraints for each bitstream conformance test as specified in Annex C:

a) PicSizeInSamplesY shall be less than or equal to MaxLumaPs, where MaxLumaPs is specified in Table A.1.

b) The value of pic_width_in_luma_samples shall be less than or equal to Sqrt(MaxLumaPs * 8).

c) The value of pic_height_in_luma_samples shall be less than or equal to Sqrt(MaxLumaPs * 8).

d) The value of sps_max_dec_pic_buffering_minus1[HighestTid] + 1 shall be less than or equal to MaxDpbSize, which is derived as follows:

```
if( PicSizeInSamplesY <= ( MaxLumaPs >> 2 ) )
    MaxDpbSize = Min( 4 * maxDpbPicBuf, 16 )
else if( PicSizeInSamplesY <= ( MaxLumaPs >> 1 ) )
    MaxDpbSize = Min( 2 * maxDpbPicBuf, 16 )                    (A-2)
else if( PicSizeInSamplesY <= ( ( 3 * MaxLumaPs ) >> 2 ) )
    MaxDpbSize = Min( ( 4 * maxDpbPicBuf ) / 3, 16 )
else
    MaxDpbSize = maxDpbPicBuf
```

where MaxLumaPs is specified in Table A.1 and maxDpbPicBuf is equal to 6.

e) For level 5 and higher levels, the value of CtbSizeY shall be equal to 32 or 64.

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f) The value of NumPocTotalCurr shall be less than or equal to 8.

g) The value of num_tile_columns_minus1 shall be less than MaxTileCols and num_tile_rows_minus1 shall be less than MaxTileRows, where MaxTileCols and MaxTileRows are specified in Table A.1.

h) For the VCL HRD parameters, CpbSize[i] shall be less than or equal to CpbBrVclFactor * MaxCPB for at least one value of i in the range of 0 to cpb_cnt_minus1[HighestTid], inclusive, where CpbSize[i] is specified in clause E.2.3 based on parameters selected as specified in clause C.1 and MaxCPB is specified in Table A.1 in units of CpbBrVclFactor bits.

i) For the NAL HRD parameters, CpbSize[i] shall be less than or equal to CpbBrNalFactor * MaxCPB for at least one value of i in the range of 0 to cpb_cnt_minus1[HighestTid], inclusive, where CpbSize[i] is specified in clause E.2.3 based on parameters selected as specified in clause C.1 and MaxCPB is specified in Table A.1 in units of CpbBrNalFactor bits.

Table A.1 specifies the limits for each level of each tier.

A tier and level to which the bitstream conforms are indicated by the syntax elements general_tier_flag and general_level_idc as follows:

– general_tier_flag equal to 0 indicates conformance to the Main tier, and general_tier_flag equal to 1 indicates conformance to the High tier, according to the tier constraints specified in Table A.1. general_tier_flag shall be equal to 0 for levels below level 4 (corresponding to the entries in Table A.1 marked with "-").

– general_level_idc shall be set equal to a value of 30 times the level number specified in Table A.1.

Table A.1 – General tier and level limits

Level	Max luma picture size MaxLumaPs (samples)	Max CPB size MaxCPB (1000 bits)		Max slice segments per picture MaxSliceSegmentsPerPicture	Max # of tile rows MaxTileRows	Max # of tile columns MaxTileCols
		Main tier	High tier			
1	36 864	350	-	16	1	1
2	122 880	1 500	-	16	1	1
2.1	245 760	3 000	-	20	1	1
3	552 960	6 000	-	30	2	2
3.1	983 040	10 000	-	40	3	3
4	2 228 224	12 000	30 000	75	5	5
4.1	2 228 224	20 000	50 000	75	5	5
5	8 912 896	25 000	100 000	200	11	10
5.1	8 912 896	40 000	160 000	200	11	10
5.2	8 912 896	60 000	240 000	200	11	10
6	35 651 584	60 000	240 000	600	22	20
6.1	35 651 584	120 000	480 000	600	22	20
6.2	35 651 584	240 000	800 000	600	22	20

Informative clause A.4.3 shows the effect of these limits on picture rates for several example picture formats.

A.4.2 Profile-specific level limits for the Main and Main 10 profiles

The following is specified for expressing the constraints in this annex:

– Let the variable fR be set equal to 1 ÷ 300.

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Bitstreams conforming to the Main or Main 10 profile at a specified tier and level shall obey the following constraints for each bitstream conformance test as specified in Annex C:

a) The nominal removal time of access unit n (with n greater than 0) from the CPB, as specified in clause C.2.3, shall satisfy the constraint that AuNominalRemovalTime[n] − AuCpbRemovalTime[n − 1] is greater than or equal to Max(PicSizeInSamplesY ÷ MaxLumaSr, fR) for the value of PicSizeInSamplesY of picture n − 1, where MaxLumaSr is the value specified in Table A.2 that applies to picture n − 1.

b) The difference between consecutive output times of pictures from the DPB, as specified in clause C.3.3, shall satisfy the constraint that DpbOutputInterval[n] is greater than or equal to Max(PicSizeInSamplesY ÷ MaxLumaSr, fR) for the value of PicSizeInSamplesY of picture n, where MaxLumaSr is the value specified in Table A.2 for picture n, provided that picture n is a picture that is output and is not the last picture of the bitstream that is output.

c) The removal time of access unit 0 shall satisfy the constraint that the number of slice segments in picture 0 is less than or equal to Min(MaxSliceSegmentsPerPicture * MaxLumaSr / MaxLumaPs * (AuCpbRemovalTime[0] − AuNominalRemovalTime[0]) + MaxSliceSegmentsPerPicture * PicSizeInSamplesY / MaxLumaPs, MaxSliceSegmentsPerPicture), for the value of PicSizeInSamplesY of picture 0, where MaxSliceSegmentsPerPicture, MaxLumaPs and MaxLumaSr are the values specified in Table A.1 and Table A.2, respectively, that apply to picture 0.

d) The difference between consecutive CPB removal times of access units n and n − 1 (with n greater than 0) shall satisfy the constraint that the number of slice segments in picture n is less than or equal to Min(MaxSliceSegmentsPerPicture * MaxLumaSr / MaxLumaPs * (AuCpbRemovalTime[n] − AuCpbRemovalTime[n − 1]), MaxSliceSegmentsPerPicture), where MaxSliceSegmentsPerPicture, MaxLumaPs and MaxLumaSr are the values specified in Table A.1 and Table A.2, respectively, that apply to picture n.

e) For the VCL HRD parameters, BitRate[i] shall be less than or equal to CpbBrVclFactor * MaxBR for at least one value of i in the range of 0 to cpb_cnt_minus1[HighestTid], inclusive, where BitRate[i] is specified in clause E.2.3 based on parameters selected as specified in clause C.1 and MaxBR is specified in Table A.2 in units of CpbBrVclFactor bits/s.

f) For the NAL HRD parameters, BitRate[i] shall be less than or equal to CpbBrNalFactor * MaxBR for at least one value of i in the range of 0 to cpb_cnt_minus1[HighestTid], inclusive, where BitRate[i] is specified in clause E.2.3 based on parameters selected as specified in clause C.1 and MaxBR is specified in Table A.2 in units of CpbBrNalFactor bits/s.

g) The sum of the NumBytesInNalUnit variables for access unit 0 shall be less than or equal to 1.5 * (Max(PicSizeInSamplesY, fR * MaxLumaSr) + MaxLumaSr * (AuCpbRemovalTime[0] − AuNominalRemovalTime[0])) ÷ MinCr for the value of PicSizeInSamplesY of picture 0, where MaxLumaSr and MinCr are the values specified in Table A.2 that apply to picture 0.

h) The sum of the NumBytesInNalUnit variables for access unit n (with n greater than 0) shall be less than or equal to 1.5 * MaxLumaSr * (AuCpbRemovalTime[n] − AyCpbRemovalTime[n − 1]) ÷ MinCr, where MaxLumaSr and MinCr are the values specified in Table A.2 that apply to picture n.

i) The removal time of access unit 0 shall satisfy the constraint that the number of tiles in picture 0 is less than or equal to Min(MaxTileCols * MaxTileRows * 120 * (AuCpbRemovalTime[0] − AuNominalRemovalTime[0]) + MaxTileCols * MaxTileRows * PicSizeInSamplesY / MaxLumaPs, MaxTileCols * MaxTileRows), for the value of PicSizeInSamplesY of picture 0, where MaxTileCols and MaxTileRows are the values specified in Table A.1 that apply to picture 0.

j) The difference between consecutive CPB removal times of access units n and n − 1 (with n greater than 0) shall satisfy the constraint that the number of tiles in picture n is less than or equal to Min(MaxTileCols * MaxTileRows * 120 * (AuCpbRemovalTime[n] − AuCpbRemovalTime[n − 1]), MaxTileCols * MaxTileRows), where MaxTileCols and MaxTileRows are the values specified in Table A.1 that apply to picture n.

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k)

Table A.2 – Tier and level limits for the Main and Main 10 profiles

Level	Max luma sample rate MaxLumaSr (samples/sec)	Max bit rate MaxBR (1000 bits/s)		Min Compression Ratio MinCr
		Main tier	High tier	
1	552 960	128	-	2
2	3 686 400	1 500	-	2
2.1	7 372 800	3 000	-	2
3	16 588 800	6 000	-	2
3.1	33 177 600	10 000	-	2
4	66 846 720	12 000	30 000	4
4.1	133 693 440	20 000	50 000	4
5	267 386 880	25 000	100 000	6
5.1	534 773 760	40 000	160 000	8
5.2	1 069 547 520	60 000	240 000	8
6	1 069 547 520	60 000	240 000	8
6.1	2 139 095 040	120 000	480 000	8
6.2	4 278 190 080	240 000	800 000	6

A.4.3 Effect of level limits on picture rate for the Main and Main 10 profiles (informative)

This clause does not form an integral part of this Specification.

Informative Tables A.3 and A.4 provide examples of maximum picture rates for the Main and Main 10 profiles for various picture formats when MinCbSizeY is equal to 64.

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Table A.3 – Maximum picture rates (pictures per second) at level 1 to 4.3 for some example picture sizes when MinCbSizeY is equal to 64

Level:				1	2	2.1	3	3.1	4	4.1
Max luma picture size (samples):				36 864	122 880	245 760	552 960	983 040	2 228 224	2 228 224
Max luma sample rate (samples/sec)				552 960	3 686 400	7 372 800	16 588 800	33 177 600	66 846 720	133 693 440
Format nickname	Luma width	Luma height	Luma picture size							
SQCIF	128	96	16 384	33.7	225.0	300.0	300.0	300.0	300.0	300.0
QCIF	176	144	36 864	15.0	100.0	200.0	300.0	300.0	300.0	300.0
QVGA	320	240	81 920	-	45.0	90.0	202.5	300.0	300.0	300.0
525 SIF	352	240	98 304	-	37.5	75.0	168.7	300.0	300.0	300.0
CIF	352	288	122 880	-	30.0	60.0	135.0	270.0	300.0	300.0
525 HHR	352	480	196 608	-	-	37.5	84.3	168.7	300.0	300.0
625 HHR	352	576	221 184	-	-	33.3	75.0	150.0	300.0	300.0
Q720p	640	360	245 760	-	-	30.0	67.5	135.0	272.0	300.0
VGA	640	480	327 680	-	-	-	50.6	101.2	204.0	300.0
525 4SIF	704	480	360 448	-	-	-	46.0	92.0	185.4	300.0
525 SD	720	480	393 216	-	-	-	42.1	84.3	170.0	300.0
4CIF	704	576	405 504	-	-	-	40.9	81.8	164.8	300.0
625 SD	720	576	442 368	-	-	-	37.5	75.0	151.1	300.0
480p (16:9)	864	480	458 752	-	-	-	36.1	72.3	145.7	291.4
SVGA	800	600	532 480	-	-	-	31.1	62.3	125.5	251.0
QHD	960	540	552 960	-	-	-	30.0	60.0	120.8	241.7
XGA	1024	768	786 432	-	-	-	-	42.1	85.0	170.0
720p HD	1280	720	983 040	-	-	-	-	33.7	68.0	136.0
4VGA	1280	960	1 228 800	-	-	-	-	-	54.4	108.8
SXGA	1280	1024	1 310 720	-	-	-	-	-	51.0	102.0
525 16SIF	1408	960	1 351 680	-	-	-	-	-	49.4	98.9
16CIF	1408	1152	1 622 016	-	-	-	-	-	41.2	82.4
4SVGA	1600	1200	1 945 600	-	-	-	-	-	34.3	68.7
1080 HD	1920	1080	2 088 960	-	-	-	-	-	32.0	64.0
2Kx1K	2048	1024	2 097 152	-	-	-	-	-	31.8	63.7
2Kx1080	2048	1080	2 228 224	-	-	-	-	-	30.0	60.0
4XGA	2048	1536	3 145 728	-	-	-	-	-	-	-
16VGA	2560	1920	4 915 200	-	-	-	-	-	-	-
3616x1536 (2.35:1)	3616	1536	5 603 328	-	-	-	-	-	-	-
3672x1536 (2.39:1)	3680	1536	5 701 632	-	-	-	-	-	-	-
3840x2160 (4*HD)	3840	2160	8 355 840	-	-	-	-	-	-	-
4Kx2K	4096	2048	8 388 608	-	-	-	-	-	-	-
4096x2160	4096	2160	8 912 896	-	-	-	-	-	-	-
4096x2304 (16:9)	4096	2304	9 437 184	-	-	-	-	-	-	-
7680x4320	7680	4320	33 423 360	-	-	-	-	-	-	-
8192x4096	8192	4096	33 554 432	-	-	-	-	-	-	-
8192x4320	8192	4320	35 651 584	-	-	-	-	-	-	-

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Table A.4 – Maximum picture rates (pictures per second) at level 5 to 6.2 for some example picture sizes when MinCbSizeY is equal to 64

Level:				5	5.1	5.2	6	6.1	6.2
Max luma picture size (samples):				8 912 896	8 912 896	8 912 896	35 651 584	35 651 584	35 651 584
Max luma sample rate (samples/sec)				267 386 880	534 773 760	1 069 547 520	1 069 547 520	2 139 095 040	4 278 190 080
Format nickname	Luma width	Luma height	Luma picture size						
SQCIF	128	96	16 384	300.0	300.0	300.0	300.0	300.0	300.0
QCIF	176	144	36 864	300.0	300.0	300.0	300.0	300.0	300.0
QVGA	320	240	81 920	300.0	300.0	300.0	300.0	300.0	300.0
525 SIF	352	240	98 304	300.0	300.0	300.0	300.0	300.0	300.0
CIF	352	288	122 880	300.0	300.0	300.0	300.0	300.0	300.0
525 HHR	352	480	196 608	300.0	300.0	300.0	300.0	300.0	300.0
625 HHR	352	576	221 184	300.0	300.0	300.0	300.0	300.0	300.0
Q720p	640	360	245 760	300.0	300.0	300.0	300.0	300.0	300.0
VGA	640	480	327 680	300.0	300.0	300.0	300.0	300.0	300.0
525 4SIF	704	480	360 448	300.0	300.0	300.0	300.0	300.0	300.0
525 SD	720	480	393 216	300.0	300.0	300.0	300.0	300.0	300.0
4CIF	704	576	405 504	300.0	300.0	300.0	300.0	300.0	300.0
625 SD	720	576	442 368	300.0	300.0	300.0	300.0	300.0	300.0
480p (16:9)	864	480	458 752	300.0	300.0	300.0	300.0	300.0	300.0
SVGA	800	600	532 480	300.0	300.0	300.0	300.0	300.0	300.0
QHD	960	540	552 960	300.0	300.0	300.0	300.0	300.0	300.0
XGA	1024	768	786 432	300.0	300.0	300.0	300.0	300.0	300.0
720p HD	1280	720	983 040	272.0	300.0	300.0	300.0	300.0	300.0
4VGA	1280	960	1 228 800	217.6	300.0	300.0	300.0	300.0	300.0
SXGA	1280	1024	1 310 720	204.0	300.0	300.0	300.0	300.0	300.0
525 16SIF	1408	960	1 351 680	197.8	300.0	300.0	300.0	300.0	300.0
16CIF	1408	1152	1 622 016	164.8	300.0	300.0	300.0	300.0	300.0
4SVGA	1600	1200	1 945 600	137.4	274.8	300.0	300.0	300.0	300.0
1080 HD	1920	1080	2 088 960	128.0	256.0	300.0	300.0	300.0	300.0
2Kx1K	2048	1024	2 097 152	127.5	255.0	300.0	300.0	300.0	300.0
2Kx1080	2048	1080	2 228 224	120.0	240.0	300.0	300.0	300.0	300.0
4XGA	2048	1536	3 145 728	85.0	170.0	300.0	300.0	300.0	300.0
16VGA	2560	1920	4 915 200	54.4	108.8	217.6	217.6	300.0	300.0
3616x1536 (2.35:1)	3616	1536	5 603 328	47.7	95.4	190.8	190.8	300.0	300.0
3672x1536 (2.39:1)	3680	1536	5 701 632	46.8	93.7	187.5	187.5	300.0	300.0
3840x2160 (4*HD)	3840	2160	8 355 840	32.0	64.0	128.0	256.0	300.0	300.0
4Kx2K	4096	2048	8 388 608	31.8	63.7	127.5	127.5	255.0	300.0
4096x2160	4096	2160	8 912 896	30.0	60.0	120.0	120.0	240.0	300.0
4096x2304 (16:9)	4096	2304	9 437 184	-	-	-	113.3	226.6	300.0
4096x3072	4096	3072	12 582 912	-	-	-	85.0	170.0	300.0
7680x4320	7680	4320	33 423 360	-	-	-	32.0	64.0	128.0
8192x4096	8192	4096	33 554 432	-	-	-	31.8	63.7	127.5
8192x4320	8192	4320	35 651 584	-	-	-	30.0	60.0	120.0

The following should be noted in regard to the examples shown in Tables A.3 and A.4:

– This Specification is a variable-picture-size specification. The specific listed picture sizes are illustrative examples only.

– The example luma picture sizes were computed by rounding up the luma width and luma height to multiples of 64 before computing the product of these quantities, to reflect the potential use of MinCbSizeY equal to 64 for these picture sizes, as pic_width_in_luma_samples and pic_height_in_luma_samples are each required to be a multiple

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of MinCbSizeY. For some illustrated values of luma width and luma height, a somewhat higher number of pictures per second can be supported when MinCbSizeY is less than 64.

– As used in the examples, "525" refers to typical use for environments using 525 analogue scan lines (of which approximately 480 lines contain the visible picture region), and "625" refers to environments using 625 analogue scan lines (of which approximately 576 lines contain the visible picture region).

– XGA is also known as (aka) XVGA, 4SVGA aka UXGA, 16XGA aka 4Kx3K, CIF aka 625 SIF, 625 HHR aka 2CIF aka half 625 D-1, aka half 625 ITU-R BT.601, 525 SD aka 525 D-1 aka 525 ITU-R BT.601, 625 SD aka 625 D-1 aka 625 ITU-R BT.601.

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Annex B

Byte stream format

(This annex forms an integral part of this Recommendation | International Standard.)

B.1 General

This annex specifies syntax and semantics of a byte stream format specified for use by applications that deliver some or all of the NAL unit stream as an ordered stream of bytes or bits within which the locations of NAL unit boundaries need to be identifiable from patterns in the data, such as Rec. ITU-T H.222.0 | ISO/IEC 13818-1 systems or Rec. ITU-T H.320 systems. For bit-oriented delivery, the bit order for the byte stream format is specified to start with the MSB of the first byte, proceed to the LSB of the first byte, followed by the MSB of the second byte, etc.

The byte stream format consists of a sequence of byte stream NAL unit syntax structures. Each byte stream NAL unit syntax structure contains one start code prefix followed by one nal_unit(NumBytesInNalUnit) syntax structure. It may (and under some circumstances, it shall) also contain an additional zero_byte syntax element. It may also contain one or more additional trailing_zero_8bits syntax elements. When it is the first byte stream NAL unit in the bitstream, it may also contain one or more additional leading_zero_8bits syntax elements.

B.2 Byte stream NAL unit syntax and semantics

B.2.1 Byte stream NAL unit syntax

byte_stream_nal_unit(NumBytesInNalUnit) {	**Descriptor**
while(next_bits(24) != 0x000001 && next_bits(32) != 0x00000001)	
leading_zero_8bits /* equal to 0x00 */	f(8)
if(next_bits(24) != 0x000001)	
zero_byte /* equal to 0x00 */	f(8)
start_code_prefix_one_3bytes /* equal to 0x000001 */	f(24)
nal_unit(NumBytesInNalUnit)	
while(more_data_in_byte_stream( ) && next_bits(24) != 0x000001 && next_bits(32) != 0x00000001)	
trailing_zero_8bits /* equal to 0x00 */	f(8)
}	

B.2.2 Byte stream NAL unit semantics

The order of byte stream NAL units in the byte stream shall follow the decoding order of the NAL units contained in the byte stream NAL units (see clause 7.4.2.4). The content of each byte stream NAL unit is associated with the same access unit as the NAL unit contained in the byte stream NAL unit (see clause 7.4.2.4.4).

leading_zero_8bits is a byte equal to 0x00.

NOTE – The leading_zero_8bits syntax element can only be present in the first byte stream NAL unit of the bitstream, because (as shown in the syntax diagram of clause B.2.1) any bytes equal to 0x00 that follow a NAL unit syntax structure and precede the four-byte sequence 0x00000001 (which is to be interpreted as a zero_byte followed by a start_code_prefix_one_3bytes) will be considered to be trailing_zero_8bits syntax elements that are part of the preceding byte stream NAL unit.

zero_byte is a single byte equal to 0x00.

When one or more of the following conditions are true, the zero_byte syntax element shall be present:

– The nal_unit_type within the nal_unit( ) syntax structure is equal to VPS_NUT, SPS_NUT or PPS_NUT.

– The byte stream NAL unit syntax structure contains the first NAL unit of an access unit in decoding order, as specified in clause 7.4.2.4.4.

start_code_prefix_one_3bytes is a fixed-value sequence of 3 bytes equal to 0x000001. This syntax element is called a start code prefix.

trailing_zero_8bits is a byte equal to 0x00.

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B.3 Byte stream NAL unit decoding process

Input to this process consists of an ordered stream of bytes consisting of a sequence of byte stream NAL unit syntax structures.

Output of this process consists of a sequence of NAL unit syntax structures.

At the beginning of the decoding process, the decoder initializes its current position in the byte stream to the beginning of the byte stream. It then extracts and discards each leading_zero_8bits syntax element (when present), moving the current position in the byte stream forward one byte at a time, until the current position in the byte stream is such that the next four bytes in the bitstream form the four-byte sequence 0x00000001.

The decoder then performs the following step-wise process repeatedly to extract and decode each NAL unit syntax structure in the byte stream until the end of the byte stream has been encountered (as determined by unspecified means) and the last NAL unit in the byte stream has been decoded:

1. When the next four bytes in the bitstream form the four-byte sequence 0x00000001, the next byte in the byte stream (which is a zero_byte syntax element) is extracted and discarded and the current position in the byte stream is set equal to the position of the byte following this discarded byte.
2. The next three-byte sequence in the byte stream (which is a start_code_prefix_one_3bytes) is extracted and discarded and the current position in the byte stream is set equal to the position of the byte following this three-byte sequence.
3. NumBytesInNalUnit is set equal to the number of bytes starting with the byte at the current position in the byte stream up to and including the last byte that precedes the location of one or more of the following conditions:
   - A subsequent byte-aligned three-byte sequence equal to 0x000000,
   - A subsequent byte-aligned three-byte sequence equal to 0x000001,
   - The end of the byte stream, as determined by unspecified means.
4. NumBytesInNalUnit bytes are removed from the bitstream and the current position in the byte stream is advanced by NumBytesInNalUnit bytes. This sequence of bytes is nal_unit(NumBytesInNalUnit) and is decoded using the NAL unit decoding process.
5. When the current position in the byte stream is not at the end of the byte stream (as determined by unspecified means) and the next bytes in the byte stream do not start with a three-byte sequence equal to 0x000001 and the next bytes in the byte stream do not start with a four byte sequence equal to 0x00000001, the decoder extracts and discards each trailing_zero_8bits syntax element, moving the current position in the byte stream forward one byte at a time, until the current position in the byte stream is such that the next bytes in the byte stream form the four-byte sequence 0x00000001 or the end of the byte stream has been encountered (as determined by unspecified means).

B.4 Decoder byte-alignment recovery (informative)

This clause does not form an integral part of this Specification.

Many applications provide data to a decoder in a manner that is inherently byte aligned, and thus have no need for the bit-oriented byte alignment detection procedure described in this clause.

A decoder is said to have byte alignment with a bitstream when the decoder has determined whether or not the positions of data in the bitstream are byte-aligned. When a decoder does not have byte alignment with the bitstream, the decoder may examine the incoming bitstream for the binary pattern '00000000 00000000 00000000 00000001' (31 consecutive bits equal to 0 followed by a bit equal to 1). The bit immediately following this pattern is the first bit of an aligned byte following a start code prefix. Upon detecting this pattern, the decoder will be byte-aligned with the bitstream and positioned at the start of a NAL unit in the bitstream.

Once byte aligned with the bitstream, the decoder can examine the incoming bitstream data for subsequent three-byte sequences 0x000001 and 0x000003.

When the three-byte sequence 0x000001 is detected, this is a start code prefix.

When the three-byte sequence 0x000003 is detected, the third byte (0x03) is an emulation_prevention_three_byte to be discarded as specified in clause 7.4.2.

When an error in the bitstream syntax is detected (e.g., a non-zero value of the forbidden_zero_bit or one of the three-byte or four-byte sequences that are prohibited in clause 7.4.2), the decoder may consider the detected condition as an indication that byte alignment may have been lost and may discard all bitstream data until the detection of byte alignment at a later position in the bitstream as described above in this clause.

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Annex C

Hypothetical reference decoder

(This annex forms an integral part of this Recommendation | International Standard.)

C.1 General

This annex specifies the hypothetical reference decoder (HRD) and its use to check bitstream and decoder conformance.

Two types of bitstreams or bitstream subsets are subject to HRD conformance checking for this Specification. The first type, called a Type I bitstream, is a NAL unit stream containing only the VCL NAL units and NAL units with nal_unit_type equal to FD_NUT (filler data NAL units) for all access units in the bitstream. The second type, called a Type II bitstream, contains, in addition to the VCL NAL units and filler data NAL units for all access units in the bitstream, at least one of the following:

– additional non-VCL NAL units other than filler data NAL units,

– all leading_zero_8bits, zero_byte, start_code_prefix_one_3bytes, and trailing_zero_8bits syntax elements that form a byte stream from the NAL unit stream (as specified in Annex B).

Figure C.1 shows the types of bitstream conformance points checked by the HRD.

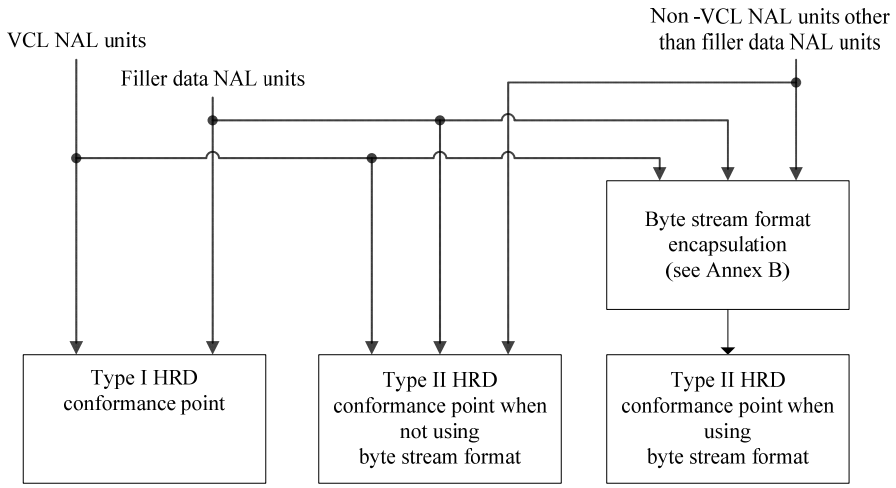


Figure C.1 – Structure of byte streams and NAL unit streams for HRD conformance checks

The syntax elements of non-VCL NAL units (or their default values for some of the syntax elements), required for the HRD, are specified in the semantic clauses of clause 7, Annexes D and E.

Two types of HRD parameter sets (NAL HRD parameters and VCL HRD parameters) are used. The HRD parameter sets are signalled through the hrd_parameters( ) syntax structure, which may be part of the SPS syntax structure or the VPS syntax structure.

Multiple tests may be needed for checking the conformance of a bitstream, which is referred to as the bitstream under test. For each test, the following steps apply in the order listed:

1. An operation point under test, denoted as TargetOp, is selected. The layer identifier list OpLayerIdList of TargetOp consists of the list of nuh_layer_id values, in increasing order of nuh_layer_id values, present in the bitstream subset associated with TargetOp, which is a subset of the nuh_layer_id values present in the bitstream under test. The OpTid of TargetOp is equal to the highest TemporalId present in the bitstream subset associated with TargetOp.
2. TargetDecLayerIdList is set equal to OpLayerIdList of TargetOp, HighestTid is set equal to OpTid of TargetOp, and the sub-bitstream extraction process as specified in clause 10 is invoked with the bitstream under test, HighestTid, and TargetDecLayerIdList as inputs, and the output is assigned to BitstreamToDecode.
3. The hrd_parameters( ) syntax structure and the sub_layer_hrd_parameters( ) syntax structure applicable to TargetOp are selected. If TargetDecLayerIdList contains all nuh_layer_id values present in the bitstream under

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test, the hrd_parameters( ) syntax structure in the active SPS (or provided through an external means not specified in this Specification) is selected. Otherwise, the hrd_parameters( ) syntax structure in the active VPS (or provided through some external means not specified in this Specification) that applies to TargetOp is selected. Within the selected hrd_parameters( ) syntax structure, if BitstreamToDecode is a Type I bitstream, the sub_layer_hrd_parameters(HighestTid) syntax structure that immediately follows the condition "if(vcl_hrd_parameters_present_flag)" is selected and the variable NalHrdModeFlag is set equal to 0; otherwise (BitstreamToDecode is a Type II bitstream), the sub_layer_hrd_parameters(HighestTid) syntax structure that immediately follows either the condition "if(vcl_hrd_parameters_present_flag)" (in this case the variable NalHrdModeFlag is set equal to 0) or the condition "if(nal_hrd_parameters_present_flag)" (in this case the variable NalHrdModeFlag is set equal to 1) is selected. When BitstreamToDecode is a Type II bitstream and NalHrdModeFlag is equal to 0, all non-VCL NAL units except filler data NAL units, and all leading_zero_8bits, zero_byte, start_code_prefix_one_3bytes, and trailing_zero_8bits syntax elements that form a byte stream from the NAL unit stream (as specified in Annex B), when present, are discarded from BitstreamToDecode, and the remaining bitstream is assigned to BitstreamToDecode.

4. An access unit associated with a buffering period SEI message (present in BitstreamToDecode or available through external means not specified in this Specification) applicable to TargetOp is selected as the HRD initialization point and referred to as access unit 0.
5. For each access unit in BitstreamToDecode starting from access unit 0, the buffering period SEI message (present in BitstreamToDecode or available through external means not specified in this Specification) that is associated with the access unit and applies to TargetOp is selected, the picture timing SEI message (present in BitstreamToDecode or available through external means not specified in this Specification) that is associated with the access unit and applies to TargetOp is selected, and when SubPicHrdFlag is equal to 1 and sub_pic_cpb_params_in_pic_timing_sei_flag is equal to 0, the decoding unit information SEI messages (present in BitstreamToDecode or available through external means not specified in this Specification) that are associated with decoding units in the access unit and apply to TargetOp are selected.
6. A value of SchedSelIdx is selected. The selected SchedSelIdx shall be in the range of 0 to cpb_cnt_minus1[HighestTid], inclusive, where cpb_cnt_minus1[HighestTid] is found in the sub_layer_hrd_parameters(HighestTid) syntax structure as selected above.
7. When the coded picture in access unit 0 has nal_unit_type equal to CRA_NUT or BLA_W_LP, and irap_cpb_params_present_flag in the selected buffering period SEI message is equal to 1, either of the following applies for selection of the initial CPB removal delay and delay offset:
   - If NalHrdModeFlag is equal to 1, the default initial CPB removal delay and delay offset represented by nal_initial_cpb_removal_delay[SchedSelIdx] and nal_initial_cpb_removal_offset[SchedSelIdx], respectively, in the selected buffering period SEI message are selected. Otherwise, the default initial CPB removal delay and delay offset represented by vcl_initial_cpb_removal_delay[SchedSelIdx] and vcl_initial_cpb_removal_offset[SchedSelIdx], respectively, in the selected buffering period SEI message are selected. The variable DefaultInitCpbParamsFlag is set equal to 1.
   - If NalHrdModeFlag is equal to 1, the alternative initial CPB removal delay and delay offset represented by nal_initial_alt_cpb_removal_delay[SchedSelIdx] and nal_initial_alt_cpb_removal_offset[SchedSelIdx], respectively, in the selected buffering period SEI message are selected. Otherwise, the alternative initial CPB removal delay and delay offset represented by vcl_initial_alt_cpb_removal_delay[SchedSelIdx] and vcl_initial_alt_cpb_removal_offset[SchedSelIdx], respectively, in the selected buffering period SEI message are selected. The variable DefaultInitCpbParamsFlag is set equal to 0, and the RASL access units associated with access unit 0 are discarded from BitstreamToDecode and the remaining bitstream is assigned to BitstreamToDecode.
8. When sub_pic_hrd_params_present_flag in the selected hrd_parameters( ) syntax structure is equal to 1, the CPB is scheduled to operate either at the access unit level (in which case the variable SubPicHrdFlag is set equal to 0) or at the sub-picture level (in which case the variable SubPicHrdFlag is set equal to 1).

For each operation point under test, the number of bitstream conformance tests to be performed is equal to n0 * n1 * (n2 * 2 + n3) * n4, where the values of n0, n1, n2, n3, and n4 are specified as follows:

- n0 is derived as follows:
  - If BitstreamToDecode is a Type I bitstream, n0 is equal to 1.
  - Otherwise (BitstreamToDecode is a Type II bitstream), n0 is equal to 2.
- n1 is equal to cpb_cnt_minus1[HighestTid] + 1.
- n2 is the number of access units in BitstreamToDecode that each is associated with a buffering period SEI message applicable to TargetOp and for each of which both of the following conditions are true:

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  - nal_unit_type is equal to CRA_NUT or BLA_W_LP for the VCL NAL units;
  - The associated buffering period SEI message applicable to TargetOp has irap_cpb_params_present_flag equal to 1.
- n3 is the number of access units in BitstreamToDecode BitstreamToDecode that each is associated with a buffering period SEI message applicable to TargetOp and for each of which one or both of the following conditions are true:
  - nal_unit_type is equal to neither CRA_NUT nor BLA_W_LP for the VCL NAL units;
  - The associated buffering period SEI message applicable to TargetOp has irap_cpb_params_present_flag equal to 0.
- n4 is derived as follows:
  - If sub_pic_hrd_params_present_flag in the selected hrd_parameters( ) syntax structure is equal to 0, n4 is equal to 1;
  - Otherwise, n4 is equal to 2.

When BitstreamToDecode is a Type II bitstream, the following applies:

- If the sub_layer_hrd_parameters(HighestTid) syntax structure that immediately follows the condition "if(vcl_hrd_parameters_present_flag)" is selected, the test is conducted at the Type I conformance point shown in Figure C.1, and only VCL and filler data NAL units are counted for the input bit rate and CPB storage.
- Otherwise (the sub_layer_hrd_parameters(HighestTid) syntax structure that immediately follows the condition "if(nal_hrd_parameters_present_flag)" is selected), the test is conducted at the Type II conformance point shown in Figure C.1, and all bytes of the Type II bitstream, which may be a NAL unit stream or a byte stream, are counted for the input bit rate and CPB storage.

NOTE 1 – NAL HRD parameters established by a value of SchedSelIdx for the Type II conformance point shown in Figure C.1 are sufficient to also establish VCL HRD conformance for the Type I conformance point shown in Figure C.1 for the same values of InitCpbRemovalDelay[SchedSelIdx], BitRate[SchedSelIdx], and CpbSize[SchedSelIdx] for the VBR case (cbr_flag[SchedSelIdx] equal to 0). This is because the data flow into the Type I conformance point is a subset of the data flow into the Type II conformance point and because, for the VBR case, the CPB is allowed to become empty and stay empty until the time a next picture is scheduled to begin to arrive. For example, when decoding a CVS conforming to one or more of the profiles specified in Annex A using the decoding process specified in clauses 2 through 10, when NAL HRD parameters are provided for the Type II conformance point that not only fall within the bounds set for NAL HRD parameters for profile conformance in item f) of clause A.4.2 but also fall within the bounds set for VCL HRD parameters for profile conformance in item e) of clause A.4.2, conformance of the VCL HRD for the Type I conformance point is also assured to fall within the bounds of item e) of clause A.4.2.

All VPSs, SPSs and PPSs referred to in the VCL NAL units, and the corresponding buffering period, picture timing and decoding unit information SEI messages shall be conveyed to the HRD, in a timely manner, either in the bitstream (by non-VCL NAL units), or by other means not specified in this Specification.

In Annexes C, D, and E, the specification for "presence" of non-VCL NAL units that contain VPSs, SPSs, PPSs, buffering period SEI messages, picture timing SEI messages, or decoding unit information SEI messages is also satisfied when those NAL units (or just some of them) are conveyed to decoders (or to the HRD) by other means not specified in this Specification. For the purpose of counting bits, only the appropriate bits that are actually present in the bitstream are counted.

NOTE 2 – As an example, synchronization of such a non-VCL NAL unit, conveyed by means other than presence in the bitstream, with the NAL units that are present in the bitstream, can be achieved by indicating two points in the bitstream, between which the non-VCL NAL unit would have been present in the bitstream, had the encoder decided to convey it in the bitstream.

When the content of such a non-VCL NAL unit is conveyed for the application by some means other than presence within the bitstream, the representation of the content of the non-VCL NAL unit is not required to use the same syntax as specified in this Specification.

NOTE 3 – When HRD information is contained within the bitstream, it is possible to verify the conformance of a bitstream to the requirements of this clause based solely on information contained in the bitstream. When the HRD information is not present in the bitstream, as is the case for all "stand-alone" Type I bitstreams, conformance can only be verified when the HRD data are supplied by some other means not specified in this Specification.

The HRD contains a coded picture buffer (CPB), an instantaneous decoding process, a decoded picture buffer (DPB), and output cropping as shown in Figure C.2.

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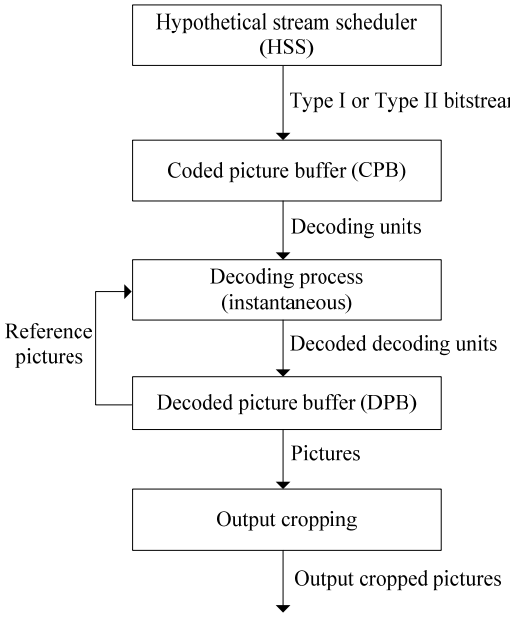


Figure C.2 – HRD buffer model

For each bitstream conformance test, the CPB size (number of bits) is CpbSize[SchedSelIdx] as specified in clause E.2.3, where SchedSelIdx and the HRD parameters are specified above in this clause. The DPB size (number of picture storage buffers) is sps_max_dec_pic_buffering_minus1[HighestTid] + 1.

The variable SubPicHrdPreferredFlag is either specified by external means, or when not specified by external means, set equal to 0.

When the value of the variable SubPicHrdFlag has not been set by step 8 above in this clause, it is derived as follows:

$$\text{SubPicHrdFlag} = \text{SubPicHrdPreferredFlag} \;\&\&\; \text{sub\_pic\_hrd\_params\_present\_flag} \tag{C-1}$$

If SubPicHrdFlag is equal to 0, the HRD operates at access unit level and each decoding unit is an access unit. Otherwise the HRD operates at sub-picture level and each decoding unit is a subset of an access unit.

NOTE 4 – If the HRD operates at access unit level, each time a decoding unit that is an entire access unit is removed from the CPB. Otherwise (the HRD operates at sub-picture level), each time a decoding unit that is a subset of an access unit is removed from the CPB. In both cases, each time an entire decoded picture is output from the DPB, though the picture output time is derived based on the differently derived CPB removal times and the differently signalled DPB output delays.

The following is specified for expressing the constraints in this annex:

– Each access unit is referred to as access unit n, where the number n identifies the particular access unit. Access unit 0 is selected per step 4 above. The value of n is incremented by 1 for each subsequent access unit in decoding order.

– Each decoding unit is referred to as decoding unit m, where the number m identifies the particular decoding unit. The first decoding unit in decoding order in access unit 0 is referred to as decoding unit 0. The value of m is incremented by 1 for each subsequent decoding unit in decoding order.

NOTE 5 – The numbering of decoding units is relative to the first decoding unit in access unit 0.

– Picture n refers to the coded picture or the decoded picture of access unit n.

The HRD operates as follows:

– The HRD is initialized at decoding unit 0, with the both the CPB and the DPB being set to be empty (the DPB fullness is set equal to 0).

NOTE 6 – After initialization, the HRD is not initialized again by subsequent buffering period SEI messages.

– Data associated with decoding units that flow into the CPB according to a specified arrival schedule are delivered by the HSS.

– The data associated with each decoding unit are removed and decoded instantaneously by the instantaneous decoding process at the CPB removal time of the decoding unit.

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– Each decoded picture is placed in the DPB.

– A decoded picture is removed from the DPB when it becomes no longer needed for inter prediction reference and no longer needed for output.

For each bitstream conformance test, the operation of the CPB is specified in clause C.2, the instantaneous decoder operation is specified in clauses 2 through 10, the operation of the DPB is specified in clause C.3, and the output cropping is specified in clause C.3.3 and clause C.5.2.2.

HSS and HRD information concerning the number of enumerated delivery schedules and their associated bit rates and buffer sizes is specified in clauses E.2.2 and E.3.2. The HRD is initialized as specified by the buffering period SEI message specified in clauses D.2.2 and D.3.2. The removal timing of decoding units from the CPB and output timing of decoded pictures from the DPB is specified using information in picture timing SEI messages (specified in clauses D.2.3 and D.3.3) or in decoding unit information SEI messages (specified in clauses D.2.21 and D.3.21). All timing information relating to a specific decoding unit shall arrive prior to the CPB removal time of the decoding unit.

The requirements for bitstream conformance are specified in clause C.4, and the HRD is used to check conformance of bitstreams as specified above in this clause and to check conformance of decoders as specified in clause C.5.

NOTE 7 – While conformance is guaranteed under the assumption that all picture-rates and clocks used to generate the bitstream match exactly the values signalled in the bitstream, in a real system each of these may vary from the signalled or specified value.

All the arithmetic in this annex is performed with real values, so that no rounding errors can propagate. For example, the number of bits in a CPB just prior to or after removal of a decoding unit is not necessarily an integer.

The variable ClockTick is derived as follows and is called a clock tick:

$$ClockTick = vui\_num\_units\_in\_tick \div vui\_time\_scale \quad (C\text{-}2)$$

The variable ClockSubTick is derived as follows and is called a clock sub-tick:

$$ClockSubTick = ClockTick \div (tick\_divisor\_minus2 + 2) \quad (C\text{-}3)$$

C.2 Operation of coded picture buffer (CPB)

C.2.1 General

The specifications in this clause apply independently to each set of CPB parameters that is present and to both the Type I and Type II conformance points shown in Figure C.1, and the set of CPB parameters is selected as specified in clause C.1.

C.2.2 Timing of decoding unit arrival

If SubPicHrdFlag is equal to 0, the variable subPicParamsFlag is set equal to 0, and the process in specified in the remainder of this clause is invoked with a decoding unit being considered as an access unit, for derivation of the initial and final CPB arrival times for access unit n.

Otherwise (SubPicHrdFlag is equal to 1), the process in specified in the remainder of this clause is first invoked with the variable subPicParamsFlag set equal to 0 and a decoding unit being considered as an access unit, for derivation of the initial and final CPB arrival times for access unit n, and then invoked with subPicParamsFlag set equal to 1 and a decoding unit being considered as a subset of an access unit, for derivation of the initial and final CPB arrival times for the decoding units in access unit n.

The variables InitCpbRemovalDelay[SchedSelIdx] and InitCpbRemovalDelayOffset[SchedSelIdx] are derived as follows:

– If one or more of the following conditions are true, InitCpbRemovalDelay[SchedSelIdx] and InitCpbRemovalDelayOffset[SchedSelIdx] are set equal to the values of the buffering period SEI message syntax elements nal_initial_alt_cpb_removal_delay[SchedSelIdx] and nal_initial_alt_cpb_removal_offset[SchedSelIdx], respectively, when NalHrdModeFlag is equal to 1, or vcl_initial_alt_cpb_removal_delay[SchedSelIdx] and vcl_initial_alt_cpb_removal_offset[SchedSelIdx], respectively, when NalHrdModeFlag is equal to 0, where the buffering period SEI message syntax elements are selected as specified in clause C.1:

  – Access unit 0 is a BLA access unit for which the coded picture has nal_unit_type equal to BLA_W_RADL or BLA_N_LP, and the value of irap_cpb_params_present_flag of the buffering period SEI message is equal to 1.

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– Access unit 0 is a BLA access unit for which the coded picture has nal_unit_type equal to BLA_W_LP or is a CRA access unit, and the value of irap_cpb_params_present_flag of the buffering period SEI message is equal to 1, and one or more of the following conditions are true:
  – UseAltCpbParamsFlag for access unit 0 is equal to 1.
  – DefaultInitCpbParamsFlag is equal to 0.
– The value of subPicParamsFlag is equal to 1.

– Otherwise, InitCpbRemovalDelay[SchedSelIdx] and InitCpbRemovalDelayOffset[SchedSelIdx] are set equal to the values of the buffering period SEI message syntax elements nal_initial_cpb_removal_delay[SchedSelIdx] and nal_initial_cpb_removal_offset[SchedSelIdx], respectively, when NalHrdModeFlag is equal to 1, or vcl_initial_cpb_removal_delay[SchedSelIdx] and vcl_initial_cpb_removal_offset[SchedSelIdx], respectively, when NalHrdModeFlag is equal to 0, where the buffering period SEI message syntax elements are selected as specified in clause C.1.

The time at which the first bit of decoding unit m begins to enter the CPB is referred to as the initial arrival time initArrivalTime[m].

The initial arrival time of decoding unit m is derived as follows:

– If the decoding unit is decoding unit 0 (i.e., m = 0), initArrivalTime[0] = 0,

– Otherwise (the decoding unit is decoding unit m with m > 0), the following applies:

  – If cbr_flag[SchedSelIdx] is equal to 1, the initial arrival time for decoding unit m is equal to the final arrival time (which is derived below) of decoding unit m − 1, i.e.,

```
if( !subPicParamsFlag )
    initArrivalTime[ m ] = AuFinalArrivalTime[ m − 1 ]                    (C-4)
else
    initArrivalTime[ m ] = DuFinalArrivalTime[ m − 1 ]
```

  – Otherwise (cbr_flag[SchedSelIdx] is equal to 0), the initial arrival time for decoding unit m is derived as follows:

```
if( !subPicParamsFlag )
    initArrivalTime[ m ] = Max( AuFinalArrivalTime[ m − 1 ], initArrivalEarliestTime[ m ] )    (C-5)
else
    initArrivalTime[ m ] = Max( DuFinalArrivalTime[ m − 1 ], initArrivalEarliestTime[ m ] )
```

    where initArrivalEarliestTime[m] is derived as follows:

    – The variable tmpNominalRemovalTime is derived as follows:

```
if( !subPicParamsFlag )
   tmpNominalRemovalTime = AuNominalRemovalTime[ m ]                      (C-6)
else
   tmpNominalRemovalTime = DuNominalRemovalTime[ m ]
```

      where AuNominalRemovalTime[m] and DuNominalRemovalTime[m] are the nominal CPB removal time of access unit m and decoding unit m, respectively, as specified in clause C.2.3.

    – If decoding unit m is not the first decoding unit of a subsequent buffering period, initArrivalEarliestTime[m] is derived as follows:

```
initArrivalEarliestTime[ m ] = tmpNominalRemovalTime − ( InitCpbRemovalDelay[ SchedSelIdx ]
                    + InitCpbRemovalDelayOffset[ SchedSelIdx ] ) ÷ 90000    (C-7)
```

    – Otherwise (decoding unit m is the first decoding unit of a subsequent buffering period), initArrivalEarliestTime[m] is derived as follows:

```
initArrivalEarliestTime[ m ] = tmpNominalRemovalTime −
                    ( InitCpbRemovalDelay[ SchedSelIdx ] ÷ 90000 )    (C-8)
```

The final arrival time for decoding unit m is derived as follows:

```
if( !subPicParamsFlag )
   AuFinalArrivalTime[ m ] = initArrivalTime[ m ] + sizeInbits[ m ] ÷ BitRate[ SchedSelIdx ]    (C-9)
else
   DuFinalArrivalTime[ m ] = initArrivalTime[ m ] + sizeInbits[ m ] ÷ BitRate[ SchedSelIdx ]
```


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where sizeInbits[m] is the size in bits of decoding unit m, counting the bits of the VCL NAL units and the filler data NAL units for the Type I conformance point or all bits of the Type II bitstream for the Type II conformance point, where the Type I and Type II conformance points are as shown in Figure C.1.

The values of SchedSelIdx, BitRate[SchedSelIdx], and CpbSize[SchedSelIdx] are constrained as follows:

– If the content of the selected hrd_parameters( ) syntax structures for the access unit containing decoding unit m and the previous access unit differ, the HSS selects a value SchedSelIdx1 of SchedSelIdx from among the values of SchedSelIdx provided in the selected hrd_parameters( ) syntax structures for the access unit containing decoding unit m that results in a BitRate[SchedSelIdx1] or CpbSize[SchedSelIdx1] for the access unit containing decoding unit m. The value of BitRate[SchedSelIdx1] or CpbSize[SchedSelIdx1] may differ from the value of BitRate[SchedSelIdx0] or CpbSize[SchedSelIdx0] for the value SchedSelIdx0 of SchedSelIdx that was in use for the previous access unit.

– Otherwise, the HSS continues to operate with the previous values of SchedSelIdx, BitRate[SchedSelIdx] and CpbSize[SchedSelIdx].

When the HSS selects values of BitRate[SchedSelIdx] or CpbSize[SchedSelIdx] that differ from those of the previous access unit, the following applies:

– The variable BitRate[SchedSelIdx] comes into effect at the initial CPB arrival time of the current access unit.

– The variable CpbSize[SchedSelIdx] comes into effect as follows:

  – If the new value of CpbSize[SchedSelIdx] is greater than the old CPB size, it comes into effect at the initial CPB arrival time of the current access unit.

  – Otherwise, the new value of CpbSize[SchedSelIdx] comes into effect at the CPB removal time of the current access unit.

C.2.3 Timing of decoding unit removal and decoding of decoding unit

The variables InitCpbRemovalDelay[SchedSelIdx], InitCpbRemovalDelayOffset[SchedSelIdx], CpbDelayOffset, and DpbDelayOffset are derived as follows:

– If one or more of the following conditions are true, CpbDelayOffset is set equal to the value of the buffering period SEI message syntax element cpb_delay_offset, DpbDelayOffset is set equal to the value of the buffering period SEI message syntax element dpb_delay_offset, and InitCpbRemovalDelay[SchedSelIdx] and InitCpbRemovalDelayOffset[SchedSelIdx] are set equal to the values of the buffering period SEI message syntax elements nal_initial_alt_cpb_removal_delay[SchedSelIdx] and nal_initial_alt_cpb_removal_offset[SchedSelIdx], respectively, when NalHrdModeFlag is equal to 1, or vcl_initial_alt_cpb_removal_delay[SchedSelIdx] and vcl_initial_alt_cpb_removal_offset[SchedSelIdx], respectively, when NalHrdModeFlag is equal to 0, where the buffering period SEI message containing the syntax elements is selected as specified in clause C.1:

  – Access unit 0 is a BLA access unit for which the coded picture has nal_unit_type equal to BLA_W_RADL or BLA_N_LP, and the value of irap_cpb_params_present_flag of the buffering period SEI message is equal to 1.

  – Access unit 0 is a BLA access unit for which the coded picture has nal_unit_type equal to BLA_W_LP or is a CRA access unit, and the value of irap_cpb_params_present_flag of the buffering period SEI message is equal to 1, and one or more of the following conditions are true:

    – UseAltCpbParamsFlag for access unit 0 is equal to 1.

    – DefaultInitCpbParamsFlag is equal to 0.

– Otherwise, InitCpbRemovalDelay[SchedSelIdx] and InitCpbRemovalDelayOffset[SchedSelIdx] are set equal to the values of the buffering period SEI message syntax elements nal_initial_cpb_removal_delay[SchedSelIdx] and nal_initial_cpb_removal_offset[SchedSelIdx], respectively, when NalHrdModeFlag is equal to 1, or vcl_initial_cpb_removal_delay[SchedSelIdx] and vcl_initial_cpb_removal_offset[SchedSelIdx], respectively, when NalHrdModeFlag is equal to 0, where the buffering period SEI message containing the syntax elements is selected as specified in clause C.1, CpbDelayOffset and DpbDelayOffset are both set equal to 0.

The nominal removal time of the access unit n from the CPB is specified as follows:

– If access unit n is the access unit with n equal to 0 (the access unit that initializes the HRD), the nominal removal time of the access unit from the CPB is specified by:

$$AuNominalRemovalTime[0] = InitCpbRemovalDelay[SchedSelIdx] \div 90000 \quad \text{(C-10)}$$

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– Otherwise, the following applies:

  – When access unit n is the first access unit of a buffering period that does not initialize the HRD, the following applies:

    The nominal removal time of the access unit n from the CPB is specified by:

```
if( !concatenationFlag ) {
    baseTime = AuNominalRemovalTime[ firstPicInPrevBuffPeriod ]
    tmpCpbRemovalDelay = AuCpbRemovalDelayVal
} else {
    baseTime = AuNominalRemovalTime[ prevNonDiscardablePic ]
    tmpCpbRemovalDelay =
        Max( ( auCpbRemovalDelayDeltaMinus1 + 1 ),                                    (C-11)
            Ceil( ( InitCpbRemovalDelay[ SchedSelIdx ] ÷ 90000 +
                AuFinalArrivalTime[ n − 1 ] − AuNominalRemovalTime[ n − 1 ] ) ÷ ClockTick )
}
AuNominalRemovalTime( n ) = baseTime + ClockTick * ( tmpCpbRemovalDelay − CpbDelayOffset )
```

    where AuNominalRemovalTime[firstPicInPrevBuffPeriod] is the nominal removal time of the first access unit of the previous buffering period, AuNominalRemovalTime[prevNonDiscardablePic] is the nominal removal time of the preceding picture in decoding order with TemporalId equal to 0 that is not a RASL, RADL or sub-layer non-reference picture, AuCpbRemovalDelayVal is the value of AuCpbRemovalDelayVal derived according to au_cpb_removal_delay_minus1 in the picture timing SEI message, selected as specified in clause C.1, associated with access unit n, and concatenationFlag and auCpbRemovalDelayDeltaMinus1 are the values of the syntax elements concatenation_flag and au_cpb_removal_delay_delta_minus1, respectively, in the buffering period SEI message, selected as specified in clause C.1, associated with access unit n.

    After the derivation of the nominal CPB removal time and before the derivation of the DPB output time of access unit n, the values of CpbDelayOffset and DpbDelayOffset are updated as follows:

    – If one or more of the following conditions are true, CpbDelayOffset is set equal to the value of the buffering period SEI message syntax element cpb_delay_offset, and DpbDelayOffset is set equal to the value of the buffering period SEI message syntax element dpb_delay_offset, where the buffering period SEI message containing the syntax elements is selected as specified in clause C.1:

      – Access unit n is a BLA access unit for which the coded picture has nal_unit_type equal to BLA_W_RADL or BLA_N_LP, and the value of irap_cpb_params_present_flag of the buffering period SEI message is equal to 1.

      – Access unit n is a BLA access unit for which the coded picture has nal_unit_type equal to BLA_W_LP or is a CRA access unit, and the value of irap_cpb_params_present_flag of the buffering period SEI message is equal to 1, and UseAltCpbParamsFlag for access unit n is equal to 1.

    – Otherwise, CpbDelayOffset and DpbDelayOffset are both set equal to 0.

  – When access unit n is not the first access unit of a buffering period, the nominal removal time of the access unit n from the CPB is specified by:

```
AuNominalRemovalTime[ n ] = AuNominalRemovalTime[ firstPicInCurrBuffPeriod ] +
                ClockTick * ( AuCpbRemovalDelayVal − CpbDelayOffset )          (C-12)
```

    where AuNominalRemovalTime[firstPicInCurrBuffPeriod] is the nominal removal time of the first access unit of the current buffering period, and AuCpbRemovalDelayVal is the value of AuCpbRemovalDelayVal derived according to au_cpb_removal_delay_minus1 in the picture timing SEI message, selected as specified in clause C.1, associated with access unit n.

When SubPicHrdFlag is equal to 1, the following applies:

– The variable duCpbRemovalDelayInc is derived as follows:

  – If sub_pic_cpb_params_in_pic_timing_sei_flag is equal to 0, duCpbRemovalDelayInc is set equal to the value of du_spt_cpb_removal_delay_increment in the decoding unit information SEI message, selected as specified in clause C.1, associated with decoding unit m.

  – Otherwise, if du_common_cpb_removal_delay_flag is equal to 0, duCpbRemovalDelayInc is set equal to the value of du_cpb_removal_delay_increment_minus1[i] + 1 for decoding unit m in the picture timing SEI message, selected as specified in clause C.1, associated with access unit n, where the value of i is 0 for the

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first num_nalus_in_du_minus1[0] + 1 consecutive NAL units in the access unit that contains decoding unit m, 1 for the subsequent num_nalus_in_du_minus1[1] + 1 NAL units in the same access unit, 2 for the subsequent num_nalus_in_du_minus1[2] + 1 NAL units in the same access unit, etc.

- Otherwise, duCpbRemovalDelayInc is set equal to the value of du_common_cpb_removal_delay_increment_minus1 + 1 in the picture timing SEI message, selected as specified in clause C.1, associated with access unit n.

– The nominal removal time of decoding unit m from the CPB is specified as follows, where AuNominalRemovalTime[n] is the nominal removal time of access unit n:

  - If decoding unit m is the last decoding unit in access unit n, the nominal removal time of decoding unit m DuNominalRemovalTime[m] is set equal to AuNominalRemovalTime[n].
  - Otherwise (decoding unit m is not the last decoding unit in access unit n), the nominal removal time of decoding unit m DuNominalRemovalTime[m] is derived as follows:

```
if( sub_pic_cpb_params_in_pic_timing_sei_flag )
    DuNominalRemovalTime[ m ] = DuNominalRemovalTime[ m + 1 ] −
        ClockSubTick * duCpbRemovalDelayInc                                  (C-13)
else
    DuNominalRemovalTime[ m ] = AuNominalRemovalTime( n ) −
        ClockSubTick * duCpbRemovalDelayInc
```

If SubPicHrdFlag is equal to 0, the removal time of access unit n from the CPB is specified as follows, where AuFinalArrivalTime[n] and AuNominalRemovalTime[n] are the final CPB arrival time and nominal CPB removal time, respectively, of access unit n:

```
if( !low_delay_hrd_flag[ HighestTid ] || AuNominalRemovalTime[ n ] >= AuFinalArrivalTime[ n ] )
    AuCpbRemovalTime[ n ] = AuNominalRemovalTime[ n ]
else                                                                         (C-14)
    AuCpbRemovalTime[ n ] = AuNominalRemovalTime[ n ] + ClockTick *
        Ceil( ( AuFinalArrivalTime[ n ] − AuNominalRemovalTime[ n ] ) ÷ ClockTick )
```

NOTE 1 – When low_delay_hrd_flag[HighestTid] is equal to 1 and AuNominalRemovalTime[n] is less than AuFinalArrivalTime[n], the size of access unit n is so large that it prevents removal at the nominal removal time.

Otherwise (SubPicHrdFlag is equal to 1), the removal time of decoding unit m from the CPB is specified as follows:

```
if( !low_delay_hrd_flag[ HighestTid ] || DuNominalRemovalTime[ m ] >= DuFinalArrivalTime[ m ] )
    DuCpbRemovalTime[ m ] = DuNominalRemovalTime[ m ]
else                                                                         (C-15)
    DuCpbRemovalTime[ m ] = DuFinalArrivalTime[ m ]
```

NOTE 2 – When low_delay_hrd_flag[HighestTid] is equal to 1 and DuNominalRemovalTime[m] is less than DuFinalArrivalTime[m], the size of decoding unit m is so large that it prevents removal at the nominal removal time.

If SubPicHrdFlag is equal to 0, at the CPB removal time of access unit n, the access unit is instantaneously decoded.

Otherwise (SubPicHrdFlag is equal to 1), at the CPB removal time of decoding unit m, the decoding unit is instantaneously decoded, and when decoding unit m is the last decoding unit of access unit n, the following applies:

– Picture n is considered as decoded.

– The final CPB arrival time of access unit n, i.e., AuFinalArrivalTime[n], is set equal to the final CPB arrival time of the last decoding unit in access unit n, i.e., DuFinalArrivalTime[m].

– The nominal CPB removal time of access unit n, i.e., AuNominalRemovalTime[n], is set equal to the nominal CPB removal time of the last decoding unit in access unit n, i.e., DuNominalRemovalTime[m].

– The CPB removal time of access unit n, i.e., AuCpbRemovalTime[m], is set equal to the CPB removal time of the last decoding unit in access unit n, i.e., DuCpbRemovalTime[m].

C.3 Operation of the decoded picture buffer (DPB)

C.3.1 General

The specifications in this clause apply independently to each set of DPB parameters selected as specified in clause C.1.

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The decoded picture buffer contains picture storage buffers. Each of the picture storage buffers may contain a decoded picture that is marked as "used for reference" or is held for future output. The processes specified in clauses C.3.2, C.3.3 and C.3.4 are sequentially applied as specified below.

C.3.2 Removal of pictures from the DPB

The removal of pictures from the DPB before decoding of the current picture (but after parsing the slice header of the first slice of the current picture) happens instantaneously at the CPB removal time of the first decoding unit of access unit n (containing the current picture) and proceeds as follows:

– The decoding process for RPS as specified in clause 8.3.2 is invoked.

– When the current picture is an IRAP picture with NoRaslOutputFlag equal to 1 that is not picture 0, the following ordered steps are applied:

1. The variable NoOutputOfPriorPicsFlag is derived for the decoder under test as follows:
   – If the current picture is a CRA picture, NoOutputOfPriorPicsFlag is set equal to 1 (regardless of the value of no_output_of_prior_pics_flag).
   – Otherwise, if the value of pic_width_in_luma_samples, pic_height_in_luma_samples, or sps_max_dec_pic_buffering_minus1[HighestTid] derived from the active SPS is different from the value of pic_width_in_luma_samples, pic_height_in_luma_samples, or sps_max_dec_pic_buffering_minus1[HighestTid], respectively, derived from the SPS active for the preceding picture, NoOutputOfPriorPicsFlag may (but should not) be set to 1 by the decoder under test, regardless of the value of no_output_of_prior_pics_flag.

     NOTE – Although setting NoOutputOfPriorPicsFlag equal to no_output_of_prior_pics_flag is preferred under these conditions, the decoder under test is allowed to set NoOutputOfPriorPicsFlag to 1 in this case.

   – Otherwise, NoOutputOfPriorPicsFlag is set equal to no_output_of_prior_pics_flag.
2. The value of NoOutputOfPriorPicsFlag derived for the decoder under test is applied for the HRD, such that when the value of NoOutputOfPriorPicsFlag is equal to 1, all picture storage buffers in the DPB are emptied without output of the pictures they contain, and the DPB fullness is set equal to 0.

– When both of the following conditions are true for any pictures k in the DPB, all such pictures k in the DPB are removed from the DPB:
  – picture k is marked as "unused for reference"
  – picture k has PicOutputFlag equal to 0 or its DPB output time is less than or equal to the CPB removal time of the first decoding unit (denoted as decoding unit m) of the current picture n; i.e., DpbOutputTime[k] is less than or equal to CpbRemovalTime(m)

– For each picture that is removed from the DPB, the DPB fullness is decremented by one.

C.3.3 Picture output

The processes specified in this clause happen instantaneously at the CPB removal time of access unit n, AuCpbRemovalTime[n].

When picture n has PicOutputFlag equal to 1, its DPB output time DpbOutputTime[n] is derived as follows, where the variable firstPicInBufferingPeriodFlag is equal to 1 if access unit n is the first access unit of a buffering period and 0 otherwise:

```
if( !SubPicHrdFlag ) {
    DpbOutputTime[ n ] = AuCpbRemovalTime[ n ] + ClockTick * picDpbOutputDelay                (C-16)
    if( firstPicInBufferingPeriodFlag )
        DpbOutputTime[ n ]  −=  ClockTick * DpbDelayOffset
} else
    DpbOutputTime[ n ] = AuCpbRemovalTime[ n ] + ClockSubTick * picSptDpbOutputDuDelay
```

where picDpbOutputDelay is the value of pic_dpb_output_delay in the picture timing SEI message associated with access unit n, and picSptDpbOutputDuDelay is the value of pic_spt_dpb_output_du_delay, when present, in the decoding unit information SEI messages associated with access unit n, or the value of pic_dpb_output_du_delay in the picture timing SEI message associated with access unit n when there is no decoding unit information SEI message associated with access unit n or no decoding unit information SEI message associated with access unit n has pic_spt_dpb_output_du_delay present.

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NOTE – When the syntax element pic_spt_dpb_output_du_delay is not present in any decoding unit information SEI message associated with access unit n, the value is inferred to be equal to pic_dpb_output_du_delay in the picture timing SEI message associated with access unit n.

The output of the current picture is specified as follows:

– If PicOutputFlag is equal to 1 and DpbOutputTime[n] is equal to AuCpbRemovalTime[n], the current picture is output.

– Otherwise, if PicOutputFlag is equal to 0, the current picture is not output, but will be stored in the DPB as specified in clause C.3.4.

– Otherwise (PicOutputFlag is equal to 1 and DpbOutputTime[n] is greater than AuCpbRemovalTime[n]), the current picture is output later and will be stored in the DPB (as specified in clause C.3.4) and is output at time DpbOutputTime[n] unless indicated not to be output by the decoding or inference of no_output_of_prior_pics_flag equal to 1 at a time that precedes DpbOutputTime[n].

When output, the picture is cropped, using the conformance cropping window specified in the active SPS for the picture.

When picture n is a picture that is output and is not the last picture of the bitstream that is output, the value of the variable DpbOutputInterval[n] is derived as follows:

$$DpbOutputInterval[n] = DpbOutputTime[nextPicInOutputOrder] - DpbOutputTime[n] \quad (C\text{-}17)$$

where nextPicInOutputOrder is the picture that follows picture n in output order and has PicOutputFlag equal to 1.

C.3.4 Current decoded picture marking and storage

The process specified in this clause happens instantaneously at the CPB removal time of access unit n, CpbRemovalTime[n].

The current decoded picture is stored in the DPB in an empty picture storage buffer, the DPB fullness is incremented by one, and the current picture is marked as "used for short-term reference".

C.4 Bitstream conformance

A bitstream of coded data conforming to this Specification shall fulfil all requirements specified in this clause.

The bitstream shall be constructed according to the syntax, semantics, and constraints specified in this Specification outside of this annex.

The first coded picture in a bitstream shall be an IRAP picture, i.e., an IDR picture, a CRA picture or a BLA picture.

The bitstream is tested by the HRD for conformance as specified in clause C.1.

For each current picture, let the variables maxPicOrderCnt and minPicOrderCnt be set equal to the maximum and the minimum, respectively, of the PicOrderCntVal values of the following pictures:

– The current picture.

– The previous picture in decoding order that has TemporalId equal to 0 and that is not a RASL picture, a RADL picture, or a sub-layer non-reference picture.

– The short-term reference pictures in the RPS of the current picture.

– All pictures n that have PicOutputFlag equal to 1, AuCpbRemovalTime[n] less than AuCpbRemovalTime[currPic], and DpbOutputTime[n] greater than or equal to AuCpbRemovalTime[currPic], where currPic is the current picture.

All of the following conditions shall be fulfilled for each of the bitstream conformance tests:

1. For each access unit n, with n greater than 0, associated with a buffering period SEI message, let the variable deltaTime90k[n] be specified as follows:

$$deltaTime90k[n] = 90000 * (AuNominalRemovalTime[n] - AuFinalArrivalTime[n - 1]) \quad (C\text{-}18)$$

   The value of InitCpbRemovalDelay[SchedSelIdx] is constrained as follows:

   – If cbr_flag[SchedSelIdx] is equal to 0, the following condition shall be true:

$$InitCpbRemovalDelay[SchedSelIdx] <= Ceil(deltaTime90k[n]) \quad (C\text{-}19)$$

   – Otherwise (cbr_flag[SchedSelIdx] is equal to 1), the following condition shall be true:

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Floor(deltaTime90k[n]) <= InitCpbRemovalDelay[SchedSelIdx] <= Ceil(deltaTime90k[n]) (C-20)

NOTE 1 – The exact number of bits in the CPB at the removal time of each picture may depend on which buffering period SEI message is selected to initialize the HRD. Encoders must take this into account to ensure that all specified constraints must be obeyed regardless of which buffering period SEI message is selected to initialize the HRD, as the HRD may be initialized at any one of the buffering period SEI messages.

2. A CPB overflow is specified as the condition in which the total number of bits in the CPB is greater than the CPB size. The CPB shall never overflow.
3. A CPB underflow is specified as the condition in which the nominal CPB removal time of decoding unit m DuNominalRemovalTime(m) is less than the final CPB arrival time of decoding unit m DuFinalArrivalTime(m) for at least one value of m. When low_delay_hrd_flag[HighestTid] is equal to 0, the CPB shall never underflow.
4. When SubPicHrdFlag is equal to 1, low_delay_hrd_flag[HighestTid] is equal to 1, and the nominal removal time of a decoding unit m of access unit n is less than the final CPB arrival time of decoding unit m (i.e., DuNominalRemovalTime[m] < DuFinalArrivalTime[m]), the nominal removal time of access unit n shall be less than the final CPB arrival time of access unit n (i.e., AuNominalRemovalTime[n] < AuFinalArrivalTime[n]).
5. The nominal removal times of pictures from the CPB (starting from the second picture in decoding order) shall satisfy the constraints on AuNominalRemovalTime[n] and AuCpbRemovalTime[n] expressed in clauses A.4.1 through A.4.2.
6. For each current picture, after invocation of the process for removal of pictures from the DPB as specified in clause C.3.2, the number of decoded pictures in the DPB, including all pictures n that are marked as "used for reference", or that have PicOutputFlag equal to 1 and AuCpbRemovalTime[n] less than AuCpbRemovalTime[currPic], where currPic is the current picture, shall be less than or equal to sps_max_dec_pic_buffering_minus1[HighestTid].
7. All reference pictures shall be present in the DPB when needed for prediction. Each picture that has PicOutputFlag equal to 1 shall be present in the DPB at its DPB output time unless it is removed from the DPB before its output time by one of the processes specified in clause C.3.
8. For each current picture, the value of maxPicOrderCnt − minPicOrderCnt shall be less than MaxPicOrderCntLsb / 2.
9. The value of DpbOutputInterval[n] as given by Equation C-17, which is the difference between the output time of a picture and that of the first picture following it in output order and having PicOutputFlag equal to 1, shall satisfy the constraint expressed in clause A.4.1 for the profile, tier and level specified in the bitstream using the decoding process specified in clauses 2 through 10.
10. For each current picture, when sub_pic_cpb_params_in_pic_timing_sei_flag is equal to 1, let tmpCpbRemovalDelaySum be derived as follows:

```
tmpCpbRemovalDelaySum = 0
for( i = 0; i < num_decoding_units_minus1; i++ )                    (C-21)
    tmpCpbRemovalDelaySum  +=  du_cpb_removal_delay_increment_minus1[ i ] + 1
```

The value of ClockSubTick * tmpCpbRemovalDelaySum shall be equal to the difference between the nominal CPB removal time of the current access unit and the nominal CPB removal time of the first decoding unit in the current access unit in decoding order.

C.5 Decoder conformance

C.5.1 General

A decoder conforming to this Specification shall fulfil all requirements specified in this clause.

A decoder claiming conformance to a specific profile, tier and level shall be able to successfully decode all bitstreams that conform to the bitstream conformance requirements specified in clause C.4, in the manner specified in Annex A, provided that all VPSs, SPSs and PPSs referred to in the VCL NAL units, and appropriate buffering period and picture timing SEI messages are conveyed to the decoder, in a timely manner, either in the bitstream (by non-VCL NAL units), or by external means not specified in this Specification.

When a bitstream contains syntax elements that have values that are specified as reserved and it is specified that decoders shall ignore values of the syntax elements or NAL units containing the syntax elements having the reserved values, and the bitstream is otherwise conforming to this Specification, a conforming decoder shall decode the bitstream

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in the same manner as it would decode a conforming bitstream and shall ignore the syntax elements or the NAL units containing the syntax elements having the reserved values as specified.

There are two types of conformance that can be claimed by a decoder: output timing conformance and output order conformance.

To check conformance of a decoder, test bitstreams conforming to the claimed profile, tier and level, as specified in clause C.4 are delivered by a hypothetical stream scheduler (HSS) both to the HRD and to the decoder under test (DUT). All cropped decoded pictures output by the HRD shall also be output by the DUT, each cropped decoded picture output by the DUT shall be a picture with PicOutputFlag equal to 1, and, for each such cropped decoded picture output by the DUT, the values of all samples that are output shall be equal to the values of the samples produced by the specified decoding process.

For output timing decoder conformance, the HSS operates as described above, with delivery schedules selected only from the subset of values of SchedSelIdx for which the bit rate and CPB size are restricted as specified in Annex A for the specified profile, tier and level, or with "interpolated" delivery schedules as specified below for which the bit rate and CPB size are restricted as specified in Annex A. The same delivery schedule is used for both the HRD and the DUT.

When the HRD parameters and the buffering period SEI messages are present with cpb_cnt_minus1[HighestTid] greater than 0, the decoder shall be capable of decoding the bitstream as delivered from the HSS operating using an "interpolated" delivery schedule specified as having peak bit rate r, CPB size c(r), and initial CPB removal delay (f(r) ÷ r) as follows:

$$\alpha = (r - BitRate[SchedSelIdx - 1]) \div (BitRate[SchedSelIdx] - BitRate[SchedSelIdx - 1]), \quad \text{(C-22)}$$

$$c(r) = \alpha * CpbSize[SchedSelIdx] + (1 - \alpha) * CpbSize[SchedSelIdx - 1], \quad \text{(C-23)}$$

$$f(r) = \alpha * InitCpbRemovalDelay[SchedSelIdx] * BitRate[SchedSelIdx] + (1 - \alpha) * InitCpbRemovalDelay[SchedSelIdx - 1] * BitRate[SchedSelIdx - 1] \quad \text{(C-24)}$$

for any SchedSelIdx > 0 and r such that BitRate[SchedSelIdx − 1] <= r <= BitRate[SchedSelIdx] such that r and c(r) are within the limits as specified in Annex A for the maximum bit rate and buffer size for the specified profile, tier and level.

NOTE 1 – InitCpbRemovalDelay[SchedSelIdx] can be different from one buffering period to another and have to be re-calculated.

For output timing decoder conformance, an HRD as described above is used and the timing (relative to the delivery time of the first bit) of picture output is the same for both the HRD and the DUT up to a fixed delay.

For output order decoder conformance, the following applies:

– The HSS delivers the bitstream BitstreamToDecode to the DUT "by demand" from the DUT, meaning that the HSS delivers bits (in decoding order) only when the DUT requires more bits to proceed with its processing.

  NOTE 2 – This means that for this test, the coded picture buffer of the DUT could be as small as the size of the largest decoding unit.

– A modified HRD as described below is used, and the HSS delivers the bitstream to the HRD by one of the schedules specified in the bitstream BitstreamToDecode such that the bit rate and CPB size are restricted as specified in Annex A. The order of pictures output shall be the same for both the HRD and the DUT.

– The HRD CPB size is given by CpbSize[SchedSelIdx] as specified in clause E.2.3, where SchedSelIdx and the HRD parameters are selected as specified in clause C.1. The DPB size is given by sps_max_dec_pic_buffering_minus1[HighestTid] + 1. Removal time from the CPB for the HRD is the final bit arrival time and decoding is immediate. The operation of the DPB of this HRD is as described in clauses C.5.2 through C.5.2.3.

C.5.2 Operation of the output order DPB

C.5.2.1 General

The decoded picture buffer contains picture storage buffers. Each of the picture storage buffers contains a decoded picture that is marked as "used for reference" or is held for future output. The process for output and removal of pictures from the DPB as specified in clause C.5.2.2 is invoked, followed by the invocation of the process for picture decoding, marking, additional bumping, and storage as specified in clause C.5.2.3. The "bumping" process is specified in clause C.5.2.4 and is invoked as specified in clauses C.5.2.2 and C.5.2.3.

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C.5.2.2 Output and removal of pictures from the DPB

The output and removal of pictures from the DPB before the decoding of the current picture (but after parsing the slice header of the first slice of the current picture) happens instantaneously when the first decoding unit of the access unit containing the current picture is removed from the CPB and proceeds as follows:

– The decoding process for RPS as specified in clause 8.3.2 is invoked.

– If the current picture is an IRAP picture with NoRaslOutputFlag equal to 1 that is not picture 0, the following ordered steps are applied:

1. The variable NoOutputOfPriorPicsFlag is derived for the decoder under test as follows:

   – If the current picture is a CRA picture, NoOutputOfPriorPicsFlag is set equal to 1 (regardless of the value of no_output_of_prior_pics_flag).

   – Otherwise, if the value of pic_width_in_luma_samples, pic_height_in_luma_samples, or sps_max_dec_pic_buffering_minus1[HighestTid] derived from the active SPS is different from the value of pic_width_in_luma_samples, pic_height_in_luma_samples, or sps_max_dec_pic_buffering_minus1[HighestTid], respectively, derived from the SPS active for the preceding picture, NoOutputOfPriorPicsFlag may (but should not) be set to 1 by the decoder under test, regardless of the value of no_output_of_prior_pics_flag.

     NOTE – Although setting NoOutputOfPriorPicsFlag equal to no_output_of_prior_pics_flag is preferred under these conditions, the decoder under test is allowed to set NoOutputOfPriorPicsFlag to 1 in this case.

   – Otherwise, NoOutputOfPriorPicsFlag is set equal to no_output_of_prior_pics_flag.

2. The value of NoOutputOfPriorPicsFlag derived for the decoder under test is applied for the HRD as follows:

   – If NoOutputOfPriorPicsFlag is equal to 1, all picture storage buffers in the DPB are emptied without output of the pictures they contain, and the DPB fullness is set equal to 0.

   – Otherwise (NoOutputOfPriorPicsFlag is equal to 0), all picture storage buffers containing a picture that is marked as "not needed for output" and "unused for reference" are emptied (without output), and all non-empty picture storage buffers in the DPB are emptied by repeatedly invoking the "bumping" process specified in clause C.5.2.4, and the DPB fullness is set equal to 0.

– Otherwise (the current picture is not an IRAP picture with NoRaslOutputFlag equal to 1), all picture storage buffers containing a picture which are marked as "not needed for output" and "unused for reference" are emptied (without output). For each picture storage buffer that is emptied, the DPB fullness is decremented by one. When one or more of the following conditions are true, the "bumping" process specified in clause C.5.2.4 is invoked repeatedly while further decrementing the DPB fullness by one for each additional picture storage buffer that is emptied, until none of the following conditions are true:

  – The number of pictures in the DPB that are marked as "needed for output" is greater than sps_max_num_reorder_pics[HighestTid].

  – sps_max_latency_increase_plus1[HighestTid] is not equal to 0 and there is at least one picture in the DPB that is marked as "needed for output" for which the associated variable PicLatencyCount is greater than or equal to SpsMaxLatencyPictures[HighestTid].

  – The number of pictures in the DPB is greater than or equal to sps_max_dec_pic_buffering_minus1[HighestTid] + 1.

C.5.2.3 Picture decoding, marking, additional bumping, and storage

The processes specified in this clause happen instantaneously when the last decoding unit of access unit n containing the current picture is removed from the CPB.

For each picture in the DPB that is marked as "needed for output", the associated variable PicLatencyCount is set equal to PicLatencyCount + 1.

The current picture is considered as decoded after the last decoding unit of the picture is decoded. The current decoded picture is stored in an empty picture storage buffer in the DPB, and the following applies:

– If the current decoded picture has PicOutputFlag equal to 1, it is marked as "needed for output" and its associated variable PicLatencyCount is set equal to 0.

– Otherwise (the current decoded picture has PicOutputFlag equal to 0), it is marked as "not needed for output".

The current decoded picture is marked as "used for short-term reference".

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When one or more of the following conditions are true, the "bumping" process specified in clause C.5.2.4 is invoked repeatedly until none of the following conditions are true:

– The number of pictures in the DPB that are marked as "needed for output" is greater than sps_max_num_reorder_pics[HighestTid].

– sps_max_latency_increase_plus1[HighestTid] is not equal to 0 and there is at least one picture in the DPB that is marked as "needed for output" for which the associated variable PicLatencyCount that is greater than or equal to SpsMaxLatencyPictures[HighestTid].

C.5.2.4 "Bumping" process

The "bumping" process consists of the following ordered steps:

1. The picture that is first for output is selected as the one having the smallest value of PicOrderCntVal of all pictures in the DPB marked as "needed for output".
2. The picture is cropped, using the conformance cropping window specified in the active SPS for the picture, the cropped picture is output, and the picture is marked as "not needed for output".
3. When the picture storage buffer that included the picture that was cropped and output contains a picture marked as "unused for reference", the picture storage buffer is emptied.

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Annex D

Supplemental enhancement information

(This annex forms an integral part of this Recommendation | International Standard.)

D.1 General

This annex specifies syntax and semantics for SEI message payloads.

SEI messages assist in processes related to decoding, display or other purposes. However, SEI messages are not required for constructing the luma or chroma samples by the decoding process. Conforming decoders are not required to process this information for output order conformance to this Specification (see Annex C for the specification of conformance). Some SEI message information is required to check bitstream conformance and for output timing decoder conformance.

In clause C.5.2, specification for presence of SEI messages are also satisfied when those messages (or some subset of them) are conveyed to decoders (or to the HRD) by other means not specified in this Specification. When present in the bitstream, SEI messages shall obey the syntax and semantics specified in clause 7.3.5 and this annex. When the content of an SEI message is conveyed for the application by some means other than presence within the bitstream, the representation of the content of the SEI message is not required to use the same syntax specified in this annex. For the purpose of counting bits, only the appropriate bits that are actually present in the bitstream are counted.

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D.2 SEI payload syntax

D.2.1 General SEI message syntax

sei_payload(payloadType, payloadSize) {	Descriptor
if(nal_unit_type == PREFIX_SEI_NUT)	
if(payloadType == 0)	
buffering_period(payloadSize)	
else if(payloadType == 1)	
pic_timing(payloadSize)	
else if(payloadType == 2)	
pan_scan_rect(payloadSize)	
else if(payloadType == 3)	
filler_payload(payloadSize)	
else if(payloadType == 4)	
user_data_registered_itu_t_t35(payloadSize)	
else if(payloadType == 5)	
user_data_unregistered(payloadSize)	
else if(payloadType == 6)	
recovery_point(payloadSize)	
else if(payloadType == 9)	
scene_info(payloadSize)	
else if(payloadType == 15)	
picture_snapshot(payloadSize)	
else if(payloadType == 16)	
progressive_refinement_segment_start(payloadSize)	
else if(payloadType == 17)	
progressive_refinement_segment_end(payloadSize)	
else if(payloadType == 19)	
film_grain_characteristics(payloadSize)	
else if(payloadType == 22)	
post_filter_hint(payloadSize)	
else if(payloadType == 23)	
tone_mapping_info(payloadSize)	
else if(payloadType == 45)	
frame_packing_arrangement(payloadSize)	
else if(payloadType == 47)	
display_orientation(payloadSize)	
else if(payloadType == 128)	
structure_of_pictures_info(payloadSize)	
else if(payloadType == 129)	
active_parameter_sets(payloadSize)	
else if(payloadType == 130)	
decoding_unit_info(payloadSize)	
else if(payloadType == 131)	
temporal_sub_layer_zero_index(payloadSize)	
else if(payloadType == 133)	
scalable_nesting(payloadSize)	
else if(payloadType == 134)	

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region_refresh_info(payloadSize)	
else	
reserved_sei_message(payloadSize)	
else /* nal_unit_type == SUFFIX_SEI_NUT */	
if(payloadType == 3)	
filler_payload(payloadSize)	
else if(payloadType == 4)	
user_data_registered_itu_t_t35(payloadSize)	
else if(payloadType == 5)	
user_data_unregistered(payloadSize)	
else if(payloadType == 17)	
progressive_refinement_segment_end(payloadSize)	
else if(payloadType == 22)	
post_filter_hint(payloadSize)	
else if(payloadType == 132)	
decoded_picture_hash(payloadSize)	
else	
reserved_sei_message(payloadSize)	
if(more_data_in_payload( )) {	
if(payload_extension_present( ))	
reserved_payload_extension_data	u(v)
payload_bit_equal_to_one /* equal to 1 */	f(1)
while(!byte_aligned( ))	
payload_bit_equal_to_zero /* equal to 0 */	f(1)
}	
}	

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D.2.2 Buffering period SEI message syntax

buffering_period(payloadSize) {	**Descriptor**
bp_seq_parameter_set_id	ue(v)
if(!sub_pic_hrd_params_present_flag)	
irap_cpb_params_present_flag	u(1)
if(irap_cpb_params_present_flag) {	
cpb_delay_offset	u(v)
dpb_delay_offset	u(v)
}	
concatenation_flag	u(1)
au_cpb_removal_delay_delta_minus1	u(v)
if(NalHrdBpPresentFlag) {	
for(i = 0; i <= CpbCnt; i++) {	
nal_initial_cpb_removal_delay[i **]**	u(v)
nal_initial_cpb_removal_offset[i **]**	u(v)
if(sub_pic_hrd_params_present_flag || irap_cpb_params_present_flag) {	
nal_initial_alt_cpb_removal_delay[i **]**	u(v)
nal_initial_alt_cpb_removal_offset[i **]**	u(v)
}	
}	
}	
if(VclHrdBpPresentFlag) {	
for(i = 0; i <= CpbCnt; i++) {	
vcl_initial_cpb_removal_delay[i **]**	u(v)
vcl_initial_cpb_removal_offset[i **]**	u(v)
if(sub_pic_hrd_params_present_flag || irap_cpb_params_present_flag) {	
vcl_initial_alt_cpb_removal_delay[i **]**	u(v)
vcl_initial_alt_cpb_removal_offset[i **]**	u(v)
}	
}	
}	
}	

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D.2.3 Picture timing SEI message syntax

pic_timing(payloadSize) {	Descriptor
if(frame_field_info_present_flag) {	
pic_struct	u(4)
source_scan_type	u(2)
duplicate_flag	u(1)
}	
if(CpbDpbDelaysPresentFlag) {	
au_cpb_removal_delay_minus1	u(v)
pic_dpb_output_delay	u(v)
if(sub_pic_hrd_params_present_flag)	
pic_dpb_output_du_delay	u(v)
if(sub_pic_hrd_params_present_flag && sub_pic_cpb_params_in_pic_timing_sei_flag) {	
num_decoding_units_minus1	ue(v)
du_common_cpb_removal_delay_flag	u(1)
if(du_common_cpb_removal_delay_flag)	
du_common_cpb_removal_delay_increment_minus1	u(v)
for(i = 0; i <= num_decoding_units_minus1; i++) {	
num_nalus_in_du_minus1[i]	ue(v)
if(!du_common_cpb_removal_delay_flag && i < num_decoding_units_minus1)	
du_cpb_removal_delay_increment_minus1[i]	u(v)
}	
}	
}	
}	

D.2.4 Pan-scan rectangle SEI message syntax

pan_scan_rect(payloadSize) {	Descriptor
pan_scan_rect_id	ue(v)
pan_scan_rect_cancel_flag	u(1)
if(!pan_scan_rect_cancel_flag) {	
pan_scan_cnt_minus1	ue(v)
for(i = 0; i <= pan_scan_cnt_minus1; i++) {	
pan_scan_rect_left_offset[i]	se(v)
pan_scan_rect_right_offset[i]	se(v)
pan_scan_rect_top_offset[i]	se(v)
pan_scan_rect_bottom_offset[i]	se(v)
}	
pan_scan_rect_persistence_flag	u(1)
}	
}	

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D.2.5 Filler payload SEI message syntax

filler_payload(payloadSize) {	Descriptor
for(k = 0; k < payloadSize; k++)	
ff_byte /* equal to 0xFF */	f(8)
}	

D.2.6 User data registered by Rec. ITU-T T.35 SEI message syntax

user_data_registered_itu_t_t35(payloadSize) {	Descriptor
itu_t_t35_country_code	b(8)
if(itu_t_t35_country_code != 0xFF)	
i = 1	
else {	
itu_t_t35_country_code_extension_byte	b(8)
i = 2	
}	
do {	
itu_t_t35_payload_byte	b(8)
i++	
} while(i < payloadSize)	
}	

D.2.7 User data unregistered SEI message syntax

user_data_unregistered(payloadSize) {	Descriptor
uuid_iso_iec_11578	u(128)
for(i = 16; i < payloadSize; i++)	
user_data_payload_byte	b(8)
}	

D.2.8 Recovery point SEI message syntax

recovery_point(payloadSize) {	Descriptor
recovery_poc_cnt	se(v)
exact_match_flag	u(1)
broken_link_flag	u(1)
}	

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D.2.9 Scene information SEI message syntax

scene_info(payloadSize) {	**Descriptor**
scene_info_present_flag	u(1)
if(scene_info_present_flag) {	
prev_scene_id_valid_flag	u(1)
scene_id	ue(v)
scene_transition_type	ue(v)
if(scene_transition_type > 3)	
second_scene_id	ue(v)
}	
}	

D.2.10 Picture snapshot SEI message syntax

picture_snapshot(payloadSize) {	**Descriptor**
snapshot_id	ue(v)
}	

D.2.11 Progressive refinement segment start SEI message syntax

progressive_refinement_segment_start(payloadSize) {	**Descriptor**
progressive_refinement_id	ue(v)
pic_order_cnt_delta	ue(v)
}	

D.2.12 Progressive refinement segment end SEI message syntax

progressive_refinement_segment_end(payloadSize) {	**Descriptor**
progressive_refinement_id	ue(v)
}	

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D.2.13 Film grain characteristics SEI message syntax

film_grain_characteristics(payloadSize) {	Descriptor
film_grain_characteristics_cancel_flag	u(1)
if(!film_grain_characteristics_cancel_flag) {	
film_grain_model_id	u(2)
separate_colour_description_present_flag	u(1)
if(separate_colour_description_present_flag) {	
film_grain_bit_depth_luma_minus8	u(3)
film_grain_bit_depth_chroma_minus8	u(3)
film_grain_full_range_flag	u(1)
film_grain_colour_primaries	u(8)
film_grain_transfer_characteristics	u(8)
film_grain_matrix_coeffs	u(8)
}	
blending_mode_id	u(2)
log2_scale_factor	u(4)
for(c = 0; c < 3; c++)	
comp_model_present_flag[c]	u(1)
for(c = 0; c < 3; c++)	
if(comp_model_present_flag[c]) {	
num_intensity_intervals_minus1[c **]**	u(8)
num_model_values_minus1[c **]**	u(3)
for(i = 0; i <= num_intensity_intervals_minus1[c]; i++) {	
intensity_interval_lower_bound[c **][** i **]**	u(8)
intensity_interval_upper_bound[c **][** i **]**	u(8)
for(j = 0; j <= num_model_values_minus1[c]; j++)	
comp_model_value[c **][** i **][** j **]**	se(v)
}	
}	
film_grain_characteristics_persistence_flag	u(1)
}	
}	

D.2.14 Post-filter hint SEI message syntax

post_filter_hint(payloadSize) {	Descriptor
filter_hint_size_y	ue(v)
filter_hint_size_x	ue(v)
filter_hint_type	u(2)
for(cIdx = 0; cIdx < (chroma_format_idc == 0 ? 1 : 3); cIdx++)	
for(cy = 0; cy < filter_hint_size_y; cy ++)	
for(cx = 0; cx < filter_hint_size_x; cx ++)	
filter_hint_value[cIdx][cy][cx]	se(v)
}	

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D.2.15 Tone mapping information SEI message syntax

tone_mapping_info(payloadSize) {	**Descriptor**
tone_map_id	ue(v)
tone_map_cancel_flag	u(1)
if(!tone_map_cancel_flag) {	
tone_map_persistence_flag	u(1)
coded_data_bit_depth	u(8)
target_bit_depth	u(8)
tone_map_model_id	ue(v)
if(tone_map_model_id == 0) {	
min_value	u(32)
max_value	u(32)
} else if(tone_map_model_id == 1) {	
sigmoid_midpoint	u(32)
sigmoid_width	u(32)
} else if(tone_map_model_id == 2)	
for(i = 0; i < (1 << target_bit_depth); i++)	
start_of_coded_interval[i]	u(v)
else if(tone_map_model_id == 3) {	
num_pivots	u(16)
for(i = 0; i < num_pivots; i++) {	
coded_pivot_value[i]	u(v)
target_pivot_value[i]	u(v)
}	
} else if(tone_map_model_id == 4) {	
camera_iso_speed_idc	u(8)
if(camera_iso_speed_idc == EXTENDED_ISO)	
camera_iso_speed_value	u(32)
exposure_index_idc	u(8)
if(exposure_index_idc == EXTENDED_ISO)	
exposure_index_value	u(32)
exposure_compensation_value_sign_flag	u(1)
exposure_compensation_value_numerator	u(16)
exposure_compensation_value_denom_idc	u(16)
ref_screen_luminance_white	u(32)
extended_range_white_level	u(32)
nominal_black_level_code_value	u(16)
nominal_white_level_code_value	u(16)
extended_white_level_code_value	u(16)
}	
}	
}	

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D.2.16 Frame packing arrangement SEI message syntax

frame_packing_arrangement(payloadSize) {	**Descriptor**
frame_packing_arrangement_id	ue(v)
frame_packing_arrangement_cancel_flag	u(1)
if(!frame_packing_arrangement_cancel_flag) {	
frame_packing_arrangement_type	u(7)
quincunx_sampling_flag	u(1)
content_interpretation_type	u(6)
spatial_flipping_flag	u(1)
frame0_flipped_flag	u(1)
field_views_flag	u(1)
current_frame_is_frame0_flag	u(1)
frame0_self_contained_flag	u(1)
frame1_self_contained_flag	u(1)
if(!quincunx_sampling_flag && frame_packing_arrangement_type != 5) {	
frame0_grid_position_x	u(4)
frame0_grid_position_y	u(4)
frame1_grid_position_x	u(4)
frame1_grid_position_y	u(4)
}	
frame_packing_arrangement_reserved_byte	u(8)
frame_packing_arrangement_persistence_flag	u(1)
}	
upsampled_aspect_ratio_flag	u(1)
}	

D.2.17 Display orientation SEI message syntax

display_orientation(payloadSize) {	**Descriptor**
display_orientation_cancel_flag	u(1)
if(!display_orientation_cancel_flag) {	
hor_flip	u(1)
ver_flip	u(1)
anticlockwise_rotation	u(16)
display_orientation_persistence_flag	u(1)
}	
}	

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D.2.18 Structure of pictures information SEI message syntax

structure_of_pictures_info(payloadSize) {	**Descriptor**
sop_seq_parameter_set_id	ue(v)
num_entries_in_sop_minus1	ue(v)
for(i = 0; i <= num_entries_in_sop_minus1; i++) {	
sop_vcl_nut[i]	u(6)
sop_temporal_id[i]	u(3)
if(sop_vcl_nut[i] != IDR_W_RADL && sop_vcl_nut[i] != IDR_N_LP)	
sop_short_term_rps_idx[i]	ue(v)
if(i > 0)	
sop_poc_delta[i]	se(v)
}	
}	

D.2.19 Decoded picture hash SEI message syntax

decoded_picture_hash(payloadSize) {	**Descriptor**
hash_type	u(8)
for(cIdx = 0; cIdx < (chroma_format_idc == 0 ? 1 : 3); cIdx++)	
if(hash_type == 0)	
for(i = 0; i < 16; i++)	
picture_md5[cIdx][i]	b(8)
else if(hash_type == 1)	
picture_crc[cIdx]	u(16)
else if(hash_type == 2)	
picture_checksum[cIdx]	u(32)
}	

D.2.20 Active parameter sets SEI message syntax

active_parameter_sets(payloadSize) {	**Descriptor**
active_video_parameter_set_id	u(4)
self_contained_cvs_flag	u(1)
no_parameter_set_update_flag	u(1)
num_sps_ids_minus1	ue(v)
for(i = 0; i <= num_sps_ids_minus1; i++)	
active_seq_parameter_set_id[i]	ue(v)
}	

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D.2.21 Decoding unit information SEI message syntax

decoding_unit_info(payloadSize) {	Descriptor
decoding_unit_idx	ue(v)
if(!sub_pic_cpb_params_in_pic_timing_sei_flag)	
du_spt_cpb_removal_delay_increment	u(v)
dpb_output_du_delay_present_flag	u(1)
if(dpb_output_du_delay_present_flag)	
pic_spt_dpb_output_du_delay	u(v)
}	

D.2.22 Temporal sub-layer zero index SEI message syntax

temporal_sub_layer_zero_index(payloadSize) {	Descriptor
temporal_sub_layer_zero_idx	u(8)
irap_pic_id	u(8)
}	

D.2.23 Scalable nesting SEI message syntax

scalable_nesting(payloadSize) {	Descriptor
bitstream_subset_flag	u(1)
nesting_op_flag	u(1)
if(nesting_op_flag) {	
default_op_flag	u(1)
nesting_num_ops_minus1	ue(v)
for(i = default_op_flag; i <= nesting_num_ops_minus1; i++) {	
nesting_max_temporal_id_plus1[i]	u(3)
nesting_op_idx[i]	ue(v)
}	
} else {	
all_layers_flag	u(1)
if(!all_layers_flag) {	
nesting_no_op_max_temporal_id_plus1	u(3)
nesting_num_layers_minus1	ue(v)
for(i = 0; i <= nesting_num_layers_minus1; i++)	
nesting_layer_id[i]	u(6)
}	
}	
while(!byte_aligned( ))	
nesting_zero_bit /* equal to 0 */	u(1)
do	
sei_message( )	
while(more_rbsp_data( ))	
}	

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D.2.24 Region refresh information SEI message syntax

region_refresh_info(payloadSize) {	**Descriptor**
refreshed_region_flag	u(1)
}	

D.2.25 Reserved SEI message syntax

reserved_sei_message(payloadSize) {	**Descriptor**
for(i = 0; i < payloadSize; i++)	
reserved_sei_message_payload_byte	b(8)
}	

D.3 SEI payload semantics

D.3.1 General SEI payload semantics

reserved_payload_extension_data shall not be present in bitstreams conforming to this version of this Specification. However, decoders conforming to this version of this Specification shall ignore the presence and value of reserved_payload_extension_data. When present, the length, in bits, of reserved_payload_extension_data is equal to 8 * payloadSize − nEarlierBits − nPayloadZeroBits − 1, where nEarlierBits is the number of bits in the sei_payload( ) syntax structure that precede the reserved_payload_extension_data syntax element, and nPayloadZeroBits is the number of payload_bit_equal_to_zero syntax elements at the end of the sei_payload( ) syntax structure.

payload_bit_equal_to_one shall be equal to 1.

payload_bit_equal_to_zero shall be equal to 0.

NOTE 1 – SEI messages with the same value of payloadType are conceptually the same SEI message regardless of whether they are contained in prefix or suffix SEI NAL units.

NOTE 2 – For SEI messages with payloadType in the range of 0 to 47, inclusive, that are specified in this Specification, the payloadType values are aligned with similar SEI messages specified in Rec. ITU-T H.264 | ISO/IEC 14496-10.

The semantics and persistence scope for each SEI message are specified in the semantics specification for each particular SEI message.

NOTE 3 – Persistence information for SEI messages is informatively summarized in Table D.1.

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Table D.1 – Persistence scope of SEI messages (informative)

SEI message	Persistence scope
Buffering period	The remainder of the bitstream
Picture timing	The access unit containing the SEI message
Pan-scan rectangle	Specified by the syntax of the SEI message
Filler payload	The access unit containing the SEI message
User data registered by Rec. ITU-T T.35	Unspecified
User data unregistered	Unspecified
Recovery point	Specified by the syntax of the SEI message
Scene information	The access unit containing the SEI message and up to but not including the next access unit, in decoding order, that contains a scene information SEI message
Picture snapshot	The access unit containing the SEI message
Progressive refinement segment start	Specified by the syntax of the SEI message
Progressive refinement segment end	The access unit containing the SEI message
Film grain characteristics	Specified by the syntax of the SEI message
Post-filter hint	The access unit containing the SEI message
Tone mapping information	Specified by the syntax of the SEI message
Frame packing arrangement	Specified by the syntax of the SEI message
Display orientation	Specified by the syntax of the SEI message
Structure of pictures information	The set of access units in the CVS that correspond to entries listed in the SEI message
Decoded picture hash	The access unit containing the SEI message
Active parameter sets	The CVS containing the SEI message
Decoding unit information	The decoding unit containing the SEI message
Temporal sub-layer zero index	The access unit containing the SEI message
Scalable nesting	Depending on the nested SEI messages. Each nested SEI message has the same persistence scope as if the SEI message was not nested
Region refresh information	The set of VCL NAL units within the access unit starting from the VCL NAL unit following the SEI message up to but not including the VCL NAL unit following the next SEI NAL unit containing a region refresh information SEI message (if any)

It is a requirement of bitstream conformance that when a prefix SEI message with payloadType equal to 17 (progressive refinement segment start) or 22 (post-filter hint) is present in an access unit, a suffix SEI message with the same value of payloadType shall not be present in the same access unit access unit.

Let prevVclNalUnitInAu of an SEI NAL unit or an SEI message be the preceding VCL NAL unit in decoding order, if any, in the same access unit, and nextVclNalUnitInAu of an SEI NAL unit or an SEI message be the next VCL NAL unit in decoding order, if any, in the same access unit. It is a requirement of bitstream conformance that the following restrictions apply:

– An SEI NAL unit containing an active parameter sets SEI message shall contain only one active parameter sets SEI message and shall not contain any other SEI messages.

– When an SEI NAL unit containing an active parameter sets SEI message is present in an access unit, it shall be the first SEI NAL unit that follows the prevVclNalUnitInAu of the SEI NAL unit and precedes the nextVclNalUnitInAu of the SEI NAL unit.

– When an SEI NAL unit contains a non-nested buffering period SEI message, a non-nested picture timing SEI message, or a non-nested decoding unit information SEI message, the SEI NAL unit shall not contain any other

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SEI message with payloadType not equal to 0 (buffering period), 1 (picture timing), or 130 (decoding unit information).

– When an SEI NAL unit contains a nested buffering period SEI message, a nested picture timing SEI message, or a nested decoding unit information SEI message, the SEI NAL unit shall not contain any other SEI message with payloadType not equal to 0 (buffering period), 1 (picture timing), 130 (decoding unit information), or 133 (scalable nesting).

– When a non-nested buffering period SEI message is present in an access unit, it shall not follow any other SEI message that follows the prevVclNalUnitInAu of the buffering period SEI message and precedes the nextVclNalUnitInAu of the buffering period SEI message, other than an active parameter sets SEI message.

– When a non-nested picture timing SEI message is present in an access unit, it shall not follow any other SEI message that follows the prevVclNalUnitInAu of the picture timing SEI message and precedes the nextVclNalUnitInAu of the picture timing SEI message, other than an active parameter sets SEI message or a non-nested buffering period SEI message.

– When a non-nested decoding unit information SEI message is present in an access unit, it shall not follow any other SEI message in the same access unit that follows the prevVclNalUnitInAu of the decoding unit information SEI message and precedes the nextVclNalUnitInAu of the decoding unit information SEI message, other than an active parameter sets SEI message, a non-nested buffering period SEI message, or a non-nested picture timing SEI message.

– When a nested buffering period SEI message, a nested picture timing SEI message, or a nested decoding unit information SEI message is contained in a scalable nesting SEI message in an access unit, the scalable nesting SEI message shall not follow any other SEI message that follows the prevVclNalUnitInAu of the scalable nesting SEI message and precedes the nextVclNalUnitInAu of the scalable nesting SEI message, other than an active parameter sets SEI message, a non-nested buffering period SEI message, a non-nested picture timing SEI message, a non-nested decoding unit information SEI message, or another scalable nesting SEI message that contains a buffering period SEI message, a picture timing SEI message, or a decoding unit information SEI message.

For a non-nested SEI message, depending on the value of payloadType, the following applies:

– If payloadType is equal to 0 (buffering period), 1 (picture timing), or 130 (decoding unit information), the non-nested SEI message applies to the operation point that has OpTid equal to the greatest value of nuh_temporal_id_plus1 among all VCL NAL units in the bitstream, and that has OpLayerIdList containing all values of nuh_layer_id in all VCL units in the bitstream.

– Otherwise, when payloadType is equal to 2, 3, 6, 9, 15, 16, 17, 19, 22, 23, 45, 47, 128, 131, or 134 (i.e., one of the SEI messages that have payloadType not equal to 0, 1, or 130, and that are allowed to be nested SEI messages), the non-nested SEI message applies to the layer for which the VCL NAL units have nuh_layer_id equal to the nuh_layer_id of the SEI NAL unit containing the SEI message.

It is a requirement of bitstream conformance that the following restrictions apply on nesting of SEI messages:

– A scalable nesting SEI message shall not be nested in a scalable nesting SEI message.

– An active parameter sets SEI message shall not be nested in a scalable nesting SEI message.

– When a scalable nesting SEI message contains a buffering period SEI message, a picture timing SEI message, or a decoding unit information SEI message, the scalable nesting SEI message shall not contain any other SEI message with payloadType not equal to 0 (buffering period), 1 (picture timing), or 130 (decoding unit information).

– When a non-nested SEI message has payloadType equal to 2, 3, 6, 9, 15, 16, 17, 19, 22, 23, 45, 47, 128, 131, or 134 (i.e., one of the SEI messages that have payloadType not equal to 0, 1, or 130, and that are allowed to be nested SEI messages), the SEI NAL unit containing the non-nested SEI message shall have TemporalId equal to the TemporalId of the access unit containing the SEI NAL unit.

It is a requirement of bitstream conformance that the following restrictions apply on the presence of SEI messages between two VCL NAL units of an access unit:

– When there is a prefix SEI message that has payloadType equal to 0, 1, 2, 3, 6, 9, 15, 16, 17, 19, 22, 23, 45, 47, 128, 129, or 131 (i.e., one of the prefix SEI messages that are not user data registered by Rec. ITU-T T.35 SEI message, user data unregistered SEI message, decoding unit information SEI message, scalable nesting SEI message, or region refresh information SEI message) between two VCL NAL units of an access unit in decoding order, there shall be a prefix SEI message of the same type in the same access unit preceding the first VCL NAL unit of the access unit.

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– When there is a suffix SEI message that has payloadType equal to 3 (filler payload), 17 (progressive refinement segment end), 22 (post filter hint), or 132 (decoded picture hash) between two VCL NAL units of an access unit in decoding order, there shall be a suffix SEI message of the same type in the same access unit succeeding the last VCL NAL unit of the access unit.

It is a requirement of bitstream conformance that the following restrictions apply on repetition of SEI messages:

– For each of the following payloadType values, there shall be less than or equal to 8 identical sei_payload( ) syntax structures within an access unit: 0, 1, 2, 6, 9, 15, 16, 17, 19, 22, 23, 45, 47, 128, 129, 131, 132, and 133.

– There shall be less than or equal to 8 identical sei_payload( ) syntax structures with payloadType equal to 130 within a decoding unit.

– The number of identical sei_payload( ) syntax structures with payloadType equal to 134 in an access unit shall be less than or equal to the number of slice segments in the access unit.

D.3.2 Buffering period SEI message semantics

A buffering period SEI message provides initial CPB removal delay and initial CPB removal delay offset information for initialization of the HRD at the position of the associated access unit in decoding order.

The following applies for the buffering period SEI message syntax and semantics:

– The syntax elements initial_cpb_removal_delay_length_minus1, au_cpb_removal_delay_length_minus1, dpb_output_delay_length_minus1, and sub_pic_hrd_params_present_flag, and the variables NalHrdBpPresentFlag and VclHrdBpPresentFlag are found in or derived from syntax elements found in the hrd_parameters( ) syntax structure that is applicable to at least one of the operation points to which the buffering period SEI message applies.

– The variables CpbSize[i], BitRate[i] and CpbCnt are derived from syntax elements found in the sub_layer_hrd_parameters( ) syntax structure that is applicable to at least one of the operation points to which the buffering period SEI message applies.

– Any two operation points that the buffering period SEI message applies to having different OpTid values tIdA and tIdB indicate that the values of cpb_cnt_minus1[tIdA] and cpb_cnt_minus1[tIdB] coded in the hrd_parameters( ) syntax structure(s) applicable to the two operation points are identical.

– Any two operation points that the buffering period SEI message applies to having different OpLayerIdList values layerIdListA and layerIdListB indicate that the values of nal_hrd_parameters_present_flag and vcl_hrd_parameters_present_flag, respectively, for the two hrd_parameters( ) syntax structures applicable to the two operation points are identical.

– The bitstream (or a part thereof) refers to the bitstream subset (or a part thereof) associated with any of the operation points to which the buffering period SEI message applies.

The presence of buffering period SEI messages for an operation point is specified as follows:

– If NalHrdBpPresentFlag is equal to 1 or VclHrdBpPresentFlag is equal to 1, the following applies for each access unit in the CVS:
  – If the access unit is an IRAP access unit, a buffering period SEI message applicable to the operation point shall be associated with the access unit.
  – Otherwise, if both of the following conditions apply, a buffering period SEI message applicable to the operation point may or may not be present for the access unit:
    – The picture has TemporalId equal to 0.
    – The picture is not a RASL, RADL or sub-layer non-reference picture.
  – Otherwise, the access unit shall not be associated with a buffering period SEI message applicable to the operation point.
– Otherwise (NalHrdBpPresentFlag and VclHrdBpPresentFlag are both equal to 0), no access unit in the CVS shall be associated with a buffering period SEI message applicable to the operation point.

NOTE 1 – For some applications, frequent presence of buffering period SEI messages may be desirable (e.g., for random access at an IRAP picture or a non-IRAP picture or for bitstream splicing).

bp_seq_parameter_set_id indicates and shall be equal to the sps_seq_parameter_set_id for the SPS that is active for the coded picture associated with the buffering period SEI message. The value of bp_seq_parameter_set_id shall be equal to the value of pps_seq_parameter_set_id in the PPS referenced by the slice_pic_parameter_set_id of the slice

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segment headers of the coded picture associated with the buffering period SEI message. The value of bp_seq_parameter_set_id shall be in the range of 0 to 15, inclusive.

irap_cpb_params_present_flag equal to 1 specifies the presence of the initial_alt_cpb_removal_delay[i] and initial_alt_cpb_removal_offset[i] syntax elements. When not present, the value of irap_cpb_params_present_flag is inferred to be equal to 0. When the associated picture is neither a CRA picture nor a BLA picture, the value of irap_cpb_params_present_flag shall be equal to 0.

NOTE 2 – The values of sub_pic_hrd_params_present_flag and irap_cpb_params_present_flag cannot be both equal to 1.

cpb_delay_offset specifies an offset to be used in the derivation of the nominal CPB removal times of access units following, in decoding order, the CRA or BLA access unit associated with the buffering period SEI message when the RASL access units associated with the CRA or BLA access unit are not present. The syntax element has a length in bits given by au_cpb_removal_delay_length_minus1 + 1. When not present, the value of cpb_delay_offset is inferred to be equal to 0.

dpb_delay_offset specifies an offset to be used in the derivation of the DPB output times of the CRA or BLA access unit associated with the buffering period SEI message when the RASL access units associated with the CRA or BLA access unit are not present. The syntax element has a length in bits given by dpb_output_delay_length_minus1 + 1. When not present, the value of dpb_delay_offset is inferred to be equal to 0.

When the current picture is not the first picture in the bitstream in decoding order, let prevNonDiscardablePic be the preceding picture in decoding order with TemporalId equal to 0 that is not a RASL, RADL or sub-layer non-reference picture.

concatenation_flag indicates, when the current picture is not the first picture in the bitstream in decoding order, whether the nominal CPB removal time of the current picture is determined relative to the nominal CPB removal time of the preceding picture with a buffering period SEI message or relative to the nominal CPB removal time of the picture prevNonDiscardablePic.

au_cpb_removal_delay_delta_minus1 plus 1, when the current picture is not the first picture in the bitstream in decoding order, specifies a CPB removal delay increment value relative to the nominal CPB removal time of the picture prevNonDiscardablePic. This syntax element has a length in bits given by au_cpb_removal_delay_length_minus1 + 1.

When the current picture contains a buffering period SEI message and concatenation_flag is equal to 0 and the current picture is not the first picture in the bitstream in decoding order, it is a requirement of bitstream conformance that the following constraint applies:

- If the picture prevNonDiscardablePic is not associated with a buffering period SEI message, the au_cpb_removal_delay_minus1 of the current picture shall be equal to the au_cpb_removal_delay_minus1 of prevNonDiscardablePic plus au_cpb_removal_delay_delta_minus1 + 1.
- Otherwise, au_cpb_removal_delay_minus1 shall be equal to au_cpb_removal_delay_delta_minus1.

NOTE 3 – When the current picture contains a buffering period SEI message and concatenation_flag is equal to 1, the au_cpb_removal_delay_minus1 for the current picture is not used. The above-specified constraint can, under some circumstances, make it possible to splice bitstreams (that use suitably-designed referencing structures) by simply changing the value of concatenation_flag from 0 to 1 in the buffering period SEI message for an IRAP picture at the splicing point. When concatenation_flag is equal to 0, the above-specified constraint enables the decoder to check whether the constraint is satisfied as a way to detect the loss of the picture prevNonDiscardablePic.

nal_initial_cpb_removal_delay[i] and **nal_initial_alt_cpb_removal_delay**[i] specify the default and the alternative initial CPB removal delays, respectively, for the i-th CPB when the NAL HRD parameters are in use. The syntax elements have a length in bits given by initial_cpb_removal_delay_length_minus1 + 1, and are in units of a 90 kHz clock. The values of the syntax elements shall not be equal to 0 and shall be less than or equal to 90000 * (CpbSize[i] ÷ BitRate[i]), the time-equivalent of the CPB size in 90 kHz clock units.

nal_initial_cpb_removal_offset[i] and **nal_initial_alt_cpb_removal_offset**[i] specify the default and the alternative initial CPB removal offsets, respectively, for the i-th CPB when the NAL HRD parameters are in use. The syntax elements have a length in bits given by initial_cpb_removal_delay_length_minus1 + 1 and are in units of a 90 kHz clock.

Over the entire CVS, the sum of nal_initial_cpb_removal_delay[i] and nal_initial_cpb_removal_offset[i] shall be constant for each value of i, and the sum of nal_initial_alt_cpb_removal_delay[i] and nal_initial_alt_cpb_removal_offset[i] shall be constant for each value of i.

vcl_initial_cpb_removal_delay[i] and **vcl_initial_alt_cpb_removal_delay**[i] specify the default and the alternative initial CPB removal delays, respectively, for the i-th CPB when the VCL HRD parameters are in use. The syntax elements have a length in bits given by initial_cpb_removal_delay_length_minus1 + 1, and are in units of a 90 kHz

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clock. The values of the syntax elements shall not be equal to 0 and shall be less than or equal to 90000 * (CpbSize[i] ÷ BitRate[i]), the time-equivalent of the CPB size in 90 kHz clock units.

vcl_initial_cpb_removal_offset[i] and **vcl_initial_alt_cpb_removal_offset**[i] specify the default and the alternative initial CPB removal offsets, respectively, for the i-th CPB when the VCL HRD parameters are in use. The syntax elements have a length in bits given by initial_cpb_removal_delay_length_minus1 + 1 and are in units of a 90 kHz clock.

Over the entire CVS, the sum of vcl_initial_cpb_removal_delay[i] and vcl_initial_cpb_removal_offset[i] shall be constant for each value of i, and the sum of vcl_initial_alt_cpb_removal_delay[i] and vcl_initial_alt_cpb_removal_offset[i] shall be constant for each value of i.

NOTE 4 – Encoders are recommended not to include irap_cpb_params_present_flag equal to 1 in buffering period SEI messages associated with a CRA or BLA picture for which at least one of its associated RASL pictures follows one or more of its associated RADL pictures in decoding order.

D.3.3 Picture timing SEI message semantics

The picture timing SEI message provides CPB removal delay and DPB output delay information for the access unit associated with the SEI message.

The following applies for the picture timing SEI message syntax and semantics:

– The syntax elements and variable sub_pic_hrd_params_present_flag, sub_pic_cpb_params_in_pic_timing_sei_flag, au_cpb_removal_delay_length_minus1, dpb_output_delay_length_minus1, dpb_output_delay_du_length_minus1, du_cpb_removal_delay_increment_length_minus1, and CpbDpbDelaysPresentFlag are found in or derived from syntax elements found in the hrd_parameters( ) syntax structure that is applicable to at least one of the operation points to which the picture timing SEI message applies.

– The bitstream (or a part thereof) refers to the bitstream subset (or a part thereof) associated with any of the operation points to which the picture timing SEI message applies.

NOTE 1 – The syntax of the picture timing SEI message is dependent on the content of the hrd_parameters( ) syntax structures applicable to the operation points to which the picture timing SEI message applies. These hrd_parameters( ) syntax structures are in the VPS and/or the SPS that are active for the coded picture associated with the picture timing SEI message. When the picture timing SEI message is associated with an IRAP access unit with NoRaslOutputFlag equal to 1, unless it is preceded by a buffering period SEI message within the same access unit, the activation of the VPS and the SPS (and, for IRAP pictures with NoRaslOutputFlag equal to 1 that are not the first picture in the bitstream in decoding order, the determination that the coded picture is an IRAP NoRaslOutputFlag equal to 1) does not occur until the decoding of the first coded slice segment NAL unit of the coded picture. Since the coded slice segment NAL unit of the coded picture follows the picture timing SEI message in NAL unit order, there may be cases in which it is necessary for a decoder to store the RBSP containing the picture timing SEI message until determining the active VPS and the active SPS for the coded picture, and then perform the parsing of the picture timing SEI message.

The presence of picture timing SEI messages for an operation point is specified as follows:

– If frame_field_info_present_flag is equal to 1 or CpbDpbDelaysPresentFlag is equal to 1, a picture timing SEI message applicable to the operation point shall be associated with every access unit in the CVS.

– Otherwise, in the CVS there shall be no access unit that is associated with a picture timing SEI message applicable to the operation point.

pic_struct indicates whether a picture should be displayed as a frame or as one or more fields and, for the display of frames when fixed_pic_rate_within_cvs_flag is equal to 1, may indicate a frame doubling or tripling repetition period for displays that use a fixed frame refresh interval equal to DpbOutputElementalInterval[n] as given by Equation E-51. The interpretation of pic_struct is specified in Table D.2. Values of pic_struct that are not listed in Table D.2 are reserved for future use by ITU-T | ISO/IEC and shall not be present in bitstreams conforming to this version of this Specification. Decoders shall ignore reserved values of pic_struct.

When present, it is a requirement of bitstream conformance that the value of pic_struct shall be constrained such that exactly one of the following conditions is true:

– The value of pic_struct is equal to 0, 7, or 8 for all pictures in the CVS.

– The value of pic_struct is equal to 1, 2, 9, 10, 11, or 12 for all pictures in the CVS.

– The value of pic_struct is equal to 3, 4, 5, or 6 for all pictures in the CVS.

When fixed_pic_rate_within_cvs_flag is equal to 1, frame doubling is indicated by pic_struct equal to 7, which indicates that the frame should be displayed two times consecutively on displays with a frame refresh interval equal to DpbOutputElementalInterval[n] as given by Equation E-51, and frame tripling is indicated by pic_struct equal to 8,

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which indicates that the frame should be displayed three times consecutively on displays with a frame refresh interval equal to DpbOutputElementalInterval[n] as given by Equation E-51.

NOTE 2 – Frame doubling can be used to facilitate the display, for example, of 25 Hz progressive-scan video on a 50 Hz progressive-scan display or 30 Hz progressive-scan video on a 60 Hz progressive-scan display. Using frame doubling and frame tripling in alternating combination on every other frame can be used to facilitate the display of 24 Hz progressive-scan video on a 60 Hz progressive-scan display.

The nominal vertical and horizontal sampling locations of samples in top and bottom fields for 4:2:0, 4:2:2, and 4:4:4 chroma formats are shown in Figure D.1, Figure D.2, and Figure D.3, respectively.

Association indicators for fields (pic_struct equal to 9 through 12) provide hints to associate fields of complementary parity together as frames. The parity of a field can be top or bottom, and the parity of two fields is considered complementary when the parity of one field is top and the parity of the other field is bottom.

When frame_field_info_present_flag is equal to 1, it is a requirement of bitstream conformance that the constraints specified in the third column of Table D.2 shall apply.

NOTE 3 – When frame_field_info_present_flag is equal to 0, then in many cases default values may be inferred or indicated by other means. In the absence of other indications of the intended display type of a picture, the decoder should infer the value of pic_struct as equal to 0 when frame_field_info_present_flag is equal to 0.

source_scan_type equal to 1 indicates that the source scan type of the associated picture should be interpreted as progressive. source_scan_type equal to 0 indicates that the source scan type of the associated picture should be interpreted as interlaced. source_scan_type equal to 2 indicates that the source scan type of the associated picture is unknown or unspecified. source_scan_type equal to 3 is reserved for future use by ITU-T | ISO/IEC and shall not be present in bitstreams conforming to this version of this Specification. Decoders conforming to this version of this Specification shall interpret the value 3 for source_scan_type as equivalent to the value 2.

The following applies to the semantics of source_scan_type:

– If general_progressive_source_flag is equal to 0 and general_interlaced_source_flag is equal to 1, the value of source_scan_type shall be equal to 0 when present, and should be inferred to be equal to 0 when not present.

– Otherwise, if general_progressive_source_flag is equal to 1 and general_interlaced_source_flag is equal to 0, the value of source_scan_type shall be equal to 1 when present, and should be inferred to be equal to 1 when not present.

– Otherwise, when general_progressive_source_flag is equal to 0 and general_interlaced_source_flag is equal to 0, the value of source_scan_type shall be equal to 2 when present, and should be inferred to be equal to 2 when not present.

duplicate_flag equal to 1 indicates that the current picture is indicated to be a duplicate of a previous picture in output order. duplicate_flag equal to 0 indicates that the current picture is not indicated to be a duplicate of a previous picture in output order.

NOTE 4 – The duplicate_flag should be used to mark coded pictures known to have originated from a repetition process such as 3:2 pull-down or other such duplication and picture rate interpolation methods. This flag would commonly be used when a video feed is encoded as a field sequence in a "transport pass-through" fashion, with known duplicate pictures tagged by setting duplicate_flag equal to 1.

NOTE 5 – When field_seq_flag is equal to 1 and duplicate_flag is equal to 1, this should be interpreted as an indication that the access unit contains a duplicated field of the previous field in output order with the same parity as the current field unless a pairing is otherwise indicated by the use of a pic_struct value in the range of 9 to 12, inclusive.

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Table D.2 – Interpretation of pic_struct

Value	Indicated display of picture	Restrictions
0	(progressive) frame	field_seq_flag shall be 0
1	top field	field_seq_flag shall be 1
2	bottom field	field_seq_flag shall be 1
3	top field, bottom field, in that order	field_seq_flag shall be 0
4	bottom field, top field, in that order	field_seq_flag shall be 0
5	top field, bottom field, top field repeated, in that order	field_seq_flag shall be 0
6	bottom field, top field, bottom field repeated, in that order	field_seq_flag shall be 0
7	frame doubling	field_seq_flag shall be 0 fixed_pic_rate_within_cvs_flag shall be 1
8	frame tripling	field_seq_flag shall be 0 fixed_pic_rate_within_cvs_flag shall be 1
9	top field paired with previous bottom field in output order	field_seq_flag shall be 1
10	bottom field paired with previous top field in output order	field_seq_flag shall be 1
11	top field paired with next bottom field in output order	field_seq_flag shall be 1
12	bottom field paired with next top field in output order	field_seq_flag shall be 1

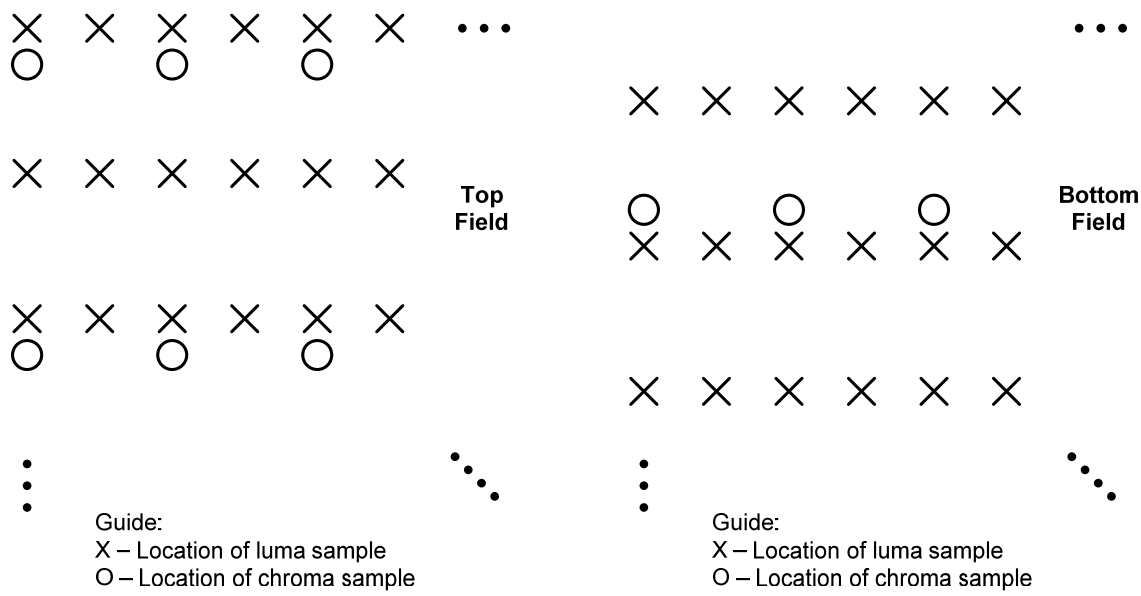


Figure D.1 – Nominal vertical and horizontal sampling locations of 4:2:0 samples in top and bottom fields

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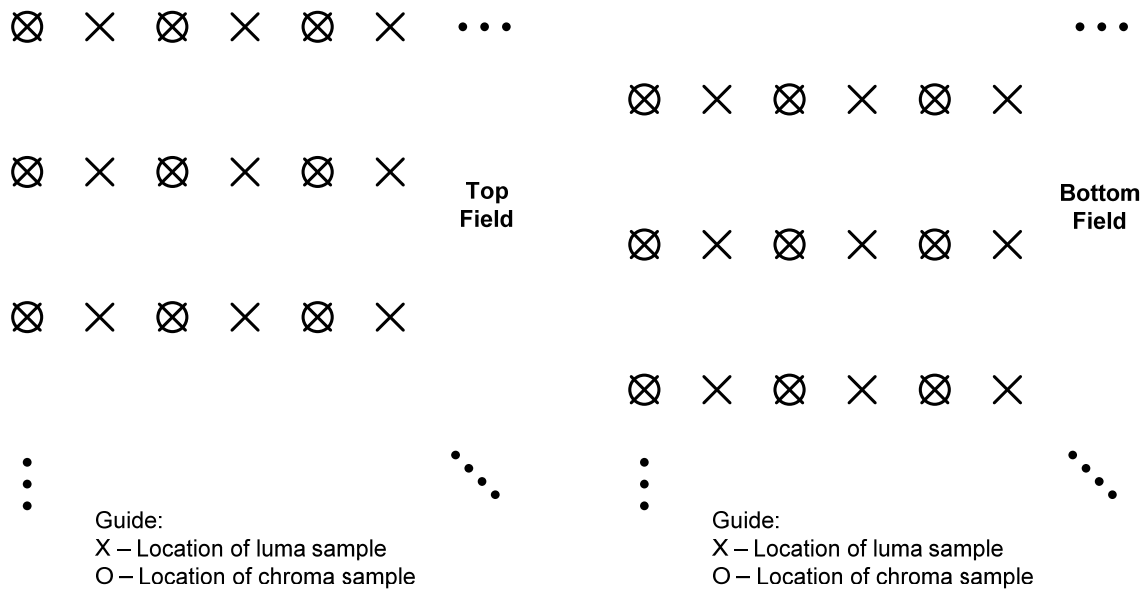


Figure D.2 – Nominal vertical and horizontal sampling locations of 4:2:2 samples in top and bottom fields

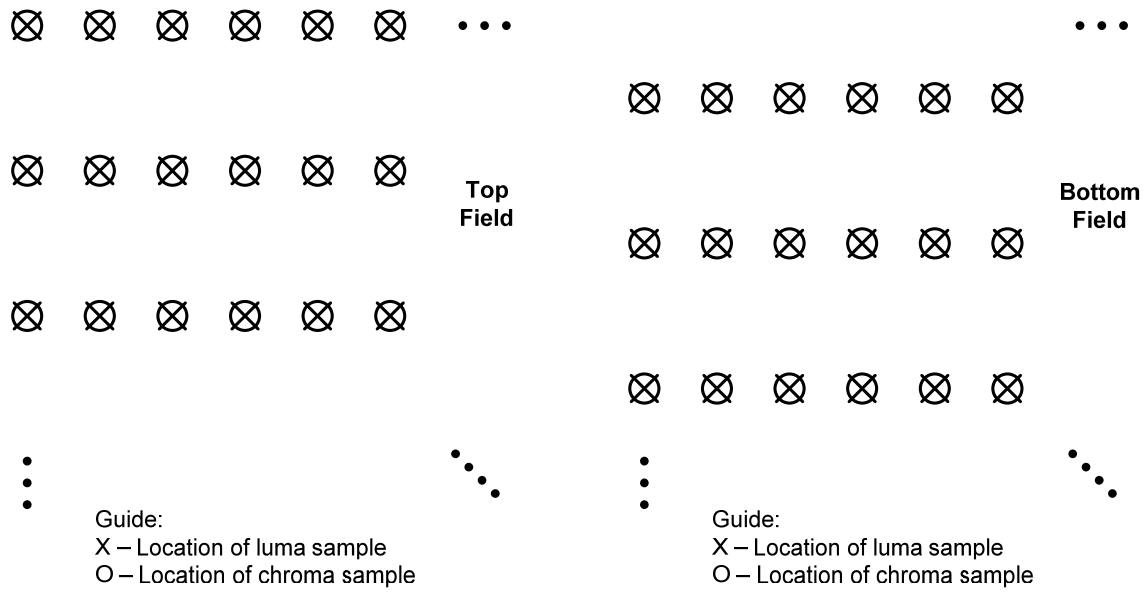


Figure D.3 – Nominal vertical and horizontal sampling locations of 4:4:4 samples in top and bottom fields

au_cpb_removal_delay_minus1 plus 1 specifies the number clock ticks between the nominal CPB removal time of the access unit associated with the picture timing SEI message and the preceding access unit in decoding order that contained a buffering period SEI message. This value is also used to calculate an earliest possible time of arrival of access unit data into the CPB for the HSS. The syntax element is a fixed length code whose length in bits is given by au_cpb_removal_delay_length_minus1 + 1.

NOTE 6 – The value of au_cpb_removal_delay_length_minus1 that determines the length (in bits) of the syntax element au_cpb_removal_delay_minus1 is the value of au_cpb_removal_delay_length_minus1 coded in the VPS or the SPS that is active for the coded picture associated with the picture timing SEI message, although au_cpb_removal_delay_minus1 specifies a number of clock ticks relative to the removal time of the preceding access unit containing a buffering period SEI message, which may be an access unit of a different CVS.

The variable AuCpbRemovalDelayMsb of the current picture is derived as follows:

– If the current picture is associated with a buffering period SEI message that is applicable to at least one of the operation points to which the picture timing SEI message applies, AuCpbRemovalDelayMsb is set equal to 0.

– Otherwise, the following applies:

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– Let maxCpbRemovalDelay be equal to $2^{au\_cpb\_removal\_delay\_length\_minus1 + 1}$.

– Let prevAuCpbRemovalDelayMinus1 and prevAuCpbRemovalDelayMsb be set equal to au_cpb_removal_delay_minus1 and AuCpbRemovalDelayMsb, respectively, of the previous picture in decoding order that has TemporalId equal to 0, that is not a RASL, RADL or sub-layer non-reference picture, and that is within the same buffering period as the current picture.

– AuCpbRemovalDelayMsb is derived as follows:

```
if( au_cpb_removal_delay_minus1 <= prevAuCpbRemovalDelayMinus1 )
    AuCpbRemovalDelayMsb = prevAuCpbRemovalDelayMsb + maxCpbRemovalDelay        (D-1)
else
    AuCpbRemovalDelayMsb = prevAuCpbRemovalDelayMsb
```

The variable AuCpbRemovalDelayVal is derived as follows:

$$AuCpbRemovalDelayVal = AuCpbRemovalDelayMsb + au\_cpb\_removal\_delay\_minus1 + 1 \quad \text{(D-2)}$$

The value of AuCpbRemovalDelayVal shall be in the range of 1 to 2^{32}, inclusive. Within one buffering period, the AuCpbRemovalDelayVal values for any two access units shall not be the same.

pic_dpb_output_delay is used to compute the DPB output time of the picture when SubPicHrdFlag is equal to 0. It specifies how many clock ticks to wait after removal of the last decoding unit in an access unit from the CPB before the decoded picture is output from the DPB.

NOTE 7 – A picture is not removed from the DPB at its output time when it is still marked as "used for short-term reference" or "used for long-term reference".

The length of the syntax element pic_dpb_output_delay is given in bits by dpb_output_delay_length_minus1 + 1. When sps_max_dec_pic_buffering_minus1[minTid] is equal to 0, where minTid is the minimum of the OpTid values of all operation points the picture timing SEI message applies to, pic_dpb_output_delay shall be equal to 0.

The output time derived from the pic_dpb_output_delay of any picture that is output from an output timing conforming decoder shall precede the output time derived from the pic_dpb_output_delay of all pictures in any subsequent CVS in decoding order.

The picture output order established by the values of this syntax element shall be the same order as established by the values of PicOrderCntVal.

For pictures that are not output by the "bumping" process because they precede, in decoding order, an IRAP picture with NoRaslOutputFlag equal to 1 that has no_output_of_prior_pics_flag equal to 1 or inferred to be equal to 1, the output times derived from pic_dpb_output_delay shall be increasing with increasing value of PicOrderCntVal relative to all pictures within the same CVS.

pic_dpb_output_du_delay is used to compute the DPB output time of the picture when SubPicHrdFlag is equal to 1. It specifies how many sub clock ticks to wait after removal of the last decoding unit in an access unit from the CPB before the decoded picture is output from the DPB.

The length of the syntax element pic_dpb_output_du_delay is given in bits by dpb_output_delay_du_length_minus1 + 1.

The output time derived from the pic_dpb_output_du_delay of any picture that is output from an output timing conforming decoder shall precede the output time derived from the pic_dpb_output_du_delay of all pictures in any subsequent CVS in decoding order.

The picture output order established by the values of this syntax element shall be the same order as established by the values of PicOrderCntVal.

For pictures that are not output by the "bumping" process because they precede, in decoding order, an an IRAP picture with NoRaslOutputFlag equal to 1 that has no_output_of_prior_pics_flag equal to 1 or inferred to be equal to 1, the output times derived from pic_dpb_output_du_delay shall be increasing with increasing value of PicOrderCntVal relative to all pictures within the same CVS.

For any two pictures in the CVS, the difference between the output times of the two pictures when SubPicHrdFlag is equal to 1 shall be identical to the same difference when SubPicHrdFlag is equal to 0.

num_decoding_units_minus1 plus 1 specifies the number of decoding units in the access unit the picture timing SEI message is associated with. The value of num_decoding_units_minus1 shall be in the range of 0 to PicSizeInCtbsY − 1, inclusive.

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du_common_cpb_removal_delay_flag equal to 1 specifies that the syntax element du_common_cpb_removal_delay_increment_minus1 is present. du_common_cpb_removal_delay_flag equal to 0 specifies that the syntax element du_common_cpb_removal_delay_increment_minus1 is not present.

du_common_cpb_removal_delay_increment_minus1 plus 1 specifies the duration, in units of clock sub-ticks (see clause E.2.2), between the nominal CPB removal times of any two consecutive decoding units in decoding order in the access unit associated with the picture timing SEI message. This value is also used to calculate an earliest possible time of arrival of decoding unit data into the CPB for the HSS, as specified in Annex C. The syntax element is a fixed length code whose length in bits is given by du_cpb_removal_delay_increment_length_minus1 + 1.

num_nalus_in_du_minus1[i] plus 1 specifies the number of NAL units in the i-th decoding unit of the access unit the picture timing SEI message is associated with. The value of num_nalus_in_du_minus1[i] shall be in the range of 0 to PicSizeInCtbsY − 1, inclusive.

The first decoding unit of the access unit consists of the first num_nalus_in_du_minus1[0] + 1 consecutive NAL units in decoding order in the access unit. The i-th (with i greater than 0) decoding unit of the access unit consists of the num_nalus_in_du_minus1[i] + 1 consecutive NAL units immediately following the last NAL unit in the previous decoding unit of the access unit, in decoding order. There shall be at least one VCL NAL unit in each decoding unit. All non-VCL NAL units associated with a VCL NAL unit shall be included in the same decoding unit as the VCL NAL unit.

du_cpb_removal_delay_increment_minus1[i] plus 1 specifies the duration, in units of clock sub-ticks, between the nominal CPB removal times of the (i + 1)-th decoding unit and the i-th decoding unit, in decoding order, in the access unit associated with the picture timing SEI message. This value is also used to calculate an earliest possible time of arrival of decoding unit data into the CPB for the HSS, as specified in Annex C. The syntax element is a fixed length code whose length in bits is given by du_cpb_removal_delay_increment_length_minus1 + 1.

D.3.4 Pan-scan rectangle SEI message semantics

The pan-scan rectangle SEI message syntax elements specify the coordinates of one or more rectangles relative to the conformance cropping window specified by the active SPS. Each coordinate is specified in units of one-sixteenth luma sample spacing relative to the luma sampling grid.

pan_scan_rect_id contains an identifying number that may be used to identify the purpose of the one or more pan-scan rectangles (for example, to identify the one or more rectangles as the area to be shown on a particular display device or as the area that contains a particular actor in the scene). The value of pan_scan_rect_id shall be in the range of 0 to $2^{32} - 2$, inclusive.

Values of pan_scan_rect_id from 0 to 255 and from 512 to $2^{31} - 1$ may be used as determined by the application. Values of pan_scan_rect_id from 256 to 511 and from 2^{31} to $2^{32} - 2$ are reserved for future use by ITU-T | ISO/IEC. Decoders encountering a value of pan_scan_rect_id in the range of 256 to 511, inclusive, or in the range of 2^{31} to $2^{32} - 2$, inclusive, shall ignore it.

pan_scan_rect_cancel_flag equal to 1 indicates that the SEI message cancels the persistence of any previous pan-scan rectangle SEI message in output order. pan_scan_rect_cancel_flag equal to 0 indicates that pan-scan rectangle information follows.

pan_scan_cnt_minus1 specifies the number of pan-scan rectangles that are specified by the SEI message. pan_scan_cnt_minus1 shall be in the range of 0 to 2, inclusive.

pan_scan_cnt_minus1 equal to 0 indicates that a single pan-scan rectangle is specified that applies to the decoded pictures that are within the persistency scope of the current SEI message. When field_seq_flag is equal to 1, pan_scan_cnt_minus1 shall be equal to 0.

pan_scan_cnt_minus1 equal to 1 indicates that two pan-scan rectangles are specified that apply to the decoded pictures that are within the persistency scope of the current SEI message and that are associated with picture timing SEI messages having pic_struct equal to 3 or 4. The first rectangle applies to the first field of a frame in output order and the second rectangle applies to the second field of a frame in output order, where the output order between two fields in one frame is as shown in Table D.2 for pic_struct equal to 3 or 4.

pan_scan_cnt_minus1 equal to 2 indicates that three pan-scan rectangles are specified that apply to the decoded pictures that are within the persistency scope of the current SEI message and that are associated with picture timing SEI messages having pic_struct equal to 5 or 6. The first rectangle applies to the first field of the frame in output order, the second rectangle applies to the second field of the frame in output order, and the third rectangle applies to a repetition of the first field as a third field in output order, where the output order of fields in one frame is as shown in Table D.2 for pic_struct equal to 5 or 6.

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pan_scan_rect_left_offset[i **]**, **pan_scan_rect_right_offset[** i **]**, **pan_scan_rect_top_offset[** i **]**, and **pan_scan_rect_bottom_offset[** i **]**, specify, as signed integer quantities in units of one-sixteenth sample spacing relative to the luma sampling grid, the location of the i-th pan-scan rectangle. The values of each of these four syntax elements shall be in the range of $-2^{31} + 1$ to $2^{31} - 1$, inclusive.

The pan-scan rectangle is specified, in units of one-sixteenth sample spacing relative to a luma sampling grid, as the region with horizontal coordinates from 16 * SubWidthC * conf_win_left_offset + pan_scan_rect_left_offset[i] to 16 * (CtbSizeY * PicWidthInCtbsY − SubWidthC * conf_win_right_offset) + pan_scan_rect_right_offset[i] − 1 and with vertical coordinates from 16 *SubHeightC * conf_win_top_offset + pan_scan_rect_top_offset[i] to 16 * (CtbSizeY * PicHeightInCtbsY − SubHeightC * conf_win_bottom_offset) + pan_scan_rect_bottom_offset[i] − 1, inclusive. The value of 16 * SubWidthC * conf_win_left_offset + pan_scan_rect_left_offset[i] shall be less than or equal to 16 * (CtbSizeY * PicWidthInCtbsY − SubWidthC * conf_win_right_offset) + pan_scan_rect_right_offset[i] − 1, and the value of 16 * SubHeightC * conf_win_top_offset + pan_scan_rect_top_offset[i] shall be less than or equal to 16 * (CtbSizeY * PicHeightInCtbsY − SubHeightC * conf_win_bottom_offset) + pan_scan_rect_bottom_offset[i] − 1.

When the pan-scan rectangular area includes samples outside of the conformance cropping window, the region outside of the conformance cropping window may be filled with synthesized content (such as black video content or neutral grey video content) for display.

pan_scan_rect_persistence_flag specifies the persistence of the pan-scan rectangle SEI message.

pan_scan_rect_persistence_flag equal to 0 specifies that the pan-scan rectangle information applies to the current decoded picture only.

pan_scan_rect_persistence_flag equal to 1 specifies that the pan-scan rectangle information persists in output order until any of the following conditions are true:

– A new CVS begins.

– The bitstream ends.

– A picture in an access unit containing a pan-scan rectangle SEI message with the same value of pan_scan_rect_id is output having PicOrderCntVal greater than PicOrderCnt(CurrPic).

D.3.5 Filler payload SEI message semantics

This SEI message contains a series of payloadSize bytes of value 0xFF, which can be discarded.

ff_byte shall be a byte having the value 0xFF.

D.3.6 User data registered by Rec. ITU-T T.35 SEI message semantics

This SEI message contains user data registered as specified in Rec. ITU-T T.35, the contents of which are not specified in this Specification.

itu_t_t35_country_code shall be a byte having a value specified as a country code by Rec. ITU-T T.35 Annex A.

itu_t_t35_country_code_extension_byte shall be a byte having a value specified as a country code by Rec. ITU-T T.35 Annex B.

itu_t_t35_payload_byte shall be a byte containing data registered as specified in Rec. ITU-T T.35.

The ITU-T T.35 terminal provider code and terminal provider oriented code shall be contained in the first one or more bytes of the itu_t_t35_payload_byte, in the format specified by the Administration that issued the terminal provider code. Any remaining itu_t_t35_payload_byte data shall be data having syntax and semantics as specified by the entity identified by the ITU-T T.35 country code and terminal provider code.

D.3.7 User data unregistered SEI message semantics

This SEI message contains unregistered user data identified by a UUID, the contents of which are not specified in this Specification.

uuid_iso_iec_11578 shall have a value specified as a UUID according to the procedures of ISO/IEC 11578:1996 Annex A.

user_data_payload_byte shall be a byte containing data having syntax and semantics as specified by the UUID generator.

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D.3.8 Recovery point SEI message semantics

The recovery point SEI message assists a decoder in determining when the decoding process will produce acceptable pictures for display after the decoder initiates random access or after the encoder indicates a broken link in the CVS. When the decoding process is started with the access unit in decoding order associated with the recovery point SEI message, all decoded pictures at or subsequent to the recovery point in output order specified in this SEI message are indicated to be correct or approximately correct in content. Decoded pictures produced by random access at or before the picture associated with the recovery point SEI message need not be correct in content until the indicated recovery point, and the operation of the decoding process starting at the picture associated with the recovery point SEI message may contain references to pictures unavailable in the decoded picture buffer.

In addition, by use of the broken_link_flag, the recovery point SEI message can indicate to the decoder the location of some pictures in the bitstream that can result in serious visual artefacts when displayed, even when the decoding process was begun at the location of a previous IRAP access unit in decoding order.

NOTE 1 – The broken_link_flag can be used by encoders to indicate the location of a point after which the decoding process for the decoding of some pictures may cause references to pictures that, though available for use in the decoding process, are not the pictures that were used for reference when the bitstream was originally encoded (e.g., due to a splicing operation performed during the generation of the bitstream).

When random access is performed to start decoding from the access unit associated with the recovery point SEI message, the decoder operates as if the associated picture was the first picture in the bitstream in decoding order, and the variables prevPicOrderCntLsb and prevPicOrderCntMsb used in derivation of PicOrderCntVal are both set equal to 0.

NOTE 2 – When HRD information is present in the bitstream, a buffering period SEI message should be associated with the access unit associated with the recovery point SEI message in order to establish initialization of the HRD buffer model after a random access.

Any SPS or PPS RBSP that is referred to by a picture associated with a recovery point SEI message or by any picture following such a picture in decoding order shall be available to the decoding process prior to its activation, regardless of whether or not the decoding process is started at the beginning of the bitstream or with the access unit, in decoding order, that is associated with the recovery point SEI message.

recovery_poc_cnt specifies the recovery point of decoded pictures in output order. If there is a picture picA that follows the current picture (i.e., the picture associated with the current SEI message) in decoding order in the CVS and that has PicOrderCntVal equal to the PicOrderCntVal of the current picture plus the value of recovery_poc_cnt, the picture picA is referred to as the recovery point picture. Otherwise, the first picture in output order that has PicOrderCntVal greater than the PicOrderCntVal of the current picture plus the value of recovery_poc_cnt is referred to as the recovery point picture. The recovery point picture shall not precede the current picture in decoding order. All decoded pictures in output order are indicated to be correct or approximately correct in content starting at the output order position of the recovery point picture. The value of recovery_poc_cnt shall be in the range of −MaxPicOrderCntLsb / 2 to MaxPicOrderCntLsb / 2 − 1, inclusive.

exact_match_flag indicates whether decoded pictures at and subsequent to the specified recovery point in output order derived by starting the decoding process at the access unit associated with the recovery point SEI message will be an exact match to the pictures that would be produced by starting the decoding process at the location of a previous IRAP access unit, if any, in the bitstream. The value 0 indicates that the match may not be exact and the value 1 indicates that the match will be exact. When exact_match_flag is equal to 1, it is a requirement of bitstream conformance that the decoded pictures at and subsequent to the specified recovery point in output order derived by starting the decoding process at the access unit associated with the recovery point SEI message shall be an exact match to the pictures that would be produced by starting the decoding process at the location of a previous IRAP access unit, if any, in the bitstream.

NOTE 3 – When performing random access, decoders should infer all references to unavailable pictures as references to pictures containing only intra coding blocks and having sample values given by Y equal to (1 << ($BitDepth_Y$ − 1)), Cb and Cr both equal to (1 << ($BitDepth_C$ − 1)) (mid-level grey), regardless of the value of exact_match_flag.

When exact_match_flag is equal to 0, the quality of the approximation at the recovery point is chosen by the encoding process and is not specified in this Specification.

broken_link_flag indicates the presence or absence of a broken link in the NAL unit stream at the location of the recovery point SEI message and is assigned further semantics as follows:

– If broken_link_flag is equal to 1, pictures produced by starting the decoding process at the location of a previous IRAP access unit may contain undesirable visual artefacts to the extent that decoded pictures at and subsequent to the access unit associated with the recovery point SEI message in decoding order should not be displayed until the specified recovery point in output order.

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– Otherwise (broken_link_flag is equal to 0), no indication is given regarding any potential presence of visual artefacts.

When the current picture is a BLA picture, the value of broken_link_flag shall be equal to 1.

Regardless of the value of the broken_link_flag, pictures subsequent to the specified recovery point in output order are specified to be correct or approximately correct in content.

D.3.9 Scene information SEI message semantics

A scene and a scene transition are herein defined as a set of consecutive pictures in output order.

NOTE 1 – Decoded pictures within one scene generally have similar content. The scene information SEI message is used to label pictures with scene identifiers and to indicate scene changes. The message specifies how the source pictures for the labelled pictures were created. The decoder may use the information to select an appropriate algorithm to conceal transmission errors. For example, a specific algorithm may be used to conceal transmission errors that occurred in pictures belonging to a gradual scene transition. Furthermore, the scene information SEI message may be used in a manner determined by the application, such as for indexing the scenes of a video sequence.

A scene information SEI message labels all pictures, in decoding order, from the coded picture to which the SEI message is associated (inclusive) to the coded picture to which the next scene information SEI message (when present) in decoding order is associated (exclusive) or (otherwise) to the last picture in the CVS (inclusive). These pictures are herein referred to as the target pictures.

scene_info_present_flag equal to 0 indicates that the scene or scene transition to which the target pictures belong is unspecified. scene_info_present_flag equal to 1 indicates that the target pictures belong to the same scene or scene transition.

prev_scene_id_valid_flag equal to 0 specifies that the scene_id value of the picture preceding the first picture of the target pictures in output order is considered unspecified in the semantics of the syntax elements of this SEI message. prev_scene_id_valid_flag equal to 1 specifies that the scene_id value of the picture preceding the first picture of the target pictures in output order is specified by the previous scene information SEI message in decoding order. When the previous scene information SEI message is within the same CVS as the current scene information SEI message, prev_scene_id_valid_flag shall be equal to 1.

NOTE 2 – When a current scene information SEI message is associated with the first picture, in decoding order, of a CVS, prev_scene_id_valid_flag equal to 1 indicates that the scene_id values of the current scene information SEI message and the previous scene information SEI message in decoding order can be used to conclude whether their target pictures belong to the same scene or to different scenes.

NOTE 3 – When CVS B is concatenated to CVS A and CVS A represents a different scene than the scene CVS B represents, it should be noticed that the scene_id value specified for the last picture of CVS A affects the semantics of the scene information SEI message associated with the first picture, in decoding order, of CVS B, when the SEI message is present. Hence, as part of such a concatenation operation, the value of prev_scene_id_valid_flag should be set equal to 0 in the scene information SEI message associated with the first picture, in decoding order, of CVS B, when the SEI message is present.

scene_id identifies the scene to which the target pictures belong. When the value of scene_transition_type of the target pictures is less than 4, and the previous picture in output order is marked with a value of scene_transition_type less than 4, and the value of scene_id is the same as the value of scene_id of the previous picture in output order, this indicates that the source scene for the target pictures and the source scene for the previous picture (in output order) are considered by the encoder to have been the same scene. When the value of scene_transition_type of the target pictures is greater than 3, and the previous picture in output order is marked with a value of scene_transition_type less than 4, and the value of scene_id is the same as the value of scene_id of the previous picture in output order, this indicates that one of the source scenes for the target pictures and the source scene for the previous picture (in output order) are considered by the encoder to have been the same scene. When the value of scene_id is not equal to the value of scene_id of the previous picture in output order, this indicates that the target pictures and the previous picture (in output order) are considered by the encoder to have been from different source scenes.

The value of scene_id shall be in the range of 0 to $2^{32} - 2$, inclusive.

Values of scene_id in the range of 0 to 255, inclusive, and in the range of 512 to $2^{31} - 1$, inclusive, may be used as determined by the application. Values of scene_id in the range of 256 to 511, inclusive, and in the range of 2^{31} to $2^{32} - 2$, inclusive, are reserved for future use by ITU-T | ISO/IEC. Decoders encountering a value of scene_id in the range of 256 to 511, inclusive, or in the range of 2^{31} to $2^{32} - 2$, inclusive, shall ignore it.

NOTE 4 – When the first picture picA, in decoding order, of the coded video sequence vidSeqA represents a different scene than the last picture, in output order, of the previous coded video sequence and a scene information SEI message is associated with PicA, the scene_id value of that scene information SEI message should have a random value within the value ranges constrained above. Subsequent scene_id and second_scene_id values may be selected for example by incrementing the initial randomly selected scene_id value. Consequently, when concatenating vidSeqA to a coded video sequence vidSeqB, accidental use of the same scene_id values in videSeqA and vidSeqB is unlikely.

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scene_transition_type specifies in which type of a scene transition (if any) the target pictures are involved. The valid values of scene_transition_type are specified in Table D.3.

Table D.3 – scene_transition_type values

Value	Description
0	No transition
1	Fade to black
2	Fade from black
3	Unspecified transition from or to constant colour
4	Dissolve
5	Wipe
6	Unspecified mixture of two scenes

When scene_transition_type is greater than 3, the target pictures include contents both from the scene labelled by its scene_id and the next scene, in output order, which is labelled by second_scene_id (see below). The term "the current scene" is used to indicate the scene labelled by scene_id. The term "the next scene" is used to indicate the scene labelled by second_scene_id. It is not required for any following picture, in output order, to be labelled with scene_id equal to second_scene_id of the current SEI message.

Scene transition types are specified as follows:

– "No transition" specifies that the target pictures are not involved in a gradual scene transition.

  NOTE 5 – When two consecutive pictures in output order have scene_transition_type equal to 0 and different values of scene_id, a scene cut occurred between the two pictures.

– "Fade to black" indicates that the target pictures are part of a sequence of pictures, in output order, involved in a fade to black scene transition, i.e., the luma samples of the scene gradually approach zero and the chroma samples of the scene gradually approach 128.

  NOTE 6 – When two pictures are labelled to belong to the same scene transition and their scene_transition_type is "Fade to black", the later one, in output order, is darker than the previous one.

– "Fade from black" indicates that the target pictures are part of a sequence of pictures, in output order, involved in a fade from black scene transition, i.e., the luma samples of the scene gradually diverge from zero and the chroma samples of the scene may gradually diverge from 128.

  NOTE 7 – When two pictures are labelled to belong to the same scene transition and their scene_transition_type is "Fade from black", the later one in output order is lighter than the previous one.

– "Dissolve" indicates that the sample values of each target picture (before encoding) were generated by calculating a sum of co-located weighted sample values of a picture from the current scene and a picture from the next scene. The weight of the current scene gradually decreases from full level to zero level, whereas the weight of the next scene gradually increases from zero level to full level. When two pictures are labelled to belong to the same scene transition and their scene_transition_type is "Dissolve", the weight of the current scene for the later one, in output order, is less than the weight of the current scene for the previous one, and the weight of the next scene for the later one, in output order, is greater than the weight of the next scene for the previous one.

– "Wipe" indicates that some of the sample values of each target picture (before encoding) were generated by copying co-located sample values of a picture in the current scene and the remaining sample values of each target picture (before encoding) were generated by copying co-located sample values of a picture in the next scene. When two pictures are labelled to belong to the same scene transition and their scene_transition_type is "Wipe", the number of samples copied from the next scene to the later picture in output order is greater than the number of samples copied from the next scene to the previous picture.

second_scene_id identifies the next scene in the gradual scene transition in which the target pictures are involved. The value of second_scene_id shall not be equal to the value of scene_id. The value of second_scene_id shall not be equal to the value of scene_id in the previous picture in output order. When the next picture in output order is marked with a value of scene_transition_type less than 4, and the value of second_scene_id is the same as the value of scene_id of the next picture in output order, this indicates that the encoder considers one of the source scenes for the target pictures and the source scene for the next picture (in output order) to have been the same scene. When the value of second_scene_id is not equal to the value of scene_id or second_scene_id (when present) of the next picture in output order, this indicates that the encoder considers the target pictures and the next picture (in output order) to have been from different source scenes.

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When the value of scene_id of a picture is equal to the value of scene_id of the following picture in output order and the value of scene_transition_type in both of these pictures is less than 4, this indicates that the encoder considers the two pictures to have been from the same source scene. When the values of scene_id, scene_transition_type and second_scene_id (when present) of a picture are equal to the values of scene_id, scene_transition_type and second_scene_id (respectively) of the following picture in output order and the value of scene_transition_type is greater than 0, this indicates that the encoder considers the two pictures to have been from the same source gradual scene transition.

The value of second_scene_id shall be in the range of 0 to $2^{32} - 2$, inclusive.

Values of second_scene_id in the range of 0 to 255, inclusive, and in the range of 512 to $2^{31} - 1$, inclusive, may be used as determined by the application. Values of second_scene_id in the range of 256 to 511, inclusive, and in the range of 2^{31} to $2^{32} - 2$, inclusive, are reserved for future use by ITU-T | ISO/IEC. Decoders encountering a value of second_scene_id in the range of 256 to 511, inclusive, or in the range of 2^{31} to $2^{32} - 2$, inclusive, shall ignore it.

D.3.10 Picture snapshot SEI message semantics

The picture snapshot SEI message indicates that the current picture is labelled for use as determined by the application as a still-image snapshot of the video content.

snapshot_id specifies a snapshot identification number. snapshot_id shall be in the range of 0 to $2^{32} - 2$, inclusive.

Values of snapshot_id in the range of 0 to 255, inclusive, and in the range of 512 to $2^{31} - 1$, inclusive, may be used as determined by the application. Values of snapshot_id in the range of 256 to 511, inclusive, and in the range of 2^{31} to $2^{32} - 2$, inclusive, are reserved for future use by ITU-T | ISO/IEC. Decoders encountering a value of snapshot_id in the range of 256 to 511, inclusive, or in the range of 2^{31} to $2^{32} - 2$, inclusive, shall ignore it.

D.3.11 Progressive refinement segment start SEI message semantics

The progressive refinement segment start SEI message specifies the beginning of a set of consecutive coded pictures in decoding order that consists of the current picture and a sequence of one or more subsequent pictures of refinement of the quality of the current picture, rather than a representation of a continually moving scene.

The tagged set of consecutive coded pictures continues until one of the following conditions is true:

- A new CVS begins.
- The bitstream ends.
- pic_order_cnt_delta is greater than 0 and the PicOrderCntVal of the next slice to be decoded is greater than currPicOrderCntVal + pic_order_cnt_delta, where currPicOrderCntVal is the value of PicOrderCntVal of the picture in the access unit containing the SEI message.
- A progressive refinement segment end SEI message with the same progressive_refinement_id as the one in this SEI message is decoded.

The decoding order of pictures within the tagged set of consecutive pictures should be the same as their output order.

progressive_refinement_id specifies an identification number for the progressive refinement operation. progressive_refinement_id shall be in the range of 0 to $2^{32} - 2$, inclusive.

Values of progressive_refinement_id in the range of 0 to 255, inclusive, and in the range of 512 to $2^{31} - 1$, inclusive, may be used as determined by the application. Values of progressive_refinement_id in the range of 256 to 511, inclusive, and in the range of 2^{31} to $2^{32} - 2$, inclusive, are reserved for future use by ITU-T | ISO/IEC. Decoders encountering a value of progressive_refinement_id in the range of 256 to 511, inclusive, or in the range of 2^{31} to $2^{32} - 2$, inclusive, shall ignore it.

pic_order_cnt_delta specifies the last picture in the tagged set of consecutive coded pictures in decoding order as follows:

- If pic_order_cnt_delta is equal to 0, the last picture of the tagged set of consecutive coded pictures in decoding order is the following picture:
  - If the CVS contains one or more pictures that follow the current picture in decoding order and are associated with a progressive refinement segment end SEI message with the same progressive_refinement_id, the last picture of the tagged set of consecutive coded pictures in decoding order is the first of these pictures in decoding order.
  - Otherwise, the last picture of the tagged set of consecutive coded pictures in decoding order is the last picture of the CVS in decoding order.
- Otherwise, the last picture of the tagged set of consecutive coded pictures in decoding order is the following picture:

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– If the CVS contains one or more pictures that follow the curent picture in decoding order and are associated with a progressive refinement segment end SEI message with the same progressive_refinement_id and precede any picture in the CVS that has PicOrderCntVal greater than currPicOrderCntVal + pic_order_cnt_delta, where currPicOrderCntVal is the PicOrderCntVal of the current picture, the last picture of the tagged set of consecutive coded pictures in decoding order is the first of these pictures in decoding order.
– Otherwise, if the CVS contains one or more pictures that follow the curent picture in decoding order and have PicOrderCntVal greater than currPicOrderCntVal + pic_order_cnt_delta, where currPicOrderCntVal is the PicOrderCntVal of the current picture, the last picture of the tagged set of consecutive coded pictures in decoding order is the last picture that precedes the first of these pictures in decoding order,
– Otherwise, the last picture of the tagged set of consecutive coded pictures in decoding order is the last picture of the CVS in decoding order.

The value of pic_order_cnt_delta shall be in the range of 0 to 256, inclusive.

D.3.12 Progressive refinement segment end SEI message semantics

The progressive refinement segment end SEI message specifies the end of a set of consecutive coded pictures that has been labelled by use of a progressive refinement segment start SEI message as an initial picture followed by a sequence of one or more pictures of the refinement of the quality of the initial picture, and ending with the current picture.

progressive_refinement_id specifies an identification number for the progressive refinement operation. progressive_refinement_id shall be in the range of 0 to $2^{32} - 2$, inclusive.

The progressive refinement segment end SEI message specifies the end of any progressive refinement segment previously started using a progressive refinement segment start SEI message with the same value of progressive_refinement_id.

Values of progressive_refinement_id in the range of 0 to 255, inclusive, and in the range of 512 to $2^{31} - 1$, inclusive, may be used as determined by the application. Values of progressive_refinement_id in the range of 256 to 511, inclusive, and in the range of 2^{31} to $2^{32} - 2$, inclusive, are reserved for future use by ITU-T | ISO/IEC. Decoders encountering a value of progressive_refinement_id in the range of 256 to 511, inclusive, or in the range of 2^{31} to $2^{32} - 2$, inclusive, shall ignore it.

D.3.13 Film grain characteristics SEI message semantics

This SEI message provides the decoder with a parameterized model for film grain synthesis.

NOTE 1 – For example, an encoder may use the film grain characteristics SEI message to characterize film grain that was present in the original source video material and was removed by pre-processing filtering techniques. Synthesis of simulated film grain on the decoded images for the display process is optional and does not affect the decoding process specified in this Specification. When synthesis of simulated film grain on the decoded images for the display process is performed, there is no requirement that the method by which the synthesis is performed be the same as the parameterized model for the film grain as provided in the film grain characteristics SEI message.

NOTE 2 – The display process is not specified in this Specification.

NOTE 3 – Society of Motion Picture and Television Engineers RDD 5 specifies a film grain simulator based on the information provided in the film grain characteristics SEI message.

film_grain_characteristics_cancel_flag equal to 1 indicates that the SEI message cancels the persistence of any previous film grain characteristics SEI message in output order. film_grain_characteristics_cancel_flag equal to 0 indicates that film grain modelling information follows.

film_grain_model_id identifies the film grain simulation model as specified in Table D.4. The value of film_grain_model_id shall be in the range of 0 to 1, inclusive. The values of 2 and 3 for film_grain_model_id are reserved for future use by ITU-T | ISO/IEC and shall not be present in bitstreams conforming to this version of this Specification. Decoders shall ignore film grain characteristic SEI messages with film_grain_model_id equal to 2 or 3.

Table D.4 – film_grain_model_id values

Value	Description
0	Frequency filtering
1	Auto-regression

separate_colour_description_present_flag equal to 1 indicates that a distinct colour space description for the film grain characteristics specified in the SEI message is present in the film grain characteristics SEI message syntax.

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separate_colour_description_present_flag equal to 0 indicates that the colour description for the film grain characteristics specified in the SEI message is the same as for the CVS as specified in clause E.2.1.

NOTE 4 – When separate_colour_description_present_flag is equal to 1, the colour space specified for the film grain characteristics specified in the SEI message may differ from the colour space specified for the coded video as specified in clause E.2.1.

film_grain_bit_depth_luma_minus8 plus 8 specifies the bit depth used for the luma component of the film grain characteristics specified in the SEI message. When film_grain_bit_depth_luma_minus8 is not present in the film grain characteristics SEI message, the value of film_grain_bit_depth_luma_minus8 is inferred to be equal to bit_depth_luma_minus8.

The value of filmGrainBitDepth[0] is derived as follows:

filmGrainBitDepth[0] = film_grain_bit_depth_luma_minus8 + 8 (D-3)

film_grain_bit_depth_chroma_minus8 plus 8 specifies the bit depth used for the Cb and Cr components of the film grain characteristics specified in the SEI message. When film_grain_bit_depth_chroma_minus8 is not present in the film grain characteristics SEI message, the value of film_grain_bit_depth_chroma_minus8 is inferred to be equal to bit_depth_chroma_minus8.

The value of filmGrainBitDepth[c] for c = 1 and 2 is derived as follows:

filmGrainBitDepth[c] = film_grain_bit_depth_chroma_minus8 + 8, with c = 1, 2 (D-4)

film_grain_full_range_flag has the same semantics as specified in clause E.2.1 for the video_full_range_flag syntax element, except as follows:

– film_grain_full_range_flag specifies the colour space of the film grain characteristics specified in the SEI message, rather than the colour space used for the CVS.

– When film_grain_full_range_flag is not present in the film grain characteristics SEI message, the value of film_grain_full_range_flag is inferred to be equal to video_full_range_flag.

film_grain_colour_primaries has the same semantics as specified in clause E.2.1 for the colour_primaries syntax element, except as follows:

– film_grain_colour_primaries specifies the colour space of the film grain characteristics specified in the SEI message, rather than the colour space used for the CVS.

– When film_grain_colour_primaries is not present in the film grain characteristics SEI message, the value of film_grain_colour_primaries is inferred to be equal to colour_primaries.

film_grain_transfer_characteristics has the same semantics as specified in clause E.2.1 for the transfer_characteristics syntax element, except as follows:

– film_grain_transfer_characteristics specifies the colour space of the film grain characteristics specified in the SEI message, rather than the colour space used for the CVS.

– When film_grain_transfer_characteristics is not present in the film grain characteristics SEI message, the value of film_grain_transfer_characteristics is inferred to be equal to transfer_characteristics.

film_grain_matrix_coeffs has the same semantics as specified in clause E.2.1 for the matrix_coeffs syntax element, except as follows:

– film_grain_matrix_coeffs specifies the colour space of the film grain characteristics specified in the SEI message, rather than the colour space used for the CVS.

– When film_grain_matrix_coeffs is not present in the film grain characteristics SEI message, the value of film_grain_matrix_coeffs is inferred to be equal to matrix_coeffs.

– The values allowed for film_grain_matrix_coeffs are not constrained by the value of chroma_format_idc.

The chroma_format_idc of the film grain characteristics specified in the film grain characteristics SEI message is inferred to be equal to 3 (4:4:4).

NOTE 5 – Because the use of a specific method is not required for performing film grain generation function used by the display process, a decoder may, if desired, down-convert the model information for chroma in order to simulate film grain for other chroma formats (4:2:0 or 4:2:2) rather than up-converting the decoded video (using a method not specified in this Specification) before performing film grain generation.

blending_mode_id identifies the blending mode used to blend the simulated film grain with the decoded images as specified in Table D.5. blending_mode_id shall be in the range of 0 to 1, inclusive. The values of 2 and 3 for blending_mode_id are reserved for future use by ITU-T | ISO/IEC and shall not be present in bitstreams conforming to this version of this Specification. Decoders shall ignore film grain characteristic SEI messages with blending_mode_id equal to 2 or 3.

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Table D.5 – blending_mode_id values

Value	Description
0	Additive
1	Multiplicative

Depending on the value of blending_mode_id, the blending mode is specified as follows:

– If blending_mode_id is equal to 0, the blending mode is additive as specified by:

$$I_{grain}[x, y, c] = Clip3(0, (1 << filmGrainBitDepth[c]) - 1, I_{decoded}[x, y, c] + G[x, y, c]) \quad (D\text{-}5)$$

– Otherwise (blending_mode_id is equal to 1), the blending mode is multiplicative as specified by:

$$I_{grain}[x, y, c] = Clip3(0, (1 << filmGrainBitDepth[c]) - 1, I_{decoded}[x, y, c] + Round((I_{decoded}[x, y, c] * G[x, y, c]) \div ((1 << bitDepth[c]) - 1))) \quad (D\text{-}6)$$

where $I_{decoded}[x, y, c]$ represents the sample value at coordinates x, y of the colour component c of the decoded image $I_{decoded}$, G[x, y, c] is the simulated film grain value at the same position and colour component, filmGrainBitDepth[c] is the number of bits used for each sample in a fixed-length unsigned binary representation of the array $I_{grain}[x, y, c]$, and bitDepth[c] is specified by:

$$bitDepth[c] = \begin{cases} BitDepth_Y & ; \quad c = 0 \\ BitDepth_C & ; \quad c = 1, 2 \end{cases} \quad (D\text{-}7)$$

log2_scale_factor specifies a scale factor used in the film grain characterization equations.

comp_model_present_flag[c] equal to 0 indicates that film grain is not modelled on the c-th colour component, where c equal to 0 refers to the luma component, c equal to 1 refers to the Cb component, and c equal to 2 refers to the Cr component. comp_model_present_flag[c] equal to 1 indicates that syntax elements specifying modelling of film grain on colour component c are present in the SEI message.

num_intensity_intervals_minus1[c] plus 1 specifies the number of intensity intervals for which a specific set of model values has been estimated.

NOTE 6 – The intensity intervals may overlap in order to simulate multi-generational film grain.

num_model_values_minus1[c] plus 1 specifies the number of model values present for each intensity interval in which the film grain has been modelled. The value of num_model_values_minus1[c] shall be in the range of 0 to 5, inclusive.

intensity_interval_lower_bound[c][i] specifies the lower bound of the interval i of intensity levels for which the set of model values applies.

intensity_interval_upper_bound[c][i] specifies the upper bound of the interval i of intensity levels for which the set of model values applies.

Depending on the value of film_grain_model_id, the selection of the sets of model values is specified as follows:

– If film_grain_model_id is equal to 0, the average value of each block b of 8x8 samples in $I_{decoded}$, referred as b_{avg}, is used to select the sets of model values with index s[j] that apply to all the samples in the block:

```
for( i = 0, j = 0; i <= num_intensity_intervals_minus1[ c ]; i++ )
  if( b_avg >= intensity_interval_lower_bound[ c ][ i ]
        && b_avg <= intensity_interval_upper_bound[ c ][ i ] ) {
    s[ j ] = i                                                          (D-8)
    j++
  }
```

– Otherwise (film_grain_model_id is equal to 1), the sets of model values used to generate the film grain are selected for each sample value in $I_{decoded}$ as follows:

```
for( i = 0, j = 0; i <= num_intensity_intervals_minus1[ c ]; i++ )
  if( I_decoded[ x, y, c ] >= intensity_interval_lower_bound[ c ][ i ] &&
        I_decoded[ x, y, c ] <= intensity_interval_upper_bound[ c ][ i ] ) {   (D-9)
    s[ j ] = i
    j++
  }
```


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Samples that do not fall into any of the defined intervals are not modified by the grain generation function. Samples that fall into more than one interval will originate multi-generation grain. Multi-generation grain results from adding the grain computed independently for each intensity interval.

comp_model_value[c][i][j] represents each one of the model values present for the colour component c and the intensity interval i. The set of model values has different meaning depending on the value of film_grain_model_id.

The value of comp_model_value[c][i][j] is constrained as follows, and may be additionally constrained as specified elsewhere in this clause:

– If film_grain_model_id is equal to 0, comp_model_value[c][i][j] shall be in the range of 0 to $2^{filmGrainBitDepth[\,c\,]} - 1$, inclusive.

– Otherwise (film_grain_model_id is equal to 1), comp_model_value[c][i][j] shall be in the range of $-2^{(\,filmGrainBitDepth[\,c\,]-1\,)}$ to $2^{(\,filmGrainBitDepth[\,c\,]-1\,)} - 1$, inclusive.

Depending on the value of film_grain_model_id, the synthesis of the film grain is modelled as follows:

– If film_grain_model_id is equal to 0, a frequency filtering model enables simulating the original film grain for c = 0..2, x = 0..PicWidthInSamples$_L$, and y = 0..PicHeightInSamples$_L$ as specified by:

$$G[\,x, y, c\,] = (\,comp\_model\_value[\,c\,][\,s\,][\,0\,] * Q[\,c\,][\,x, y\,] + comp\_model\_value[\,c\,][\,s\,][\,5\,] * G[\,x, y, c-1\,]\,) >> log2\_scale\_factor \quad \text{(D-10)}$$

where Q[c] is a two-dimensional random process generated by filtering 16x16 blocks gaussRv with random-value elements gaussRv$_{ij}$ generated with a normalized Gaussian distribution (independent and identically distributed Gaussian random variable samples with zero mean and unity variance) and where the value of an element G[x, y, c − 1] used in the right-hand side of the equation is inferred to be equal to 0 when c − 1 is less than 0.

NOTE 7 – A normalized Gaussian random value can be generated from two independent, uniformly distributed random values over the interval from 0 to 1 (and not equal to 0), denoted as uRv$_0$ and uRv$_1$, using the Box-Muller transformation specified by:

$$gaussRv_{ij} = \sqrt{-2 * Ln(\,uRv_0\,)} * Cos(\,2 * \pi * uRv_1\,) \quad \text{(D-11)}$$

where Ln(x) is the natural logarithm of x (the base-e logarithm, where e is natural logarithm base constant 2.718 281 828...), Cos(x) is the trigonometric cosine function operating on an argument x in units of radians, and π is Archimedes' constant 3.141 592 653 589 793 ...

The band-pass filtering of blocks gaussRv may be performed in the discrete cosine transform (DCT) domain as follows:

```
for( y = 0; y < 16; y++ )
    for( x = 0; x < 16; x++ )
        if( ( x < comp_model_value[ c ][ s ][ 3 ]  &&  y < comp_model_value[ c ][ s ][ 4 ] )  ||
                x > comp_model_value[ c ][ s ][ 1 ]  ||  y > comp_model_value[ c ][ s ][ 2 ] )
            gaussRv[ x, y ] = 0
filteredRv = IDCT16x16( gaussRv )
```

(D-12)

where IDCT16x16(z) refers to a unitary inverse discrete cosine transformation (IDCT) operating on a 16x16 matrix argument z as specified by:

$$IDCT16x16(\,z\,) = r * z * r^T \quad \text{(D-13)}$$

where the superscript T indicates a matrix transposition and r is the 16x16 matrix with elements r_{ij} specified by:

$$r_{ij} = \frac{((\,i == 0\,)\,?\,1 : \sqrt{2}\,)}{4} Cos\left(\frac{i * (\,2 * j + 1\,) * \pi}{32}\right) \quad \text{(D-14)}$$

where Cos(x) is the trigonometric cosine function operating on an argument x in units of radians and π is Archimedes' constant 3.141 592 653 589 793 ...

Q[c] is formed by the frequency-filtered blocks filteredRv.

NOTE 8 – Coded model values are based on blocks of 16x16, but a decoder implementation may use other block sizes. For example, decoders implementing the IDCT on 8x8 blocks, should down-convert by a factor of two the set of coded model values comp_model_value[c][s][i] for i equal to 1..4.

NOTE 9 – To reduce the degree of visible blocks that can result from mosaicing the frequency-filtered blocks filteredRv, decoders may apply a low-pass filter to the boundaries between frequency-filtered blocks.

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– Otherwise (film_grain_model_id is equal to 1), an auto-regression model enables simulating the original film grain for c = 0..2, x = 0..$PicWidthInSamples_L$, and y = 0..$PicHeightInSamples_L$ as specified by:

```
G[ x, y, c ] = ( comp_model_value[ c ][ s ][ 0 ] * n[ x, y, c ] +
    comp_model_value[ c ][ s ][ 1 ] * ( G[ x − 1, y, c ] + ( ( comp_model_value[ c ][ s ][ 4 ] * G[ x, y − 1, c ] )
    >>
        log2_scale_factor ) ) +
    comp_model_value[ c ][ s ][ 3 ] * ( ( ( comp_model_value[ c ][ s ][ 4 ] * G[ x − 1, y − 1, c ] ) >>
        log2_scale_factor ) + G[ x + 1, y − 1, c ] ) +
    comp_model_value[ c ][ s ][ 5 ] * ( G[ x − 2, y, c ] +
        ( ( comp_model_value[ c ][ s ][ 4 ] * comp_model_value[ c ][ s ][ 4 ] * G[ x, y − 2, c ] ) >>
            ( 2 * log2_scale_factor ) ) ) +
    comp_model_value[ c ][ s ][ 2 ] * G[ x, y, c − 1 ] ) >> log2_scale_factor                    (D-15)
```

where n[x, y, c] is a random value with normalized Gaussian distribution (independent and identically distributed Gaussian random variable samples with zero mean and unity variance for each value of x, y, and c) and where the value of an element G[x, y, c] used in the right-hand side of the equation is inferred to be equal to 0 when any of the following conditions are true:

– x is less than 0,

– y is less than 0,

– x is greater than or equal to $PicWidthInSamples_L$,

– c is less than 0.

comp_model_value[c][i][0] provides the first model value for the model as specified by film_grain_model_id. comp_model_value[c][i][0] corresponds to the standard deviation of the Gaussian noise term in the generation functions specified in Equations D-10 through D-15.

comp_model_value[c][i][1] provides the second model value for the model as specified by film_grain_model_id. When film_grain_model_id is equal to 0, comp_model_value[c][i][1] shall be greater than or equal to 0 and less than 16.

When not present in the film grain characteristics SEI message, comp_model_value[c][i][1] is inferred as follows:

– If film_grain_model_id is equal to 0, comp_model_value[c][i][1] is inferred to be equal to 8.

– Otherwise (film_grain_model_id is equal to 1), comp_model_value[c][i][1] is inferred to be equal to 0.

comp_model_value[c][i][1] is interpreted as follows:

– If film_grain_model_id is equal to 0, comp_model_value[c][i][1] indicates the horizontal high cut frequency to be used to filter the DCT of a block of 16x16 random values.

– Otherwise (film_grain_model_id is equal to 1), comp_model_value[c][i][1] indicates the first order spatial correlation for neighbouring samples (x − 1, y) and (x, y − 1).

comp_model_value[c][i][2] provides the third model value for the model as specified by film_grain_model_id. When film_grain_model_id is equal to 0, comp_model_value[c][i][2] shall be greater than or equal to 0 and less than 16.

When not present in the film grain characteristics SEI message, comp_model_value[c][i][2] is inferred as follows:

– If film_grain_model_id is equal to 0, comp_model_value[c][i][2] is inferred to be equal to comp_model_value[c][i][1]

– Otherwise (film_grain_model_id is equal to 1), comp_model_value[c][i][2] is inferred to be equal to 0.

comp_model_value[c][i][2] is interpreted as follows:

– If film_grain_model_id is equal to 0, comp_model_value[c][i][2] indicates the vertical high cut frequency to be used to filter the DCT of a block of 16x16 random values.

– Otherwise (film_grain_model_id is equal to 1), comp_model_value[c][i][2] indicates the colour correlation between consecutive colour components.

comp_model_value[c][i][3] provides the fourth model value for the model as specified by film_grain_model_id. When film_grain_model_id is equal to 0, comp_model_value[c][i][3] shall be greater than or equal to 0 and less than or equal to comp_model_value[c][i][1].

When not present in the film grain characteristics SEI message, comp_model_value[c][i][3] is inferred to be equal to 0.

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comp_model_value[c][i][3] is interpreted as follows:

– If film_grain_model_id is equal to 0, comp_model_value[c][i][3] indicates the horizontal low cut frequency to be used to filter the DCT of a block of 16x16 random values.
– Otherwise (film_grain_model_id is equal to 1), comp_model_value[c][i][3] indicates the first order spatial correlation for neighbouring samples (x − 1, y − 1) and (x + 1, y − 1).

comp_model_value[c][i][4] provides the fifth model value for the model as specified by film_grain_model_id. When film_grain_model_id is equal to 0, comp_model_value[c][i][4] shall be greater than or equal to 0 and less than or equal to comp_model_value[c][i][2].

When not present in the film grain characteristics SEI message, comp_model_value[c][i][4] is inferred to be equal to film_grain_model_id.

comp_model_value[c][i][4] is interpreted as follows:

– If film_grain_model_id is equal to 0, comp_model_value[c][i][4] indicates the vertical low cut frequency to be used to filter the DCT of a block of 16x16 random values.
– Otherwise (film_grain_model_id is equal to 1), comp_model_value[c][i][4] indicates the aspect ratio of the modelled grain.

comp_model_value[c][i][5] provides the sixth model value for the model as specified by film_grain_model_id.

When not present in the film grain characteristics SEI message, comp_model_value[c][i][5] is inferred to be equal to 0.

comp_model_value[c][i][5] is interpreted as follows:

– If film_grain_model_id is equal to 0, comp_model_value[c][i][5] indicates the colour correlation between consecutive colour components.
– Otherwise (film_grain_model_id is equal to 1), comp_model_value[c][i][5] indicates the second order spatial correlation for neighbouring samples (x, y − 2) and (x − 2, y).

film_grain_characteristics_persistence_flag specifies the persistence of the film grain characteristics SEI message.

film_grain_characteristics_persistence_flag equal to 0 specifies that the film grain characteristics SEI message applies to the current decoded picture only.

film_grain_characteristics_persistence_flag equal to 1 specifies that the film grain characteristics SEI message persists in output order until any of the following conditions are true:

– A new CVS begins.
– The bitstream ends.
– A picture in an access unit containing a film grain characteristics SEI message is output having PicOrderCnt( ) greater than PicOrderCnt(CurrPic).

D.3.14 Post-filter hint SEI message semantics

This SEI message provides the coefficients of a post-filter or correlation information for the design of a post-filter for potential use in post-processing of the current picture after it is decoded and output to obtain improved displayed quality.

filter_hint_size_y specifies the vertical size of the filter coefficient or correlation array. The value of filter_hint_size_y shall be in the range of 1 to 15, inclusive.

filter_hint_size_x specifies the horizontal size of the filter coefficient or correlation array. The value of filter_hint_size_x shall be in the range of 1 to 15, inclusive.

filter_hint_type identifies the type of the transmitted filter hints as specified in Table D.6. The value of filter_hint_type shall be in the range of 0 to 2, inclusive. The value of filter_hint_type equal to 3 is reserved for future use by ITU-T | ISO/IEC and shall not be present in bitstreams conforming to this version of this Specification. Decoders shall ignore post-filter hint SEI messages having filter_hint_type equal to 3.

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Table D.6 – filter_hint_type values

Value	Description
0	Coefficients of a 2D-FIR filter
1	Coefficients of two 1D-FIR filters
2	Cross-correlation matrix

filter_hint_value[cIdx][cy][cx] specifies a filter coefficient or an element of a cross-correlation matrix between the original and the decoded signal with 16-bit precision. The value of filter_hint_value[cIdx][cy][cx] shall be in the range of $-2^{31} + 1$ to $2^{31} - 1$, inclusive. cIdx specifies the related colour component, cy represents a counter in vertical direction, and cx represents a counter in horizontal direction. Depending on the value of filter_hint_type, the following applies:

– If filter_hint_type is equal to 0, the coefficients of a 2-dimensional FIR filter with the size of filter_hint_size_y * filter_hint_size_x are transmitted.

– Otherwise, if filter_hint_type is equal to 1, the filter coefficients of two 1-dimensional FIR filters are transmitted. In this case, filter_hint_size_y shall be equal to 2. The index cy equal to 0 specifies the filter coefficients of the horizontal filter and cy equal to 1 specifies the filter coefficients of the vertical filter. In the filtering process, the horizontal filter is applied first and the result is filtered by the vertical filter.

– Otherwise (filter_hint_type is equal to 2), the transmitted hints specify a cross-correlation matrix between the original signal s and the decoded signal s′.

NOTE 1 – The normalized cross-correlation matrix for a related colour component identified by cIdx with the size of filter_hint_size_y * filter_hint_size_x is defined as follows:

$$\text{filter\_hint\_value}(cIdx, cy, cx) = \frac{1}{(2^{8+\text{bitDepth}} - 1)^2 * h * w} \sum_{m=0}^{h-1} \sum_{n=0}^{w-1} s(m, n) * s'(m + cy - \text{OffsetY}, n + cx - \text{OffsetX}) \quad \text{(D-16)}$$

where s denotes array of samples of the colour component cIdx of the original picture, s′ denotes corresponding array of the decoded picture, h denotes the vertical height of the related colour component, w denotes the horizontal width of the related colour component, bitDepth denotes the bit depth of the colour component, OffsetY is equal to (filter_hint_size_y >> 1), OffsetX is equal to (filter_hint_size_x >> 1), 0 <= cy < filter_hint_size_y and 0 <= cx < filter_hint_size_x.

NOTE 2 – A decoder can derive a Wiener post-filter from the cross-correlation matrix of original and decoded signal and the auto-correlation matrix of the decoded signal.

D.3.15 Tone mapping information SEI message semantics

This SEI message provides information to enable remapping of the colour samples of the output decoded pictures for customization to particular display environments. The remapping process maps coded sample values in the RGB colour space (specified in Annex E) to target sample values. The mappings are expressed either in the luma or RGB colour space domain, and should be applied to the luma component or to each RGB component produced by colour space conversion of the decoded image accordingly.

tone_map_id contains an identifying number that may be used to identify the purpose of the tone mapping model. The value of tone_map_id shall be in the range of 0 to $2^{32} - 2$, inclusive.

Values of tone_map_id from 0 to 255 and from 512 to $2^{31} - 1$ may be used as determined by the application. Values of tone_map_id from 256 to 511, inclusive, and from 2^{31} to $2^{32} - 2$, inclusive are reserved for future use by ITU-T | ISO/IEC. Decoders shall ignore all tone mapping information SEI messages containing a value of tone_map_id in the range of 256 to 511, inclusive, or in the range of 2^{31} to $2^{32} - 2$, inclusive, and bitstreams shall not contain such values.

NOTE 1 – The tone_map_id can be used to support tone mapping operations that are suitable for different display scenarios. For example, different values of tone_map_id may correspond to different display bit depths.

tone_map_cancel_flag equal to 1 indicates that the tone mapping information SEI message cancels the persistence of any previous tone mapping information SEI message in output order. tone_map_cancel_flag equal to 0 indicates that tone mapping information follows.

tone_map_persistence_flag specifies the persistence of the tone mapping information SEI message.

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tone_map_persistence_flag equal to 0 specifies that the tone mapping information applies to the current decoded picture only.

tone_map_persistence_flag equal to 1 specifies that the tone mapping information persists in output order until any of the following conditions are true:

– A new CVS begins.

– A picture in an access unit containing a tone mapping information SEI message with the same value of tone_map_id is output having PicOrderCntVal greater than PicOrderCnt(CurrPic).

coded_data_bit_depth specifies the $BitDepth_Y$ for interpretation of the luma component of the associated pictures for purposes of interpretation of the tone mapping information SEI message. When tone mapping information SEI messages are present that have coded_data_bit_depth that is not equal to $BitDepth_Y$, these refer to the hypothetical result of a transcoding operation performed to convert the coded video to the $BitDepth_Y$ corresponding to the value of coded_data_bit_depth.

The value of coded_data_bit_depth shall be in the range of 8 to 14, inclusive. Values of coded_data_bit_depth from 0 to 7 and from 15 to 255 are reserved for future use by ITU-T | ISO/IEC. Decoders shall ignore all tone mapping SEI messages that contain a coded_data_bit_depth in the range of 0 to 7, inclusive, or in the range of 15 to 255, inclusive, and bitstreams shall not contain such values.

target_bit_depth specifies the bit depth of the output of the dynamic range mapping function (or tone mapping function) described by the tone mapping information SEI message. The tone mapping function specified with a particular target_bit_depth is suggested to be reasonable for all display bit depths that are less than or equal to the target_bit_depth.

The value of target_bit_depth shall be in the range of 1 to 16, inclusive. Values of target_bit_depth equal to 0 and in the range of 17 to 255, inclusive, are reserved for future use by ITU-T | ISO/IEC. Decoders shall ignore all tone mapping SEI messages that contain a value of target_bit_depth equal to 0 or in the range of 17 to 255, inclusive, and bitstreams shall not contain such values.

tone_map_model_id specifies the model utilized for mapping the coded data into the target_bit_depth range. Values greater than 4 are reserved for future use by ITU-T | ISO/IEC and shall not be present in bitstreams conforming to this version of this Specification. Decoders shall ignore all tone mapping SEI messages that contain a value of tone_map_model_id greater than 4, and bitstreams shall not contain such values.

NOTE 2 – A tone_map_model_id of 0 corresponds to a linear mapping with clipping; a tone_map_model_id of 1 corresponds to a sigmoidal mapping; a tone_map_model_id of 2 corresponds to a user-defined table mapping, and a tone_map_model_id of 3 corresponds to a piece-wise linear mapping, tone_map_model_id of 4 corresponds to luminance dynamic range information.

min_value specifies the RGB sample value that maps to the minimum value in the bit depth indicated by target_bit_depth. It is used in combination with the max_value parameter. All sample values in the decoded picture that are less than or equal to min_value, after conversion to RGB as necessary, are mapped to this minimum value in the target_bit_depth representation.

max_value specifies the RGB sample value that maps to the maximum value in the bit depth indicated by target_bit_depth. It is used in combination with the min_value parameter. All sample values in the decoded picture that are greater than or equal to max_value, after conversion to RGB as necessary, are mapped to this maximum value in the target_bit_depth representation.

When present, max_value shall be greater than or equal to min_value.

sigmoid_midpoint specifies the RGB sample value of the coded data that is mapped to the centre point of the target_bit_depth representation. It is used in combination with the sigmoid_width parameter.

sigmoid_width specifies the distance between two coded data values that approximately correspond to the 5% and 95% values of the target_bit_depth representation, respectively. It is used in combination with the sigmoid_midpoint parameter and is interpreted according to the following function:

$$f(i) = \mathrm{Round}\left(\frac{2^{target\_bit\_depth} - 1}{1 + \exp\left(\frac{-6 * (i - sigmoid\_midpoint)}{sigmoid\_width} \right)} \right) \tag{D-17}$$

where *f*(i) denotes the function that maps an RGB sample value i from the coded data to a resulting RGB sample value in the target_bit_depth representation.

start_of_coded_interval[i] specifies the beginning point of an interval in the coded data such that all RGB sample values that are greater than or equal to start_of_coded_interval[i] and less than start_of_coded_interval[i + 1] are

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mapped to i in the target bit depth representation. The value of start_of_coded_interval[$2^{target\_bit\_depth}$] is equal to $2^{coded\_data\_bit\_depth}$. The number of bits used for the representation of the start_of_coded_interval is ((coded_data_bit_depth + 7) >> 3) << 3.

num_pivots specifies the number of pivot points in the piece-wise linear mapping function without counting the two default end points, (0, 0) and ($2^{coded\_data\_bit\_depth} - 1$, $2^{target\_bit\_depth} - 1$).

coded_pivot_value[i] specifies the value in the coded_data_bit_depth corresponding to the i-th pivot point. The number of bits used for the representation of the coded_pivot_value is ((coded_data_bit_depth + 7) >> 3) << 3.

target_pivot_value[i] specifies the value in the reference target_bit_depth corresponding to the i-th pivot point. The number of bits used for the representation of the target_pivot_value is ((target_bit_depth + 7) >> 3) << 3.

camera_iso_speed_idc indicates the camera ISO speed for daylight illumination as specified in ISO 12232, interpreted as specified in Table D.7. When camera_iso_speed_idc indicates EXTENDED_ISO, the ISO speed is indicated by camera_iso_speed_value.

camera_iso_speed_value indicates the camera ISO speed for daylight illumination as specified in ISO 12232 when camera_iso_speed_idc indicates EXTENDED_ISO. The value of camera_iso_speed_value shall not be equal to 0.

exposure_index_idc indicates the exposure index setting of the camera as specified in ISO 12232, interpreted as specified in Table D.7. When exposure_index_idc indicates EXTENDED_ISO, the exposure index is indicated by exposure_index_value.

The values of camera_iso_speed_idc and exposure_index_idc in the range of 31 to 254, inclusive, are reserved for future use by ITU-T | ISO/IEC, and shall not be present in bitstreams conforming to this version of this Specification. Decoders conforming to this version of this Specification shall ignore tone mapping SEI messages that contain these values.

exposure_index_value indicates the exposure index setting of the camera as specified in ISO 12232 when exposure_index_idc indicates EXTENDED_ISO. The value of exposure_index_value shall not be equal to 0.

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Table D.7 – Interpretation of camera_iso_speed_idc and exposure_index_idc

camera_iso_speed_idc or exposure_index_idc	Indicated value
0	Unspecified
1	10
2	12
3	16
4	20
5	25
6	32
7	40
8	50
9	64
10	80
11	100
12	125
13	160
14	200
15	250
16	320
17	400
18	500
19	640
20	800
21	1000
22	1250
23	1600
24	2000
25	2500
26	3200
27	4000
28	5000
29	6400
30	8000
31..254	Reserved
255	EXTENDED_ISO

exposure_compensation_value_sign_flag, when applicable as specified below, specifies the sign of the variable ExposureCompensationValue that indicates the exposure compensation value setting used for the process of image production.

exposure_compensation_value_numerator, when applicable as specified below, specifies the numerator of the variable ExposureCompensationValue that indicates the exposure compensation value setting used for the process of image production.

exposure_compensation_value_denom_idc, when not equal to 0, specifies the denominator of the variable ExposureCompensationValue that indicates the exposure compensation value setting used for the process of image production.

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When exposure_compensation_value_denom_idc is present and not equal to 0, the variable ExposureCompensationValue is derived from exposure_compensation_value_sign_flag, exposure_compensation_value_numerator and exposure_compensation_value_denom_idc. exposure_compensation_value_sign_flag equal to 0 indicates that the ExposureCompensationValue is positive. exposure_compensation_value_sign_flag equal to 1 indicates that the ExposureCompensationValue is negative. When ExposureCompensationValue is positive, the image is indicated to have been further sensitized through the process of production, relative to the recommended exposure index of the camera as specified in ISO 12232. When ExposureCompensationValue is negative, the image is indicated to have been further desensitized through the process of production, relative to the recommended exposure index of the camera as specified in ISO 12232.

When exposure_compensation_value_denom_idc is present and not equal to 0, the variable ExposureCompensationValue is derived as follows:

$$\begin{aligned} \text{ExposureCompensationValue} = {} & (1 - 2 * \text{exposure\_compensation\_value\_sign\_flag}) * \\ & \text{exposure\_compensation\_value\_numerator} \div \\ & \text{exposure\_compensation\_value\_denom\_idc} \end{aligned} \tag{D-18}$$

The value of ExposureCompensationValue is interpreted in units of exposure steps such that an increase of 1 in ExposureCompensationValue corresponds to a doubling of exposure in units of lux-seconds. For example, the exposure compensation value equal to +1÷2 at the production stage may be indicated by setting exposure_compensation_value_sign_flag to 0, exposure_compensation_value_numerator to 1, and exposure_compensation_value_denom_idc to 2.

When exposure_compensation_value_denom_idc is present and equal to 0, the exposure compensation value is indicated as unknown or unspecified.

ref_screen_luminance_white indicates the reference screen brightness setting for the nominal white level used for image production process in units of candela per square metre.

extended_range_white_level indicates the luminance dynamic range for extended dynamic-range display of the associated pictures, after conversion to the linear light domain for display, expressed as an integer percentage relative to the nominal white level. The value of extended_range_white_level should be greater than or equal to 100.

nominal_black_level_code_value indicates the luma sample value of the associated decoded pictures to which the nominal black level is assigned. For example, when coded_data_bit_depth is equal to 8, video_full_range_flag is equal to 0, and matrix_coeffs is equal to 1, nominal_black_level_luma_code_value should be equal to 16.

nominal_white_level_code_value indicates the luma sample value of the associated decoded pictures to which the nominal white level is assigned. For example, when coded_data_bit_depth is equal to 8, video_full_range_flag is equal to 0, and matrix_coeffs is equal to 1, nominal_white_level_luma_code_value should be equal to 235. When present, the value of nominal_white_level_luma_code_value shall be greater than nominal_black_level_luma_code_value.

extended_white_level_code_value indicates the luma sample value of the associated decoded pictures to which the white level associated with an extended dynamic range is assigned. When present, the value of extended_white_level_luma_code_value shall be greater than or equal to nominal_white_level_luma_code_value.

D.3.16 Frame packing arrangement SEI message semantics

This SEI message informs the decoder that the output cropped decoded picture contains samples of multiple distinct spatially packed constituent frames that are packed into one frame using an indicated frame packing arrangement scheme. This information can be used by the decoder to appropriately rearrange the samples and process the samples of the constituent frames appropriately for display or other purposes (which are outside the scope of this Specification).

This SEI message may be associated with pictures that are either frames (when field_seq_flag is equal to 0) or fields (when field_seq_flag is equal to 1). The frame packing arrangement of the samples is specified in terms of the sampling structure of a frame in order to define a frame packing arrangement structure that is invariant with respect to whether a picture is a single field of such a packed frame or is a complete packed frame.

When general non_packed_constraint_flag is equal to 1 for a CVS, there shall be no frame packing arrangement SEI messages in the CVS.

frame_packing_arrangement_id contains an identifying number that may be used to identify the usage of the frame packing arrangement SEI message. The value of frame_packing_arrangement_id shall be in the range of 0 to $2^{32} - 2$, inclusive.

Values of frame_packing_arrangement_id from 0 to 255 and from 512 to $2^{31} - 1$ may be used as determined by the application. Values of frame_packing_arrangement_id from 256 to 511 and from 2^{31} to $2^{32} - 2$ are reserved for future use by ITU-T | ISO/IEC. Decoders shall ignore all frame packing arrangement SEI messages containing a value of

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frame_packing_arrangement_id in the range of 256 to 511, inclusive, or in the range of 2^{31} to $2^{32} - 2$, inclusive, and bitstreams shall not contain such values.

frame_packing_arrangement_cancel_flag equal to 1 indicates that the frame packing arrangement SEI message cancels the persistence of any previous frame packing arrangement SEI message in output order. frame_packing_arrangement_cancel_flag equal to 0 indicates that frame packing arrangement information follows.

frame_packing_arrangement_type indicates the type of packing arrangement of the frames as specified in Table D.8.

Table D.8 – Definition of frame_packing_arrangement_type

Value	Interpretation
3	Each component plane of the decoded frames contains a side-by-side packing arrangement of corresponding planes of two constituent frames as illustrated in Figure D.4, Figure D.5, and Figure D.8.
4	Each component plane of the decoded frames contains a top-bottom packing arrangement of corresponding planes of two constituent frames as illustrated in Figure D.6 and Figure D.7.
5	The component planes of the decoded frames in output order form a temporal interleaving of alternating first and second constituent frames as illustrated in Figure D.9.

NOTE 1 – Figure D.4 to Figure D.8 provide typical examples of rearrangement and upconversion processing for various packing arrangement schemes. Actual characteristics of the constituent frames are signalled in detail by the subsequent syntax elements of the frame packing arrangement SEI message. In Figure D.4 to Figure D.8, an upconversion processing is performed on each constituent frame to produce frames having the same resolution as that of the decoded frame. An example of the upsampling method to be applied to a quincunx sampled frame as shown in Figure D.8 is to fill in missing positions with an average of the available spatially neighbouring samples (the average of the values of the available samples above, below, to the left and to the right of each sample to be generated). The actual upconversion process to be performed, if any, is outside the scope of this Specification.

NOTE 2 – When the output time of the samples of constituent frame 0 differs from the output time of the samples of constituent frame 1 (i.e., when field_views_flag is equal to 1 or frame_packing_arrangement_type is equal to 5) and the display system in use presents two views simultaneously, the display time for constituent frame 0 should be delayed to coincide with the display time for constituent frame 1. (The display process is not specified in this Specification.)

NOTE 3 – When field_views_flag is equal to 1 or frame_packing_arrangement_type is equal to 5, the value 0 for fixed_pic_rate_within_cvs_flag is not expected to be prevalent in industry use of this SEI message.

NOTE 4 – frame_packing_arrangement_type equal to 5 describes a temporal interleaving process of different views.

All other values of frame_packing_arrangement_type are reserved for future use by ITU-T | ISO/IEC. It is a requirement of bitstream conformance that bitstreams conforming to this version of this Specification shall not contain such other values of frame_packing_arrangement_type. Decoders shall ignore frame packing arrangement SEI messages that contain reserved values of frame_packing_arrangement_type.

quincunx_sampling_flag equal to 1 indicates that each colour component plane of each constituent frame is quincunx sampled as illustrated in Figure D.8, and quincunx_sampling_flag equal to 0 indicates that the colour component planes of each constituent frame are not quincunx sampled.

When frame_packing_arrangement_type is equal to 5, it is a requirement of bitstream conformance that quincunx_sampling_flag shall be equal to 0.

NOTE 5 – For any chroma format (4:2:0, 4:2:2, or 4:4:4), the luma plane and each chroma plane is quincunx sampled as illustrated in Figure D.8 when quincunx_sampling_flag is equal to 1.

content_interpretation_type indicates the intended interpretation of the constituent frames as specified in Table D.9. Values of content_interpretation_type that do not appear in Table D.9 are reserved for future specification by ITU-T | ISO/IEC and shall not be present in bitstreams conforming to this version of this Specification. Decoders shall ignore frame packing arrangement SEI messages that contain reserved values of content_interpretation_type.

For each specified frame packing arrangement scheme, there are two constituent frames that are referred to as frame 0 and frame 1.

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Table D.9 – Definition of content_interpretation_type

Value	Interpretation
0	Unspecified relationship between the frame packed constituent frames
1	Indicates that the two constituent frames form the left and right views of a stereo view scene, with frame 0 being associated with the left view and frame 1 being associated with the right view
2	Indicates that the two constituent frames form the right and left views of a stereo view scene, with frame 0 being associated with the right view and frame 1 being associated with the left view

NOTE 6 – The value 2 for content_interpretation_type is not expected to be prevalent in industry use of this SEI message. However, the value was specified herein for purposes of completeness.

spatial_flipping_flag equal to 1, when frame_packing_arrangement_type is equal to 3 or 4, indicates that one of the two constituent frames is spatially flipped relative to its intended orientation for display or other such purposes.

When frame_packing_arrangement_type is equal to 3 or 4 and spatial_flipping_flag is equal to 1, the type of spatial flipping that is indicated is as follows:

– If frame_packing_arrangement_type is equal to 3, the indicated spatial flipping is horizontal flipping.

– Otherwise (frame_packing_arrangement_type is equal to 4), the indicated spatial flipping is vertical flipping.

When frame_packing_arrangement_type is not equal to 3 or 4, it is a requirement of bitstream conformance that spatial_flipping_flag shall be equal to 0. When frame_packing_arrangement_type is not equal to 3 or 4, the value 1 for spatial_flipping_flag is reserved for future use by ITU-T | ISO/IEC. When frame_packing_arrangement_type is not equal to 3 or 4, decoders shall ignore the value 1 for spatial_flipping_flag.

frame0_flipped_flag, when spatial_flipping_flag is equal to 1, indicates which one of the two constituent frames is flipped.

When spatial_flipping_flag is equal to 1, frame0_flipped_flag equal to 0 indicates that frame 0 is not spatially flipped and frame 1 is spatially flipped, and frame0_flipped_flag equal to 1 indicates that frame 0 is spatially flipped and frame 1 is not spatially flipped.

When spatial_flipping_flag is equal to 0, it is a requirement of bitstream conformance that frame0_flipped_flag shall be equal to 0. When spatial_flipping_flag is equal to 0, the value 1 for spatial_flipping_flag is reserved for future use by ITU-T | ISO/IEC. When spatial_flipping_flag is equal to 0, decoders shall ignore the value of frame0_flipped_flag.

field_views_flag equal to 1 indicates that all pictures in the current CVS are coded as fields, all fields of a particular parity are considered a first constituent frame, and all fields of the opposite parity are considered a second constituent frame. It is a requirement of bitstream conformance that the field_views_flag shall be equal to 0, the value 1 for field_views_flag is reserved for future use by ITU-T | ISO/IEC, and decoders shall ignore the value of field_views_flag.

current_frame_is_frame0_flag equal to 1, when frame_packing_arrangement is equal to 5, indicates that the current decoded frame is constituent frame 0 and the next decoded frame in output order is constituent frame 1, and the display time of the constituent frame 0 should be delayed to coincide with the display time of constituent frame 1. current_frame_is_frame0_flag equal to 0, when frame_packing_arrangement is equal to 5, indicates that the current decoded frame is constituent frame 1 and the previous decoded frame in output order is constituent frame 0, and the display time of the constituent frame 1 should not be delayed for purposes of stereo-view pairing.

When frame_packing_arrangement_type is not equal to 5, the constituent frame associated with the upper-left sample of the decoded frame is considered to be constituent frame 0 and the other constituent frame is considered to be constituent frame 1. When frame_packing_arrangement_type is not equal to 5, it is a requirement of bitstream conformance that current_frame_is_frame0_flag shall be equal to 0. When frame_packing_arrangement_type is not equal to 5, the value 1 for current_frame_is_frame0_flag is reserved for future use by ITU-T | ISO/IEC. When frame_packing_arrangement_type is not equal to 5, decoders shall ignore the value of current_frame_is_frame0_flag.

frame0_self_contained_flag equal to 1 indicates that no inter prediction operations within the decoding process for the samples of constituent frame 0 of the CVS refer to samples of any constituent frame 1. frame0_self_contained_flag equal to 0 indicates that some inter prediction operations within the decoding process for the samples of constituent frame 0 of the CVS may or may not refer to samples of some constituent frame 1. Within a CVS, the value of frame0_self_contained_flag in all frame packing arrangement SEI messages shall be the same.

frame1_self_contained_flag equal to 1 indicates that no inter prediction operations within the decoding process for the samples of constituent frame 1 of the CVS refer to samples of any constituent frame 0. frame1_self_contained_flag

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equal to 0 indicates that some inter prediction operations within the decoding process for the samples of constituent frame 1 of the CVS may or may not refer to samples of some constituent frame 0. Within a CVS, the value of frame1_self_contained_flag in all frame packing arrangement SEI messages shall be the same.

When quincunx_sampling_flag is equal to 0 and frame_packing_arrangement_type is not equal to 5, two (x, y) coordinate pairs are specified to determine the indicated luma sampling grid alignment for constituent frame 0 and constituent frame 1, relative to the upper left corner of the rectangular area represented by the samples of the corresponding constituent frame.

NOTE 7 – The location of chroma samples relative to luma samples can be indicated by the chroma_sample_loc_type_top_field and chroma_sample_loc_type_bottom_field syntax elements in the VUI parameters.

frame0_grid_position_x (when present) specifies the x component of the (x, y) coordinate pair for constituent frame 0.

frame0_grid_position_y (when present) specifies the y component of the (x, y) coordinate pair for constituent frame 0.

frame1_grid_position_x (when present) specifies the x component of the (x, y) coordinate pair for constituent frame 1.

frame1_grid_position_y (when present) specifies the y component of the (x, y) coordinate pair for constituent frame 1.

When quincunx_sampling_flag is equal to 0 and frame_packing_arrangement_type is not equal to 5 the (x, y) coordinate pair for each constituent frame is interpreted as follows:

– If the (x, y) coordinate pair for a constituent frame is equal to (0, 0), this indicates a default sampling grid alignment specified as follows:
  – If frame_packing_arrangement_type is equal to 3, the indicated position is the same as for the (x, y) coordinate pair value (4, 8), as illustrated in Figure D.4.
  – Otherwise (frame_packing_arrangement_type is equal to 4), the indicated position is the same as for the (x, y) coordinate pair value (8, 4), as illustrated in Figure D.6.
– Otherwise, if the (x, y) coordinate pair for a constituent frame is equal to (15, 15), this indicates that the sampling grid alignment is unknown or unspecified or specified by other means not specified in this Specification.
– Otherwise, the x and y elements of the (x, y) coordinate pair specify the indicated horizontal and vertical sampling grid alignment positioning to the right of and below the upper left corner of the rectangular area represented by the corresponding constituent frame, respectively, in units of one sixteenth of the luma sample grid spacing between the samples of the columns and rows of the constituent frame that are present in the decoded frame (prior to any upsampling for display or other purposes).

NOTE 8 – The spatial location reference information frame0_grid_position_x, frame0_grid_position_y, frame1_grid_position_x, and frame1_grid_position_y is not provided when quincunx_sampling_flag is equal to 1 because the spatial alignment in this case is assumed to be such that constituent frame 0 and constituent frame 1 cover corresponding spatial areas with interleaved quincunx sampling patterns as illustrated in Figure D.8.

frame_packing_arrangement_reserved_byte is reserved for future use by ITU-T | ISO/IEC. It is a requirement of bitstream conformance that the value of frame_packing_arrangement_reserved_byte shall be equal to 0. All other values of frame_packing_arrangement_reserved_byte are reserved for future use by ITU-T | ISO/IEC. Decoders shall ignore the value of frame_packing_arrangement_reserved_byte.

frame_packing_arrangement_persistence_flag specifies the persistence of the frame packing arrangement SEI message.

frame_packing_arrangement_persistence_flag equal to 0 specifies that the frame packing arrangement SEI message applies to the current decoded frame only.

frame_packing_arrangement_persistence_flag equal to 1 specifies that the frame packing arrangement SEI message persists in output order until any of the following conditions are true:

– A new CVS begins.
– The bitstream ends.
– A frame in an access unit containing a frame packing arrangement SEI message with the same value of frame_packing_arrangement_id is output having PicOrderCntVal greater than PicOrderCnt(CurrPic).

upsampled_aspect_ratio_flag equal to 1 indicates that the sample aspect ratio (SAR) indicated by the VUI parameters of the SPS identifies the SAR of the samples after the application of an upconversion process to produce a higher

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resolution frame from each constituent frame as illustrated in Figure D.4 to Figure D.8. upsampled_aspect_ratio_flag equal to 0 indicates that the SAR indicated by the VUI parameters of the SPS identifies the SAR of the samples before the application of any such upconversion process.

NOTE 9 – The default display window parameters in the VUI parameters of the SPS can be used by an encoder to indicate to a decoder that does not interpret the frame packing arrangement SEI message that the default display window is an area within only one of the two constituent frames.

NOTE 10 – The SAR indicated in the VUI parameters should indicate the preferred display picture shape for the packed decoded frame output by a decoder that does not interpret the frame packing arrangement SEI message. When upsampled_aspect_ratio_flag is equal to 1, the SAR produced in each upconverted colour plane is indicated to be the same as the SAR indicated in the VUI parameters in the examples shown in Figure D.4 to Figure D.8. When upsampled_aspect_ratio_flag is equal to 0, the SAR produced in each colour plane prior to upconversion is indicated to be the same as the SAR indicated in the VUI parameters in the examples shown in Figure D.4 to Figure D.8.

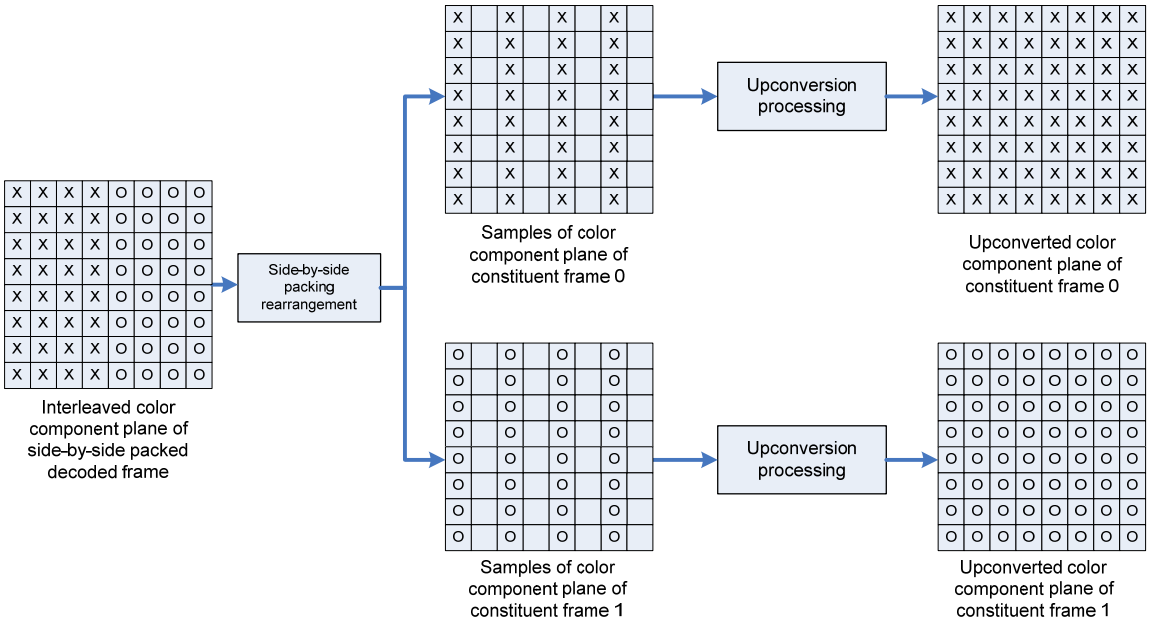


Figure D.4 – Rearrangement and upconversion of side-by-side packing arrangement with frame_packing_arrangement_type equal to 3, quincunx_sampling_flag equal to 0, and (x, y) equal to (0, 0) or (4, 8) for both constituent frames

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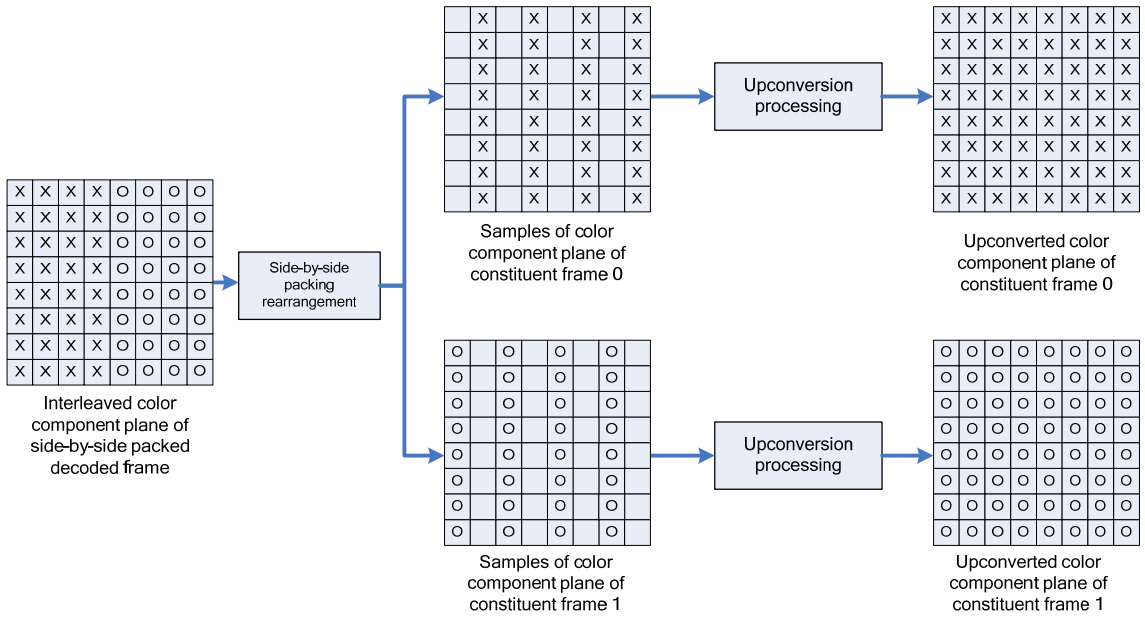


Figure D.5 – Rearrangement and upconversion of side-by-side packing arrangement with frame_packing_arrangement_type equal to 3, quincunx_sampling_flag equal to 0, (x, y) equal to (12, 8) for constituent frame 0, and (x, y) equal to (0, 0) or (4, 8) for constituent frame 1

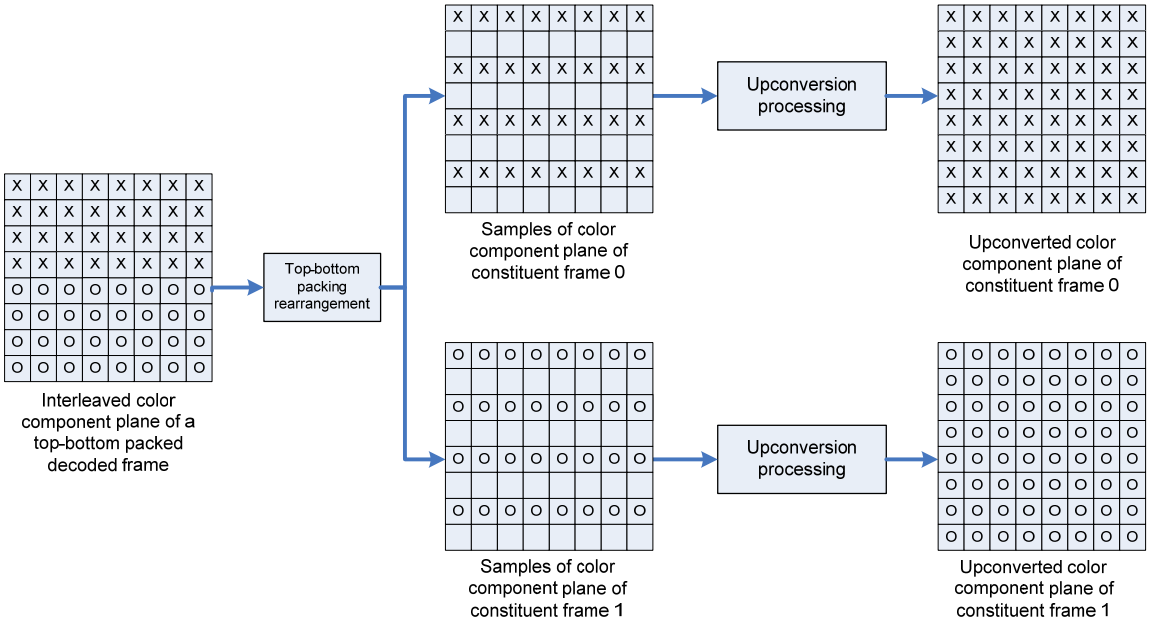


Figure D.6 – Rearrangement and upconversion of top-bottom packing arrangement with frame_packing_arrangement_type equal to 4, quincunx_sampling_flag equal to 0, and (x, y) equal to (0, 0) or (8, 4) for both constituent frames

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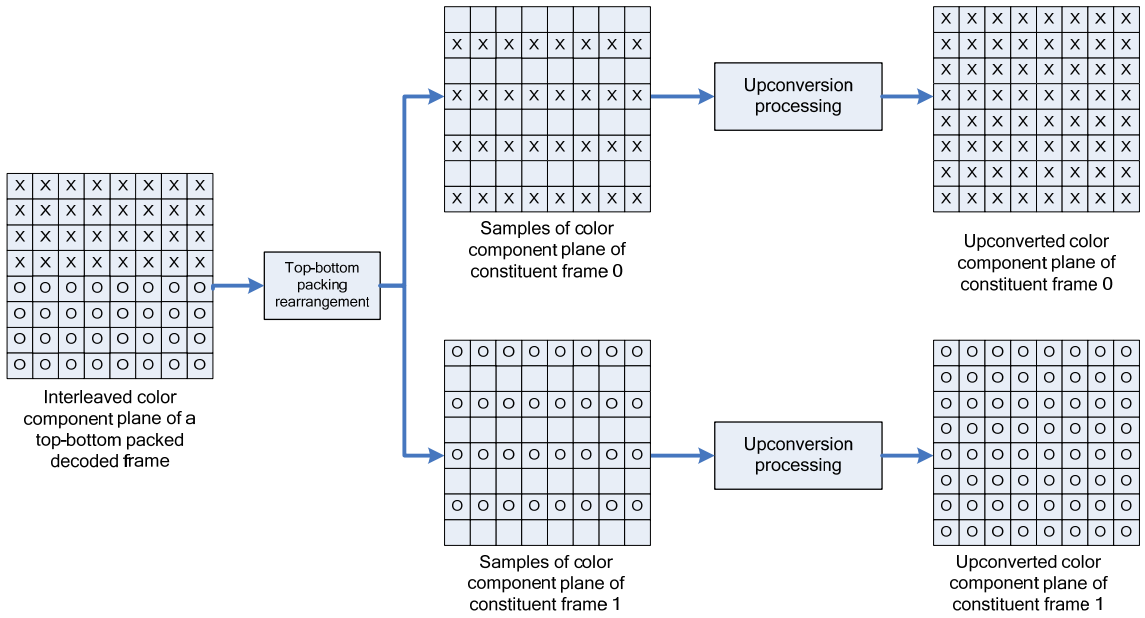


Figure D.7 – Rearrangement and upconversion of top-bottom packing arrangement with frame_packing_arrangement_type equal to 4, quincunx_sampling_flag equal to 0, (x, y) equal to (8, 12) for constituent frame 0, and (x, y) equal to (0, 0) or (8, 4) for constituent frame 1

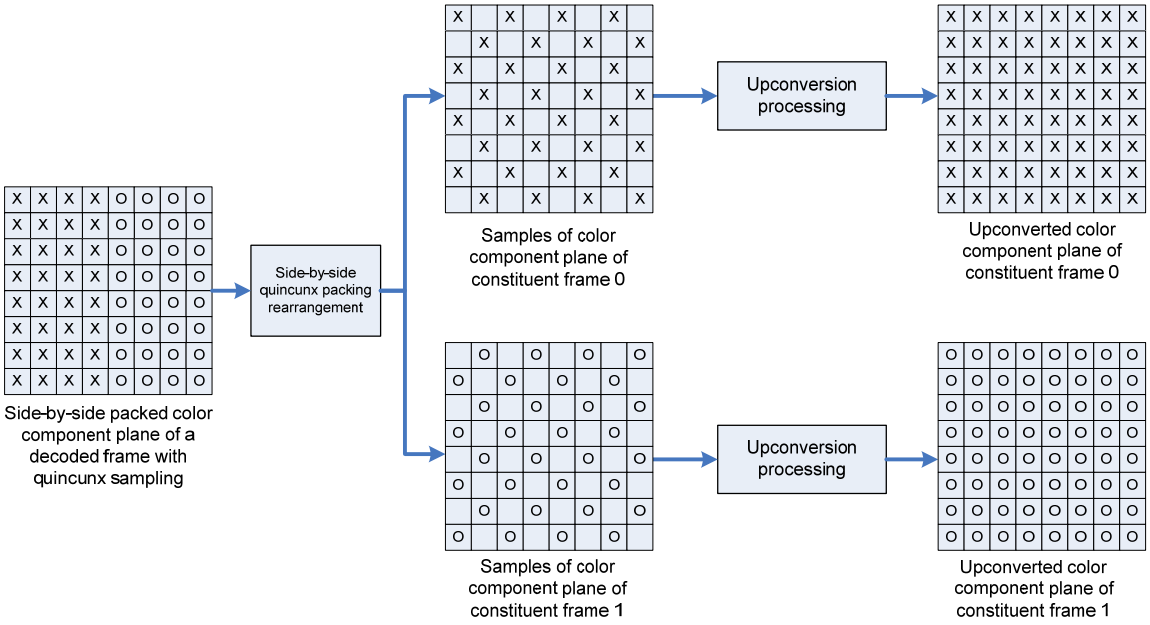


Figure D.8 – Rearrangement and upconversion of side-by-side packing arrangement with quincunx sampling (frame_packing_arrangement_type equal to 3 with quincunx_sampling_flag equal to 1)

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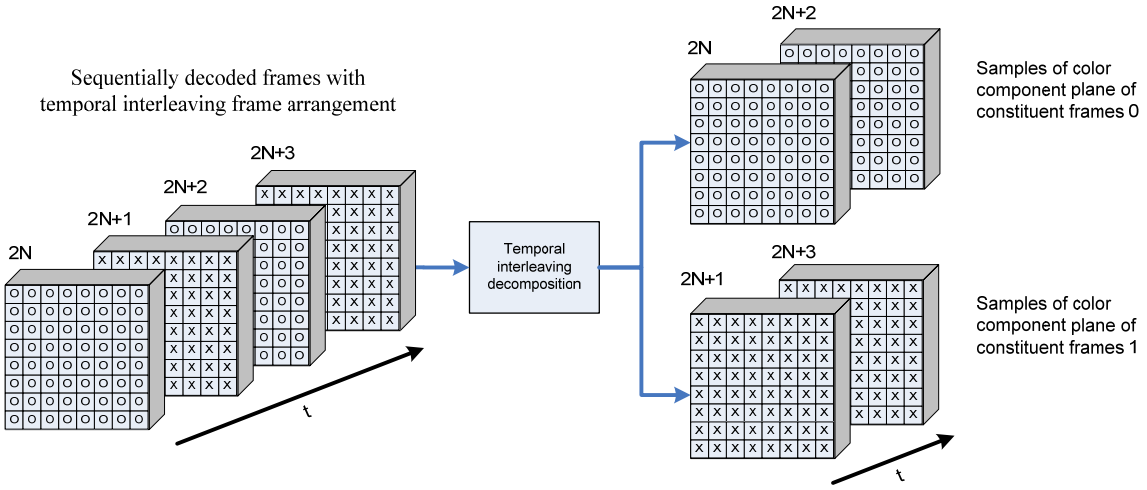


Figure D.9 – Rearrangement of a temporal interleaving frame arrangement (frame_packing_arrangement_type equal to 5)

D.3.17 Display orientation SEI message semantics

When the associated picture has PicOutputFlag equal to 1, the display orientation SEI message informs the decoder of a transformation that is recommended to be applied to the cropped decoded picture prior to display.

display_orientation_cancel_flag equal to 1 indicates that the SEI message cancels the persistence of any previous display orientation SEI message in output order. display_orientation_cancel_flag equal to 0 indicates that display orientation information follows.

hor_flip equal to 1 indicates that the cropped decoded picture should be flipped horizontally for display. hor_flip equal to 0 indicates that the decoded picture should not be flipped horizontally.

When hor_flip is equal to 1, the cropped decoded picture should be flipped as follows for each component Z equal to Y, Cb, and Cr, letting dZ be the final cropped array of output samples for the component Z:

```
for( x = 0; x < croppedWidthZ; x++ )
    for( y = 0; y < croppedHeightZ; y++ )
        dZ[ x ][ y ] = Z[ croppedWidthZ − x − 1 ][ y ]
```
(D-19)

Where croppedWidthZ is the width of the component Z of the cropped decoded picture in samples, croppedHeightZ is the height of the component Z of the cropped decoded picture in samples, and Z[x][y] and dZ[x][y] are the sample value before and after the horizontal flipping, respectively, for the sample at the location (x, y) of the component Z of the cropped decoded picture.

ver_flip equal to 1 indicates that the cropped decoded picture should be flipped vertically (in addition to any horizontal flipping when hor_flip is equal to 1) for display. ver_flip equal to 0 indicates that the decoded picture should not be flipped vertically.

When ver_flip is equal to 1, the cropped decoded picture should be flipped as follows for each component Z equal to Y, Cb, and Cr, letting dZ be the final cropped array of output samples for the component Z:

```
for( x = 0; x < croppedWidthZ; x++ )
    for( y = 0; y < croppedHeightZ; y++ )
        dZ[ x ][ y ] = Z[ x ][ croppedWidthZ − y − 1 ]
```
(D-20)

Where croppedWidthZ is the width of the component Z of the cropped decoded picture in samples, croppedHeightZ is the height of the component Z of the cropped decoded picture in samples, and Z[x][y] and dZ[x][y] are the sample value before and after the vertical flipping, respectively, for the sample at the location (x, y) of the component Z of the cropped decoded picture.

anticlockwise_rotation specifies the recommended anticlockwise rotation of the decoded picture (after applying horizontal or vertical flipping when hor_flip or ver_flip is set) prior to display. The decoded picture should be rotated by 360 * anticlockwise_rotation ÷ 2^{16} degrees (2 * π * anticlockwise_rotation ÷ 2^{16} radians, where π is Archimedes' Constant 3.141 592 653 589 793 …) in the anticlockwise direction prior to display. For example, anticlockwise_rotation

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equal to 0 indicates no rotation and anticlockwise_rotation equal to 16 384 indicates 90 degrees (π ÷ 2 radians) rotation in the anticlockwise direction.

NOTE – It is possible for equivalent transformations to be expressed in multiple ways using these syntax elements. For example, the combination of having both hor_flip and ver_flip equal to 1 with anticlockwise_rotation equal to 0 can alternatively be expressed by having both hor_flip and ver_flip equal to 1 with anticlockwise_rotation equal to 0x8000000, and the combination of hor_flip equal to 1 with ver_flip equal to 0 and anticlockwise_rotation equal to 0 can alternatively be expressed by having hor_flip equal to 0 with ver_flip equal to 1 and anticlockwise_rotation equal to 0x8000000.

display_orientation_persistence_flag specifies the persistence of the display orientation SEI message.

display_orientation_persistence_flag equal to 0 specifies that the display orientation SEI message applies to the current decoded picture only.

display_orientation_persistence_flag equal to 1 specifies that the display orientation SEI message persists in output order until one or more of the following conditions are true:

– A new CVS begins.

– The bitstream ends.

– A picture in an access unit containing a display orientation SEI message is output having PicOrderCntVal greater than PicOrderCnt(CurrPic).

D.3.18 Structure of pictures information SEI message semantics

The structure of pictures information SEI message provides information for a list of entries, some of which correspond to a series of pictures in decoding order in the CVS.

The first entry in the structure of pictures information SEI message corresponds to the current picture. When there is a picture in the CVS that has PicOrderCntVal equal to the variable entryPicOrderCnt[i] as specified below, the entry i corresponds to a picture in the CVS. The decoding order of the pictures in the CVS that correspond to entries in the structure of pictures information SEI message corresponds to increasing values of i in the list of entries.

Any picture in the CVS that has PicOrderCntVal equal to entryPicOrderCnt[i] for any i in the range of 0 to num_entries_in_sop_minus1, inclusive, shall correspond to an entry in the list of entries.

The structure of pictures information SEI message shall not be present in a CVS for which the active SPS has long_term_ref_pics_present_flag equal to 1 or num_short_term_ref_pic_sets equal to 0.

The structure of pictures information SEI message shall not be present in any access unit that has TemporalId greater than 0 or contains a RASL, RADL or sub-layer non-reference picture. Any picture in the CVS that corresponds to an entry other than the first entry described in the structure of pictures information SEI message shall not be an IRAP picture.

sop_seq_parameter_set_id indicates and shall be equal to the sps_seq_parameter_set_id value of the active SPS. The value of sop_seq_parameter_set_id shall be in the range of 0 to 15, inclusive.

num_entries_in_sop_minus1 plus 1 specifies the number of entries in the structure of pictures information SEI message. num_entries_in_sop_minus1 shall be in the range of 0 to 1023, inclusive.

sop_vcl_nut[i], when the i-th entry corresponds to a picture in the CVS, indicates and shall be equal to the nal_unit_type value of the picture corresponding to the i-th entry.

sop_temporal_id[i], when the i-th entry corresponds to a picture in the CVS, indicates and shall be equal to the TemporalId value of the picture corresponding to the i-th entry. The value of 7 for sop_temporal_id[i] is reserved for future use by ITU-T | ISO/IEC and shall not be present in bitstreams conforming to this version of this Specification. Decoders shall ignore structure of pictures information SEI messages that contain the value 7 for sop_temporal_id[i].

sop_short_term_rps_idx[i], when the i-th entry corresponds to a picture in the current CVS, indicates and shall be equal to the index, into the list of candidate short-term RPSs included in the active SPS, of the candidate short-term RPS used by the picture corresponding to the i-th entry for derivation of the short-term reference picture set. sop_short_term_rps_idx[i] shall be in the range of 0 to num_short_term_ref_pic_sets − 1, inclusive.

sop_poc_delta[i] is used to specify the value of the variable entryPicOrderCnt[i] for the i-th entry described in the structure of pictures information SEI message. sop_poc_delta[i] shall be in the range of (−MaxPicOrderCntLsb) / 2 + 1 to MaxPicOrderCntLsb / 2 – 1, inclusive.

The variable entryPicOrderCnt[i] is derived as follows:

```
entryPicOrderCnt[ 0 ] = PicOrderCnt( currPic )
for( i = 1; i <= num_entries_in_sop_minus1; i++ )
    entryPicOrderCnt[ i ] = entryPicOrderCnt[ i − 1 ] + sop_poc_delta[ i ]        (D-21)
```


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where currPic is the current picture.

D.3.19 Decoded picture hash SEI message semantics

This message provides a hash for each colour component of the decoded picture in the current access unit.

NOTE 1 – The decoded picture hash SEI message is a suffix SEI message.

Prior to computing the hash, the decoded picture data are arranged into one or three strings of bytes called pictureData[cIdx] of lengths dataLen[cIdx] as follows:

```
for( cIdx = 0; cIdx < ( chroma_format_idc  = =  0 ) ? 1 : 3; cIdx++ ) {
    if( cIdx  = =  0 ) {
        compWidth[ cIdx ] = pic_width_in_luma_samples
        compHeight[ cIdx ] = pic_height_in_luma_samples
        compDepth[ cIdx ] = BitDepthY
    } else {
        compWidth[ cIdx ] = pic_width_in_luma_samples / SubWidthC
        compHeight[ cIdx ] = pic_height_in_luma_samples / SubHeightC
        compDepth[ cIdx ] = BitDepthC                                   (D-22)
    }
    iLen = 0
    for( i = 0; i < compWidth[ cIdx ] * compHeight[ cIdx ]; i++ ) {
        pictureData[ cIdx ][ iLen++ ] = component[ cIdx ][ i ] & 0xFF
        if( compDepth[ cIdx ] > 8 )
            pictureData[ cIdx ][ iLen++ ] = component[ cIdx ][ i ]  >>  8
    }
    dataLen[ cIdx ] = iLen
}
```

where component[cIdx][i] is an array in raster scan of decoded sample values in two's complement representation.

hash_type indicates the method used to calculate the checksum according to Table D.10. Values of hash_type that are not listed in Table D.10 are reserved for future use by ITU-T | ISO/IEC and shall not be present in bitstreams conforming to this version of this Specification. Decoders shall ignore decoded picture hash SEI messages that contain reserved values of hash_type.

Table D.10 – Interpretation of hash_type

hash_type	Method
0	MD5 (RFC 1321)
1	CRC
2	Checksum

picture_md5[cIdx **][** i **]** is the 16-byte MD5 hash of the cIdx-th colour component of the decoded picture. The value of picture_md5[cIdx][i] shall be equal to the value of digestVal[cIdx] obtained as follows, using the MD5 functions defined in RFC 1321:

```
MD5Init( context )
MD5Update( context, pictureData[ cIdx ], dataLen[ cIdx ] )              (D-23)
MD5Final( digestVal[ cIdx ], context )
```

picture_crc[cIdx **]** is the cyclic redundancy check (CRC) of the colour component cIdx of the decoded picture. The value of picture_crc[cIdx] shall be equal to the value of crcVal[cIdx] obtained as follows:

```
crc = 0xFFFF
pictureData[ cIdx ][  dataLen[ cIdx ] ] = 0
pictureData[ cIdx ][  dataLen[ cIdx ] + 1 ] = 0
for( bitIdx = 0; bitIdx < ( dataLen[ cIdx ]  + 2 ) * 8; bitIdx++ ) {
    dataByte = pictureData[ cIdx ][ bitIdx  >>  3 ]
    crcMsb = ( crc  >>  15 ) & 1
    bitVal = ( dataByte  >>  ( 7 − ( bitIdx & 7 ) ) ) & 1
    crc = ( ( ( crc  <<  1 ) + bitVal ) & 0xFFFF ) ^ ( crcMsb * 0x1021 )
}
crcVal[ cIdx ] = crc                                                    (D-24)
```


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NOTE 2 – The same CRC specification is found in Rec. ITU-T H.271.

picture_checksum[cIdx] is the checksum of the colour component cIdx of the decoded picture. The value of picure_checksum[cIdx] shall be equal to the value of checksumVal[cIdx] obtained as follows:

```
sum = 0
for( y = 0; y < compHeight[ cIdx ]; y++ )
    for( x = 0; x < compWidth[ cIdx ]; x++ ) {
        xorMask = ( x & 0xFF ) ^ ( y & 0xFF ) ^ ( x >> 8 ) ^ ( y >> 8 )
        sum = ( sum + ( ( component[ cIdx ][ y * compWidth[ cIdx ] + x ] & 0xFF ) ^ xorMask ) ) &
              0xFFFFFFFF
        if( compDepth[ cIdx ] > 8 )
            sum = ( sum + ( ( component[ cIdx ][ y * compWidth[ cIdx ] + x ] >> 8 ) ^ xorMask ) ) &
                  0xFFFFFFFF
    }
checksumVal[ cIdx ] = sum                                                    (D-25)
```

D.3.20 Active parameter sets SEI message semantics

The active parameter sets SEI message indicates which VPS is active for the VCL NAL units of the access unit associated with the SEI message. The SEI message may also provide information on which SPS is active for the VCL NAL units of the access unit associated with the SEI message, and other information related to parameter sets.

active_video_parameter_set_id indicates and shall be equal to the value of the vps_video_parameter_set_id of the VPS that is referred to by the VCL NAL units of the access unit associated with the SEI message. The value of active_video_parameter_set_id shall be in the range of 0 to 15, inclusive.

self_contained_cvs_flag equal to 1 indicates that each parameter set that is (directly or indirectly) referenced by any VCL NAL unit of the CVS that is not a VCL NAL unit of a RASL picture is present within the CVS at a position that precedes, in decoding order, any NAL unit that (directly or indirectly) references the parameter set. self_contained_cvs_flag equal to 0 indicates that this property may or may not apply.

no_parameter_set_update_flag equal to 1 indicates that there is no parameter set update in the CVS, i.e., each VPS in the CVS is an exact copy of the previous VPS in decoding order in the bitstream that has the same value of vps_video_parameter_set_id, when present; each SPS in the CVS is an exact copy of the previous SPS in decoding order in the bitstream that has the same value of sps_seq_parameter_set_id, when present; and each PPS in the CVS is an exact copy of the previous PPS in decoding order in the bitstream that has the same value of pps_pic_parameter_set_id, when present. no_parameter_set_update_flag equal to 0 indicates that there may or may not be parameter set update in the CVS.

NOTE – If no_parameter_set_update_flag equal to 1 is indicated for each CVS in a bitstream, i.e., there is no parameter set update in the bitstream, it is possible to transmit all parameter sets out-of-band before sending the first VCL NAL unit of the bitstream or to place all parameter sets at the beginning of the bitstream. Otherwise, out-of-band transmission of all parameter sets before sending VCL NAL units is not possible.

num_sps_ids_minus1 plus 1 indicates and shall be equal to the number of SPSs that are referred to by the VCL NAL units of the access unit associated with the active parameter sets SEI message. In bitstreams conforming to this version of this Specification, num_sps_ids_minus1 shall be equal to 0. Although the value of num_sps_ids_minus1 is required to be equal to 0 in this version of this Specification, decoders shall allow other values of num_sps_ids_minus1 in the range of 0 to 15, inclusive, to appear in the syntax.

active_seq_parameter_set_id[0] indicates and shall be equal to the value of the sps_seq_parameter_set_id of the SPS that is referred to by the VCL NAL units of the access unit associated with the SEI message. The value of active_seq_parameter_set_id[0] shall be in the range of 0 to 15, inclusive. The syntax elements active_seq_parameter_set_id[i] for i greater than 0 are reserved for future use by by ITU-T | ISO/IEC. Although the value of num_sps_ids_minus1 is required to be equal to 0 in bitstreams conforming to this version of this Specification, decoders shall allow values of active_seq_parameter_set_id[i] in the range of 0 to 15, inclusive, to appear in the syntax for i greater than 0, and shall ignore the presence and values of syntax elements active_seq_parameter_set_id[i] for i greater than 0.

D.3.21 Decoding unit information SEI message semantics

The decoding unit information SEI message provides CPB removal delay information for the decoding unit associated with the SEI message.

The following applies for the decoding unit information SEI message syntax and semantics:

– The syntax elements sub_pic_hrd_params_present_flag, sub_pic_cpb_params_in_pic_timing_sei_flag, and dpb_output_delay_du_length_minus1, and the variable CpbDpbDelaysPresentFlag are found in or derived from

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syntax elements in the hrd_parameters( ) syntax structure that is applicable to at least one of the operation points to which the decoding unit information SEI message applies.

– The bitstream (or a part thereof) refers to the bitstream subset (or a part thereof) associated with any of the operation points to which the decoding unit information SEI message applies.

The presence of decoding unit information SEI messages for an operation point is specified as follows:

– If CpbDpbDelaysPresentFlag is equal to 1, sub_pic_hrd_params_present_flag is equal to 1, and sub_pic_cpb_params_in_pic_timing_sei_flag is equal to 0, one or more decoding unit information SEI messages applicable to the operation point shall be associated with each decoding unit in the CVS.

– Otherwise, if CpbDpbDelaysPresentFlag is equal to 1, sub_pic_hrd_params_present_flag is equal to 1, and sub_pic_cpb_params_in_pic_timing_sei_flag is equal to 1, one or more decoding unit information SEI messages applicable to the operation point may or may not be associated with each decoding unit in the CVS.

– Otherwise (CpbDpbDelaysPresentFlag is equal to 0 or sub_pic_hrd_params_present_flag is equal to 0), in the CVS there shall be no decoding unit that is associated with a decoding unit information SEI message applicable to the operation point.

The set of NAL units associated with a decoding unit information SEI message consists, in decoding order, of the SEI NAL unit containing the decoding unit information SEI message and all subsequent NAL units in the access unit up to but not including any subsequent SEI NAL unit containing a decoding unit information SEI message. Each decoding unit shall include at least one VCL NAL unit. All non-VCL NAL units associated with a VCL NAL unit shall be included in the decoding unit containing the VCL NAL unit.

decoding_unit_idx specifies the index, starting from 0, to the list of decoding units in the current access unit, of the decoding unit associated with the decoding unit information SEI message. The value of decoding_unit_idx shall be in the range of 0 to PicSizeInCtbsY − 1, inclusive.

A decoding unit identified by a particular value of duIdx includes and only includes all NAL units associated with all decoding unit information SEI messages that have decoding_unit_idx equal to duIdx. Such a decoding unit is also referred to as associated with the decoding unit information SEI messages having decoding_unit_idx equal to duIdx.

For any two decoding units duA and duB in one access unit with decoding_unit_idx equal to duIdxA and duIdxB, respectively, where duIdxA is less than duIdxB, duA shall precede duB in decoding order.

A NAL unit of one decoding unit shall not be present, in decoding order, between any two NAL units of another decoding unit.

du_spt_cpb_removal_delay_increment specifies the duration, in units of clock sub-ticks, between the nominal CPB times of the last decoding unit in decoding order in the current access unit and the decoding unit associated with the decoding unit information SEI message. This value is also used to calculate an earliest possible time of arrival of decoding unit data into the CPB for the HSS, as specified in Annex C. The syntax element is represented by a fixed length code whose length in bits is given by du_cpb_removal_delay_increment_length_minus1 + 1. When the decoding unit associated with the decoding unit information SEI message is the last decoding unit in the current access unit, the value of du_spt_cpb_removal_delay_increment shall be equal to 0.

dpb_output_du_delay_present_flag equal to 1 specifies the presence of the pic_spt_dpb_output_du_delay syntax element in the decoding unit information SEI message. dpb_output_du_delay_present_flag equal to 0 specifies the absence of the pic_spt_dpb_output_du_delay syntax element in the decoding unit information SEI message.

pic_spt_dpb_output_du_delay is used to compute the DPB output time of the picture when SubPicHrdFlag is equal to 1. It specifies how many sub clock ticks to wait after removal of the last decoding unit in an access unit from the CPB before the decoded picture is output from the DPB. When not present, the value of pic_spt_dpb_output_du_delay is inferred to be equal to pic_dpb_output_du_delay.

The length of the syntax element pic_spt_dpb_output_du_delay is given in bits by dpb_output_delay_du_length_minus1 + 1.

It is a requirement of bitstream conformance that all decoding unit information SEI messages that are associated with the same access unit, apply to the same operation point, and have dpb_output_du_delay_present_flag equal to 1 shall have the same value of pic_spt_dpb_output_du_delay.

The output time derived from the pic_spt_dpb_output_du_delay of any picture that is output from an output timing conforming decoder shall precede the output time derived from the pic_spt_dpb_output_du_delay of all pictures in any subsequent CVS in decoding order.

The picture output order established by the values of this syntax element shall be the same order as established by the values of PicOrderCntVal.

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For pictures that are not output by the "bumping" process because they precede, in decoding order, an IRAP picture with NoRaslOutputFlag equal to 1 that has no_output_of_prior_pics_flag equal to 1 or inferred to be equal to 1, the output times derived from pic_spt_dpb_output_du_delay shall be increasing with increasing value of PicOrderCntVal relative to all pictures within the same CVS.

For any two pictures in the CVS, the difference between the output times of the two pictures when SubPicHrdFlag is equal to 1 shall be identical to the same difference when SubPicHrdFlag is equal to 0.

D.3.22 Temporal sub-layer zero index SEI message semantics

The temporal sub-layer zero index SEI message provides information that can assist the decoder for detection of missing coded pictures that have TemporalId equal to 0 and are not RASL pictures, RADL pictures, or sub-layer non-reference pictures.

When a temporal sub-layer zero index SEI message is present in the current access unit and the current access unit is not an IRAP access unit, a temporal sub-layer zero index SEI message shall also be present in the preceding access unit in decoding order with TemporalId equal to 0.

temporal_sub_layer_zero_idx indicates a temporal sub-layer zero index as follows:

– If the TemporalId of the current access unit is equal to 0, temporal_sub_layer_zero_idx indicates the temporal sub-layer zero index for the current access unit.

– Otherwise, temporal_sub_layer_zero_idx indicates the temporal sub-layer zero index of the preceding access unit in decoding order with TemporalId equal to 0.

When the bitstream contains a preceding access unit in decoding order that has TemporalId equal to 0 and the contained picture is not a RASL picture, a RADL picture, or a sub-layer non-reference picture, and that preceding access unit has an associated temporal sub-layer zero index SEI message, the variable prevTsl0Idx is set equal to the value of temporal_sub_layer_zero_idx that is associated with that preceding access unit.

The following constraints apply to the value of temporal_sub_layer_zero_idx:

– If the current access unit is an IRAP access unit, temporal_sub_layer_zero_idx shall be equal to 0.

– Otherwise, the following applies:

  – If the current picture has TemporalId equal to 0 and is not a RASL picture, a RADL picture, or a sub-layer non-reference picture, temporal_sub_layer_zero_idx shall be equal to (prevTsl0Idx + 1) % 256.

  – Otherwise, temporal_sub_layer_zero_idx shall be equal to prevTsl0Idx.

irap_pic_id is an IRAP access unit identifier. When the current access unit is not the first access unit in the bitstream in decoding order and the preceding IRAP access unit in decoding order has an associated temporal sub-layer zero index SEI message, the following constraints apply to the value of irap_pic_id:

– If the current access unit is an IRAP access unit, irap_pic_id shall differ in value from the value of irap_pic_id of the temporal sub-layer zero index SEI message of the preceding IRAP access unit in decoding order.

  NOTE – It is suggested for the value of irap_pic_id to be set to a random value (subject to the constraints specified herein), to minimize the likelihood of duplicate values appearing in the bitstream due to picture losses or splicing operations.

– Otherwise, irap_pic_id shall be equal to the value of irap_pic_id of the temporal sub-layer zero index SEI message of the preceding IRAP access unit in decoding order.

D.3.23 Scalable nesting SEI message semantics

The scalable nesting SEI message provides a mechanism to associate SEI messages with bitstream subsets corresponding to various operation points or with specific layers or sub-layers.

A scalable nesting SEI message contains one or more SEI messages.

bitstream_subset_flag equal to 0 specifies that the SEI messages contained in the scalable nesting SEI message apply to specific layers or sub-layers. bitstream_subset_flag equal to 1 specifies that the SEI messages contained in the scalable nesting SEI message apply to one or more sub-bitstreams resulting from a sub-bitstream extraction process as specified in clause 10 with inputs based on the syntax elements of the scalable nesting SEI message as specified below.

When a buffering period SEI message, a picture timing SEI message, or a decoding unit information SEI message is contained in the scalable nesting SEI message, bitstream_subset_flag shall be equal to 1.

Depending on the value of bitstream_subset_flag, the layers or sub-layers, or the operation points to which the SEI messages contained in the scalable nesting SEI message apply are specified by deriving the lists nestingLayedIdList[i] and the variables maxTemporalId[i] based on syntax element values as specified below.

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nesting_op_flag equal to 0 specifies that the list nestingLayerIdList[0] is specified by all_layers_flag and, when present, nesting_layer_id[i] for all i values in the range of 0 to nesting_num_layers_minus1, inclusive, and that the variable maxTemporalId[0] is specified by nesting_no_op_max_temporal_id_plus1. nesting_op_flag equal to 1 specifies that the list nestingLayerIdList[i] and the variable maxTemporalId[i] are specified by nesting_num_ops_minus1, default_op_flag, nesting_max_temporal_id_plus1[i], when present, and nesting_op_idx[i], when present.

default_op_flag equal to 1 specifies that maxTemporalId[0] is equal to nuh_temporal_id_plus1 of the current SEI NAL unit minus 1 and that nestingLayerIdList[0] contains all integer values in the range of 0 to nuh_layer_id of the current SEI NAL unit, inclusive, in increasing order of the values.

nesting_num_ops_minus1 plus 1 minus default_op_flag specifies the number of the following nesting_op_idx[i] syntax elements. The value of nesting_num_ops_minus1 shall be in the range of 0 to 1023, inclusive.

If nesting_op_flag is equal to 0, the variable nestingNumOps is set equal to 1. Otherwise, the variable nestingNumOps is set equal to nesting_num_ops_minus1 + 1.

nesting_max_temporal_id_plus1[i] is used to specify the variable maxTemporalId[i]. The value of nesting_max_temporal_id_plus1[i] shall be greater than or equal to nuh_temporal_id_plus1 of the current SEI NAL unit. The variable maxTemporalId[i] is set equal to nesting_max_temporal_id_plus1[i] − 1.

nesting_op_idx[i] is used to specify the list nestingLayerIdList[i]. The value of nesting_ops_idx[i] shall be in the range of 0 to 1023, inclusive.

The list nestingLayerIdList[i] is set equal to the OpLayerIdList of the nesting_op_idx[i]-th layer set specified by the active VPS.

all_layers_flag equal to 0 specifies that the list nestingLayerIdList[0] is specified by nesting_layer_id[i] for all i values in the range of 0 to nesting_num_layers_minus1, inclusive. all_layers_flag equal to 1 specifies that the list nestingLayerIdList[0] consists of all values of nuh_layer_id present in the current access unit that are greater than or equal to nuh_layer_id of the current SEI NAL unit, in increasing order of the values.

nesting_no_op_max_temporal_id_plus1 minus 1 specifies the value of maxTemporalId[0] when nesting_op_flag is equal to 0 and all_layers_flag is equal to 0. The value of nesting_no_op_max_temporal_id_plus1 shall not be equal to 0.

nesting_num_layers_minus1 plus 1 specifies the number of the following nesting_layer_id[i] syntax elements. The value of nesting_num_layers_minus1 shall be in the range of 0 to 63, inclusive.

nesting_layer_id[i] specifies the i-th nuh_layer_id value included in the list nestingLayerIdList[0].

For any i and j in the range of 0 to nesting_num_layers_minus1, inclusive, with i less than j, nesting_layer_id[i] shall be less than nesting_layer_id[j].

The list nestingLayerIdList[0] is set to consist of nesting_layer_id[i] for all i values in the range of 0 to nesting_num_layers_minus1, inclusive, in inceasing order of i values.

When bitstream_subset_flag is equal to 0, the SEI messages contained in the scalable nesting SEI message apply to the sets of layers or sub-layers subLayerSet[i] for all i values in the range of 0 to nestingNumOps – 1, inclusive, where the VCL NAL units of the layers or sub-layers in each set subLayerSet[i] have nuh_layer_id values that are included in the list nestingLayerIdListSet[i] and TemporalId values that are in the range of the TemporalId of the current SEI NAL unit to maxTemporalId[i], inclusive.

When bitstream_subset_flag is equal to 1, the SEI messages contained in the scalable nesting SEI message apply to sub-bitstreams subBitstream[i] for all i values in the range of 0 to nestingNumOps − 1, inclusive, where each sub-bitstream subBitstream[i] is the output of the sub-bitstream extraction process of clause 10 with the bitstream, maxTemporalId[i], and nestingLayerIdList[i] as inputs.

nesting_zero_bit shall be equal to 0.

D.3.24 Region refresh information SEI message semantics

The region refresh information SEI message indicates whether the slice segments that the current SEI message applies to belong to a refreshed region of the current picture (as defined below).

An access unit that is not an IRAP access unit and that contains a recovery point SEI message is referred to as a gradual decoding refresh (GDR) access unit, and its corresponding picture is referred to as a GDR picture. The access unit corresponding to the indicated recovery point picture is referred to as the recovery point access unit

If there is a picture that follows the GDR picture in decoding order in the CVS and that has PicOrderCntVal equal to the PicOrderCntVal of the GDR picture plus the value of recovery_poc_cnt in the recovery point SEI message, let the

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variable lastPicInSet be the recovery point picture. Otherwise, let lastPicInSet be the picture that immediately precedes the recovery point picture in output order. The picture lastPicInSet shall not precede the GDR picture in decoding order.

Let gdrPicSet be the set of pictures starting from a GDR picture to the picture lastPicInSet, inclusive, in output order. When the decoding process is started from a GDR access unit, the refreshed region in each picture of the gdrPicSet is indicated to be the region of the picture that is correct or approximately correct in content, and, when lastPicInSet is the recovery point picture, the refreshed region in lastPicInSet covers the entire picture.

The slice segments to which a region refresh information SEI message applies consist of all slice segments within the access unit that follow the SEI NAL unit containing the region refresh information SEI message and precede the next SEI NAL unit containing a region refresh information SEI message (if any) in decoding order. These slice segments are referred to as the slice segments associated with the region refresh information SEI message.

Let gdrAuSet be the set of access units corresponding to gdrPicSet. A gdrAuSet and the corresponding gdrPicSet are referred to as being associated with the recovery point SEI message contained in the GDR access unit.

Region refresh information SEI messages shall not be present in an access unit unless the access unit is included in a gdrAuSet associated with a recovery point SEI message. When any access unit that is included in a gdrAuSet contains one or more region refresh information SEI messages, all access units in the gdrAuSet shall contain one or more region refresh information SEI messages.

refreshed_region_flag equal to 1 indicates that the slice segments associated with the current SEI message belong to the refreshed region in the current picture. refreshed_region_flag equal to 0 indicates that the slice segments associated with the current SEI message may not belong to the refreshed region in the current picture.

When one or more region refresh information SEI messages are present in an access unit and the first slice segment of the access unit in decoding order does not have an associated region refresh information SEI message, the value of refreshed_region_flag for the slice segments that precede the first region refresh information SEI message is inferred to be equal to 0.

When lastPicInSet is the recovery point picture, and any region refresh SEI message is included in a recovery point access unit, the first slice segment of the access unit in decoding order shall have an associated region refresh SEI message, and the value of refreshed_region_flag shall be equal to 1 in all region refresh SEI messages in the access unit.

When one or more region refresh information SEI messages are present in an access unit, the refreshed region in the picture is specified as the set of CTUs in all slice segments of the access unit that are associated with region refresh information SEI messages that have refreshed_region_flag equal to 1. Other slice segments belong to the non-refreshed region of the picture.

It is a requirement of bitstream conformance that when a dependent slice segment belongs to the refreshed region, the preceding slice segment in decoding order shall also belong to the refreshed region.

Let gdrRefreshedSliceSegmentSet be the set of all slice segments that belong to the refreshed regions in the gdrPicSet. When a gdrAuSet contains one or more region refresh information SEI messages, it is a requirement of bitstream conformance that the following constraints all apply:

– The refreshed region in the first picture included in the corresponding gdrPicSet in decoding order that contains any refreshed region shall contain only coding units that are coded in an intra coding mode.
– For each picture included in the gdrPicSet, the syntax elements in gdrRefreshedSliceSegmentSet shall be constrained such that no samples or motion vector values outside of gdrRefreshedSliceSegmentSet are used for inter prediction in the decoding process of any samples within gdrRefreshedSliceSegmentSet.
– For any picture that follows the picture lastPicInSet in output order, the syntax elements in the slice segments of the picture shall be constrained such that no samples or motion vector values outside of gdrRefreshedSliceSegmentSet are used for inter prediction in the decoding process of the picture other than those of the other pictures that follow the picture lastPicInSet in output order.

D.3.25 Reserved SEI message semantics

The reserved SEI message consists of data reserved for future backward-compatible use by ITU-T | ISO/IEC. It is a requirement of bitstream conformance that bitstreams shall not contain reserved SEI messages until and unless the use of such messages has been specified by ITU-T | ISO/IEC. Decoders shall ignore reserved SEI messages.

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Annex E

Video usability information

(This annex forms an integral part of this Recommendation | International Standard.)

E.1 General

This annex specifies syntax and semantics of the VUI parameters of the SPSs.

VUI parameters are not required for constructing the luma or chroma samples by the decoding process. Conforming decoders are not required to process this information for output order conformance to this Specification (see Annex C for the specification of output order conformance). Some VUI parameters are required to check bitstream conformance and for output timing decoder conformance.

In Annex E, specification for presence of VUI parameters is also satisfied when those parameters (or some subset of them) are conveyed to decoders (or to the HRD) by other means not specified in this Specification. When present in the bitstream, VUI parameters shall follow the syntax and semantics specified in this annex. When the content of VUI parameters is conveyed for the application by some means other than presence within the bitstream, the representation of the content of the VUI parameters is not required to use the same syntax specified in this annex. For the purpose of counting bits, only the appropriate bits that are actually present in the bitstream are counted.

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E.2 VUI syntax

E.2.1 VUI parameters syntax

vui_parameters( ) {	Descriptor
aspect_ratio_info_present_flag	u(1)
if(aspect_ratio_info_present_flag) {	
aspect_ratio_idc	u(8)
if(aspect_ratio_idc == EXTENDED_SAR) {	
sar_width	u(16)
sar_height	u(16)
}	
}	
overscan_info_present_flag	u(1)
if(overscan_info_present_flag)	
overscan_appropriate_flag	u(1)
video_signal_type_present_flag	u(1)
if(video_signal_type_present_flag) {	
video_format	u(3)
video_full_range_flag	u(1)
colour_description_present_flag	u(1)
if(colour_description_present_flag) {	
colour_primaries	u(8)
transfer_characteristics	u(8)
matrix_coeffs	u(8)
}	
}	
chroma_loc_info_present_flag	u(1)
if(chroma_loc_info_present_flag) {	
chroma_sample_loc_type_top_field	ue(v)
chroma_sample_loc_type_bottom_field	ue(v)
}	
neutral_chroma_indication_flag	u(1)
field_seq_flag	u(1)
frame_field_info_present_flag	u(1)
default_display_window_flag	u(1)
if(default_display_window_flag) {	
def_disp_win_left_offset	ue(v)
def_disp_win_right_offset	ue(v)
def_disp_win_top_offset	ue(v)
def_disp_win_bottom_offset	ue(v)
}	
vui_timing_info_present_flag	u(1)
if(vui_timing_info_present_flag) {	
vui_num_units_in_tick	u(32)
vui_time_scale	u(32)
vui_poc_proportional_to_timing_flag	u(1)
if(vui_poc_proportional_to_timing_flag)	
vui_num_ticks_poc_diff_one_minus1	ue(v)

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vui_hrd_parameters_present_flag	u(1)
if(vui_hrd_parameters_present_flag)	
hrd_parameters(1, sps_max_sub_layers_minus1)	
}	
bitstream_restriction_flag	u(1)
if(bitstream_restriction_flag) {	
tiles_fixed_structure_flag	u(1)
motion_vectors_over_pic_boundaries_flag	u(1)
restricted_ref_pic_lists_flag	u(1)
min_spatial_segmentation_idc	ue(v)
max_bytes_per_pic_denom	ue(v)
max_bits_per_min_cu_denom	ue(v)
log2_max_mv_length_horizontal	ue(v)
log2_max_mv_length_vertical	ue(v)
}	
}	

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E.2.2 HRD parameters syntax

hrd_parameters(commonInfPresentFlag, maxNumSubLayersMinus1) {	**Descriptor**
if(commonInfPresentFlag) {	
nal_hrd_parameters_present_flag	u(1)
vcl_hrd_parameters_present_flag	u(1)
if(nal_hrd_parameters_present_flag || vcl_hrd_parameters_present_flag){	
sub_pic_hrd_params_present_flag	u(1)
if(sub_pic_hrd_params_present_flag) {	
tick_divisor_minus2	u(8)
du_cpb_removal_delay_increment_length_minus1	u(5)
sub_pic_cpb_params_in_pic_timing_sei_flag	u(1)
dpb_output_delay_du_length_minus1	u(5)
}	
bit_rate_scale	u(4)
cpb_size_scale	u(4)
if(sub_pic_hrd_params_present_flag)	
cpb_size_du_scale	u(4)
initial_cpb_removal_delay_length_minus1	u(5)
au_cpb_removal_delay_length_minus1	u(5)
dpb_output_delay_length_minus1	u(5)
}	
}	
for(i = 0; i <= maxNumSubLayersMinus1; i++) {	
fixed_pic_rate_general_flag[i]	u(1)
if(!fixed_pic_rate_general_flag[i])	
fixed_pic_rate_within_cvs_flag[i]	u(1)
if(fixed_pic_rate_within_cvs_flag[i])	
elemental_duration_in_tc_minus1[i]	ue(v)
else	
low_delay_hrd_flag[i]	u(1)
if(!low_delay_hrd_flag[i])	
cpb_cnt_minus1[i]	ue(v)
if(nal_hrd_parameters_present_flag)	
sub_layer_hrd_parameters(i)	
if(vcl_hrd_parameters_present_flag)	
sub_layer_hrd_parameters(i)	
}	
}	

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E.2.3 Sub-layer HRD parameters syntax

sub_layer_hrd_parameters(subLayerId) {	**Descriptor**
for(i = 0; i <= CpbCnt; i++) {	
bit_rate_value_minus1[i]	ue(v)
cpb_size_value_minus1[i]	ue(v)
if(sub_pic_hrd_params_present_flag) {	
cpb_size_du_value_minus1[i]	ue(v)
bit_rate_du_value_minus1[i]	ue(v)
}	
cbr_flag[i]	u(1)
}	
}	

E.3 VUI semantics

E.3.1 VUI parameters semantics

aspect_ratio_info_present_flag equal to 1 specifies that aspect_ratio_idc is present. aspect_ratio_info_present_flag equal to 0 specifies that aspect_ratio_idc is not present.

aspect_ratio_idc specifies the value of the sample aspect ratio of the luma samples. Table E.1 shows the meaning of the code. When aspect_ratio_idc indicates EXTENDED_SAR, the sample aspect ratio is represented by sar_width : sar_height. When the aspect_ratio_idc syntax element is not present, aspect_ratio_idc value is inferred to be equal to 0. Values of aspect_ratio_idc in the range of 17 to 254, inclusive, are reserved for future use by ITU-T | ISO/IEC and shall not be present in bitstreams conforming to this version of this Specification. Decoders shall interpret values of aspect_ratio_idc in the range of 17 to 254, inclusive, as equivalent to the value 0.

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Table E.1 – Interpretation of sample aspect ratio indicator

aspect_ratio_idc	Sample aspect ratio	(informative) Examples of use
0	Unspecified	
1	1:1 ("square")	7680x4320 16:9 frame without horizontal overscan 3840x2160 16:9 frame without horizontal overscan 1280x720 16:9 frame without horizontal overscan 1920x1080 16:9 frame without horizontal overscan (cropped from 1920x1088) 640x480 4:3 frame without horizontal overscan
2	12:11	720x576 4:3 frame with horizontal overscan 352x288 4:3 frame without horizontal overscan
3	10:11	720x480 4:3 frame with horizontal overscan 352x240 4:3 frame without horizontal overscan
4	16:11	720x576 16:9 frame with horizontal overscan 528x576 4:3 frame without horizontal overscan
5	40:33	720x480 16:9 frame with horizontal overscan 528x480 4:3 frame without horizontal overscan
6	24:11	352x576 4:3 frame without horizontal overscan 480x576 16:9 frame with horizontal overscan
7	20:11	352x480 4:3 frame without horizontal overscan 480x480 16:9 frame with horizontal overscan
8	32:11	352x576 16:9 frame without horizontal overscan
9	80:33	352x480 16:9 frame without horizontal overscan
10	18:11	480x576 4:3 frame with horizontal overscan
11	15:11	480x480 4:3 frame with horizontal overscan
12	64:33	528x576 16:9 frame without horizontal overscan
13	160:99	528x480 16:9 frame without horizontal overscan
14	4:3	1440x1080 16:9 frame without horizontal overscan
15	3:2	1280x1080 16:9 frame without horizontal overscan
16	2:1	960x1080 16:9 frame without horizontal overscan
17..254	Reserved	
255	EXTENDED_SAR	

NOTE 1 – For the examples in Table E.1, the term "without horizontal overscan" refers to display processes in which the display area matches the area of the cropped decoded pictures and the term "with horizontal overscan" refers to display processes in which some parts near the left and/or right border of the cropped decoded pictures are not visible in the display area. As an example, the entry "720x576 4:3 frame with horizontal overscan" for aspect_ratio_idc equal to 2 refers to having an area of 704x576 luma samples (which has an aspect ratio of 4:3) of the cropped decoded frame (720x576 luma samples) that is visible in the display area.

NOTE 2 – For the examples in Table E.1, the frame spatial resolutions shown as examples of use would be the dimensions of the conformance cropping window when field_seq_flag is equal to 0, and would have twice the height of the dimensions of the conformance cropping window when field_seq_flag is equal to 1.

sar_width indicates the horizontal size of the sample aspect ratio (in arbitrary units).

sar_height indicates the vertical size of the sample aspect ratio (in the same arbitrary units as sar_width).

sar_width and sar_height shall be relatively prime or equal to 0. When aspect_ratio_idc is equal to 0 or sar_width is equal to 0 or sar_height is equal to 0, the sample aspect ratio is unspecified in this Specification.

overscan_info_present_flag equal to 1 specifies that the overscan_appropriate_flag is present. When overscan_info_present_flag is equal to 0 or is not present, the preferred display method for the video signal is unspecified.

overscan_appropriate_flag equal to 1 indicates that the cropped decoded pictures output are suitable for display using overscan. overscan_appropriate_flag equal to 0 indicates that the cropped decoded pictures output contain visually

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important information in the entire region out to the edges of the conformance cropping window of the picture, such that the cropped decoded pictures output should not be displayed using overscan. Instead, they should be displayed using either an exact match between the display area and the conformance cropping window, or using underscan. As used in this paragraph, the term "overscan" refers to display processes in which some parts near the borders of the cropped decoded pictures are not visible in the display area. The term "underscan" describes display processes in which the entire cropped decoded pictures are visible in the display area, but they do not cover the entire display area. For display processes that neither use overscan nor underscan, the display area exactly matches the area of the cropped decoded pictures.

NOTE 3 – For example, overscan_appropriate_flag equal to 1 might be used for entertainment television programming, or for a live view of people in a videoconference, and overscan_appropriate_flag equal to 0 might be used for computer screen capture or security camera content.

video_signal_type_present_flag equal to 1 specifies that video_format, video_full_range_flag and colour_description_present_flag are present. video_signal_type_present_flag equal to 0, specify that video_format, video_full_range_flag and colour_description_present_flag are not present.

video_format indicates the representation of the pictures as specified in Table E.2, before being coded in accordance with this Specification. When the video_format syntax element is not present, video_format value is inferred to be equal to 5. The values 6 and 7 for video_format are reserved for future use by ITU-T | ISO/IEC and shall not be present in bitstreams conforming to this version of this Specification. Decoders shall interpret the values 6 and 7 for video_format as equivalent to the value 5.

Table E.2 – Meaning of video_format

video_format	Meaning
0	Component
1	PAL
2	NTSC
3	SECAM
4	MAC
5	Unspecified video format

video_full_range_flag indicates the black level and range of the luma and chroma signals as derived from E'_Y, E'_{PB}, and E'_{PR} or E'_R, E'_G, and E'_B real-valued component signals.

When the video_full_range_flag syntax element is not present, the value of video_full_range_flag is inferred to be equal to 0.

colour_description_present_flag equal to 1 specifies that colour_primaries, transfer_characteristics and matrix_coeffs are present. colour_description_present_flag equal to 0 specifies that colour_primaries, transfer_characteristics and matrix_coeffs are not present.

colour_primaries indicates the chromaticity coordinates of the source primaries as specified in Table E.3 in terms of the CIE 1931 definition of x and y as specified in ISO 11664-1.

When the colour_primaries syntax element is not present, the value of colour_primaries is inferred to be equal to 2 (the chromaticity is unspecified or is determined by the application). Values of colour_primaries that are identified as reserved in Table E.3 are reserved for future use by ITU-T | ISO/IEC and shall not be present in bitstreams conforming to this version of this Specification. Decoders shall interpret reserved values of colour_primaries as equivalent to the value 2.

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Table E.3 – Colour primaries

Value	Primaries			Informative Remark
0	Reserved			For future use by ITU-T | ISO/IEC
1	primary green blue red white D65	x 0.300 0.150 0.640 0.3127	y 0.600 0.060 0.330 0.3290	Rec. ITU-R BT.709-5 Rec. ITU-R BT.1361 conventional colour gamut system and extended colour gamut system IEC 61966-2-1 (sRGB or sYCC) IEC 61966-2-4 Society of Motion Picture and Television Engineers RP 177 (1993) Annex B
2	Unspecified			Image characteristics are unknown or are determined by the application.
3	Reserved			For future use by ITU-T | ISO/IEC
4	primary green blue red white C	x 0.21 0.14 0.67 0.310	y 0.71 0.08 0.33 0.316	Rec. ITU-R BT.470-6 System M (historical) United States National Television System Committee 1953 Recommendation for transmission standards for colour television United States Federal Communications Commission Title 47 Code of Federal Regulations (2003) 73.682 (a) (20)
5	primary green blue red white D65	x 0.29 0.15 0.64 0.3127	y 0.60 0.06 0.33 0.3290	Rec. ITU-R BT.470-6 System B, G (historical) Rec. ITU-R BT.601-6 625 Rec. ITU-R BT.1358 625 Rec. ITU-R BT.1700 625 PAL and 625 SECAM
6	primary green blue red white D65	x 0.310 0.155 0.630 0.3127	y 0.595 0.070 0.340 0.3290	Rec. ITU-R BT.601-6 525 Rec. ITU-R BT.1358 525 Rec. ITU-R BT.1700 NTSC Society of Motion Picture and Television Engineers 170M (2004) (functionally the same as the value 7)
7	primary green blue red white D65	x 0.310 0.155 0.630 0.3127	y 0.595 0.070 0.340 0.3290	Society of Motion Picture and Television Engineers 240M (1999) (functionally the same as the value 6)
8	primary green blue red white C	x 0.243 0.145 0.681 0.310	y 0.692 (Wratten 58) 0.049 (Wratten 47) 0.319 (Wratten 25) 0.316	Generic film (colour filters using Illuminant C)
9	primary green blue red white D65	x 0.170 0.131 0.708 0.3127	y 0.797 0.046 0.292 0.3290	Rec. ITU-R BT.2020
10..255	Reserved			For future use by ITU-T | ISO/IEC

transfer_characteristics indicates the opto-electronic transfer characteristic of the source picture as specified in Table E.4 as a function of a linear optical intensity input Lc with a nominal real-valued range of 0 to 1.

When the transfer_characteristics syntax element is not present, the value of transfer_characteristics is inferred to be equal to 2 (the transfer characteristics are unspecified or are determined by the application). Values of transfer_characteristics that are identified as reserved in Table E.4 are reserved for future use by ITU-T | ISO/IEC and

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shall not be present in bitstreams conforming to this version of this Specification. Decoders shall interpret reserved values of transfer_characteristics as equivalent to the value 2.

Table E.4 – Transfer characteristics

Value	Transfer Characteristic		Informative Remark
0	Reserved		For future use by ITU-T | ISO/IEC
1	$V = 1.099 * L_c^{0.45} - 0.099$ $V = 4.500 * L_c$	for $1 >= L_c >= 0.018$ for $0.018 > L_c >= 0$	Rec. ITU-R BT.709-5 Rec. ITU-R BT.1361 conventional colour gamut system (functionally the same as the value 6)
2	Unspecified		Image characteristics are unknown or are determined by the application.
3	Reserved		For future use by ITU-T | ISO/IEC
4	Assumed display gamma 2.2		Rec. ITU-R BT.470-6 System M (historical) United States National Television System Committee 1953 Recommendation for transmission standards for colour television United States Federal Communications Commission Title 47 Code of Federal Regulations (2003) 73.682 (a) (20) Rec. ITU-R BT.1700 (2007 revision) 625 PAL and 625 SECAM
5	Assumed display gamma 2.8		Rec. ITU-R BT.470-6 System B, G (historical)
6	$V = 1.099 * L_c^{0.45} - 0.099$ $V = 4.500 * L_c$	for $1 >= L_c >= 0.018$ for $0.018 > L_c >= 0$	Rec. ITU-R BT.601-6 525 or 625 Rec. ITU-R BT.1358 525 or 625 Rec. ITU-R BT.1700 NTSC Society of Motion Picture and Television Engineers 170M (2004) (functionally the same as the value 1)
7	$V = 1.1115 * L_c^{0.45} - 0.1115$ $V = 4.0 * L_c$	for $1 >= L_c >= 0.0228$ for $0.0228 > L_c >= 0$	Society of Motion Picture and Television Engineers 240M (1999)
8	$V = L_c$	for $1 > L_c >= 0$	Linear transfer characteristics
9	$V = 1.0 + \text{Log10}(L_c) \div 2$ $V = 0.0$	for $1 >= L_c >= 0.01$ for $0.01 > L_c >= 0$	Logarithmic transfer characteristic (100:1 range)
10	$V = 1.0 + \text{Log10}(L_c) \div 2.5$ $V = 0.0$	for $1 >= L_c >= \text{Sqrt}(10) \div 1000$ for $\text{Sqrt}(10) \div 1000 > L_c >= 0$	Logarithmic transfer characteristic (100 * Sqrt(10) : 1 range)
11	$V = 1.099 * L_c^{0.45} - 0.099$ $V = 4.500 * L_c$ $V = -1.099 * (-L_c)^{0.45} + 0.099$	for $L_c >= 0.018$ for $0.018 > L_c > -0.018$ for $-0.018 >= L_c$	IEC 61966-2-4
12	$V = 1.099 * L_c^{0.45} - 0.099$ $V = 4.500 * L_c$ $V = -(1.099 * (-4 * L_c)^{0.45} - 0.099) \div 4$	for $1.33 > L_c >= 0.018$ for $0.018 > L_c >= -0.0045$ for $-0.0045 > L_c >= -0.25$	Rec. ITU-R BT.1361 extended colour gamut system
13	$V = 1.055 * L_c^{(1 \div 2.4)} - 0.055$ $V = 12.92 * L_c$	for $1 >= L_c >= 0.0031308$ for $0.0031308 > L_c >= 0$	IEC 61966-2-1 (sRGB or sYCC)
14	$V = 1.099 * L_c^{0.45} - 0.099$ $V = 4.500 * L_c$	for $1 >= L_c >= 0.018$ for $0.018 > L_c >= 0$	Rec. ITU-R BT.2020 for 10 bit system
15	$V = 1.0993 * L_c^{0.45} - 0.0993$ $V = 4.500 * L_c$	for $1 >= L_c >= 0.0181$ for $0.0181 > L_c >= 0$	Rec. ITU-R BT.2020 for 12 bit system
15..255	Reserved		For future use by ITU-T | ISO/IEC

matrix_coeffs describes the matrix coefficients used in deriving luma and chroma signals from the green, blue, and red primaries, as specified in Table E.5.

matrix_coeffs shall not be equal to 0 unless one or more of the following conditions are true:

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– $BitDepth_C$ is equal to $BitDepth_Y$,

– chroma_format_idc is equal to 3 (4:4:4).

The specification of the use of matrix_coeffs equal to 0 under all other conditions is reserved for future use by ITU-T | ISO/IEC.

matrix_coeffs shall not be equal to 8 unless one of the following conditions is true:

– $BitDepth_C$ is equal to $BitDepth_Y$,

– $BitDepth_C$ is equal to $BitDepth_Y + 1$ and chroma_format_idc is equal to 3 (4:4:4).

The specification of the use of matrix_coeffs equal to 8 under all other conditions is reserved for future use by ITU-T | ISO/IEC.

When the matrix_coeffs syntax element is not present, the value of matrix_coeffs is inferred to be equal to 2 (unspecified).

The interpretation of matrix_coeffs, together with colour_primaries and transfer_characteristics, is specified by the equations below.

E_R, E_G, and E_B are defined as "linear-domain" real-valued signals based on the indicated colour primaries before application of the transfer characteristics function. The application of the transfer characteristics function is denoted by $(x)'$ for an argument x. The signals E'_R, E'_G, and E'_B are determined by application of the transfer characteristics function as follows:

$$E'_R = (E_R)' \tag{E-1}$$

$$E'_G = (E_G)' \tag{E-2}$$

$$E'_B = (E_B)' \tag{E-3}$$

The range of E'_R, E'_G, and E'_B is specified as follows:

– If transfer_characteristics is not equal to 11 or 12, E'_R, E'_G, and E'_B are real numbers with values in the range of 0 to 1 inclusive.

– Otherwise, (transfer_characteristics is equal to 11 (IEC 61966-2-4) or 12 (Rec. ITU-R BT.1361 extended colour gamut system)), E'_R, E'_G and E'_B are real numbers with a larger range not specified in this Specification.

Nominal white is specified as having E'_R equal to 1, E'_G equal to 1, and E'_B equal to 1.

Nominal black is specified as having E'_R equal to 0, E'_G equal to 0, and E'_B equal to 0.

The interpretation of matrix_coeffs is specified as follows:

– If video_full_range_flag is equal to 0, the following applies:
  – If matrix_coeffs is equal to 1, 4, 5, 6, 7, 9, or 10, the following equations apply:

$$Y = Clip1_Y(Round((1 << (BitDepth_Y - 8)) * (219 * E'_Y + 16))) \tag{E-4}$$

$$Cb = Clip1_C(Round((1 << (BitDepth_C - 8)) * (224 * E'_{PB} + 128))) \tag{E-5}$$

$$Cr = Clip1_C(Round((1 << (BitDepth_C - 8)) * (224 * E'_{PR} + 128))) \tag{E-6}$$

  – Otherwise, if matrix_coeffs is equal to 0 or 8, the following equations apply:

$$R = Clip1_Y((1 << (BitDepth_Y - 8)) * (219 * E'_R + 16)) \tag{E-7}$$

$$G = Clip1_Y((1 << (BitDepth_Y - 8)) * (219 * E'_G + 16)) \tag{E-8}$$

$$B = Clip1_Y((1 << (BitDepth_Y - 8)) * (219 * E'_B + 16)) \tag{E-9}$$

  – Otherwise, if matrix_coeffs is equal to 2, the interpretation of the matrix_coeffs syntax element is unknown or is determined by the application.
  – Otherwise (matrix_coeffs is not equal to 0, 1, 2, 4, 5, 6, 7, 8, 9, or 10), the interpretation of the matrix_coeffs syntax element is reserved for future definition by ITU-T | ISO/IEC.
– Otherwise (video_full_range_flag is equal to 1), the following applies:
  – If matrix_coeffs is equal to 1, 4, 5, 6, 7, 9 or 10 the following equations apply:

$$Y = Clip1_Y(Round(((1 << BitDepth_Y) - 1) * E'_Y)) \tag{E-10}$$

$$Cb = Clip1_C(Round(((1 << BitDepth_C) - 1) * E'_{PB} + (1 << (BitDepth_C - 1)))) \tag{E-11}$$

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$$Cr = Clip1_C(Round(((1 << BitDepth_C) - 1) * E'_{PR} + (1 << (BitDepth_C - 1)))) \quad (E\text{-}12)$$

– Otherwise, if matrix_coeffs is equal to 0 or 8, the following equations apply:

$$R = Clip1_Y(((1 << BitDepth_Y) - 1) * E'_R) \quad (E\text{-}13)$$

$$G = Clip1_Y(((1 << BitDepth_Y) - 1) * E'_G) \quad (E\text{-}14)$$

$$B = Clip1_Y(((1 << BitDepth_Y) - 1) * E'_B) \quad (E\text{-}15)$$

– Otherwise, if matrix_coeffs is equal to 2, the interpretation of the matrix_coeffs syntax element is unknown or is determined by the application.

– Otherwise (matrix_coeffs is not equal to 0, 1, 2, 4, 5, 6, 7, 8, 9 or 10), the interpretation of the matrix_coeffs syntax element is reserved for future definition by ITU-T | ISO/IEC. Reserved values for matrix_coeffs shall not be present in bitstreams conforming to this version of this Specification. Decoders shall interpret reserved values of matrix_coeffs as equivalent to the value 2.

The variables E'_Y, E'_{PB}, and E'_{PR} (for matrix_coeffs not equal to 0 or 8) or Y, Cb, and Cr (for matrix_coeffs equal to 0 or 8) are specified as follows:

– If matrix_coeffs is not equal to 0, 8, or 10, the following equations apply:

$$E'_Y = K_R * E'_R + (1 - K_R - K_B) * E'_G + K_B * E'_B \quad (E\text{-}16)$$

$$E'_{PB} = 0.5 * (E'_B - E'_Y) \div (1 - K_B) \quad (E\text{-}17)$$

$$E'_{PR} = 0.5 * (E'_R - E'_Y) \div (1 - K_R) \quad (E\text{-}18)$$

NOTE 4 – E'_Y is a real number with the value 0 associated with nominal black and the value 1 associated with nominal white. E'_{PB} and E'_{PR} are real numbers with the value 0 associated with both nominal black and nominal white. When transfer_characteristics is not equal to 11 or 12, E'_Y is a real number with values in the range of 0 to 1 inclusive. When transfer_characteristics is not equal to 11 or 12, E'_{PB} and E'_{PR} are real numbers with values in the range of −0.5 to 0.5 inclusive. When transfer_characteristics is equal to 11 (IEC 61966-2-4), or 12 (ITU-R BT.1361 extended colour gamut system), E'_Y, E'_{PB} and E'_{PR} are real numbers with a larger range not specified in this Specification.

– Otherwise, if matrix_coeffs is equal to 0, the following equations apply:

$$Y = Round(G) \quad (E\text{-}19)$$

$$Cb = Round(B) \quad (E\text{-}20)$$

$$Cr = Round(R) \quad (E\text{-}21)$$

– Otherwise, if matrix_coeffs is equal to 8, the following applies:

  – If $BitDepth_C$ is equal to $BitDepth_Y$, the following equations apply:

$$Y = Round(0.5 * G + 0.25 * (R + B)) \quad (E\text{-}22)$$

$$Cb = Round(0.5 * G - 0.25 * (R + B)) + (1 << (BitDepth_C - 1)) \quad (E\text{-}23)$$

$$Cr = Round(0.5 * (R - B)) + (1 << (BitDepth_C - 1)) \quad (E\text{-}24)$$

NOTE 5 – For purposes of the YCgCo nomenclature used in Table E.5, Cb and Cr of Equations E-23 and E-24 may be referred to as Cg and Co, respectively. The inverse conversion for the above three equations should be computed as:

$$t = Y - (Cb - (1 << (BitDepth_C - 1))) \quad (E\text{-}25)$$

$$G = Clip1_Y(Y + (Cb - (1 << (BitDepth_C - 1)))) \quad (E\text{-}26)$$

$$B = Clip1_Y(t - (Cr - (1 << (BitDepth_C - 1)))) \quad (E\text{-}27)$$

$$R = Clip1_Y(t + (Cr - (1 << (BitDepth_C - 1)))) \quad (E\text{-}28)$$

  – Otherwise ($BitDepth_C$ is not equal to $BitDepth_Y$), the following equations apply:

$$Cr = Round(R) - Round(B) + (1 << (BitDepth_C - 1)) \quad (E\text{-}29)$$

$$t = Round(B) + ((Cr - (1 << (BitDepth_C - 1))) >> 1) \quad (E\text{-}30)$$

$$Cb = Round(G) - t + (1 << (BitDepth_C - 1)) \quad (E\text{-}31)$$

$$Y = t + ((Cb - (1 << (BitDepth_C - 1))) >> 1) \quad (E\text{-}32)$$

NOTE 6 – For purposes of the YCgCo nomenclature used in Table E.5, Cb and Cr of Equations E-31 and E-29 may be referred to as Cg and Co, respectively. The inverse conversion for the above four equations should be computed as.

$$t = Y - ((Cb - (1 << (BitDepth_C - 1))) >> 1) \quad (E\text{-}33)$$

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$$G = Clip1_Y(t + (Cb - (1 << (BitDepth_C - 1)))) \quad \text{(E-34)}$$

$$B = Clip1_Y(t - ((Cr - (1 << (BitDepth_C - 1))) >> 1)) \quad \text{(E-35)}$$

$$R = Clip1_Y(B + (Cr - (1 << (BitDepth_C - 1)))) \quad \text{(E-36)}$$

– Otherwise (matrix_coeffs is equal to 10), the following equations apply:

$$E_Y = K_R * E_R + (1 - K_R - K_B) * E_G + K_B * E_B \quad \text{(E-37)}$$

$$E'_Y = (E_Y)' \quad \text{(E-38)}$$

NOTE 7 – In this case, E_Y is defined from the "linear-domain" signals for E_R, E_G, and E_B, prior to application of the transfer characteristics function, which is then applied to produce the signal E'_Y. E_Y and E'_Y are analogue with the value 0 associated with nominal black and the value 1 associated with nominal white.

$$E'_{PB} = (E'_B - E'_Y) \div 1.9404 \quad \text{for } -0.9702 <= E'_B - E'_Y <= 0 \quad \text{(E-39)}$$

$$E'_{PB} = (E'_B - E'_Y) \div 1.5816 \quad \text{for } 0 < E'_B - E'_Y <= 0.7908 \quad \text{(E-40)}$$

$$E'_{PR} = (E'_R - E'_Y) \div 1.7184 \quad \text{for } -0.8592 <= E'_R - E'_Y <= 0 \quad \text{(E-41)}$$

$$E'_{PR} = (E'_R - E'_Y) \div 0.9936 \quad \text{for } 0 < E'_R - E'_Y <= 0.4968 \quad \text{(E-42)}$$

Table E.5 – Matrix coefficients

Value	Matrix	Informative remark
0	GBR	Typically referred to as RGB; see Equations E-19 to E-21 IEC 61966-2-1 (sRGB)
1	$K_R = 0.2126$; $K_B = 0.0722$	ITU-R Rec. BT.709-5 ITU-R Rec. BT.1361 conventional colour gamut system and extended colour gamut system IEC 61966-2-1 (sYCC) IEC 61966-2-4 xvYCC$_{709}$ Society of Motion Picture and Television Engineers RP 177 (1993) Annex B
2	Unspecified	Image characteristics are unknown or are determined by the application.
3	Reserved	For future use by ITU-T | ISO/IEC
4	$K_R = 0.30$; $K_B = 0.11$	United States Federal Communications Commission Title 47 Code of Federal Regulations (2003) 73.682 (a) (20)
5	$K_R = 0.299$; $K_B = 0.114$	ITU-R Rec. BT.470-6 System B, G (historical) ITU-R Rec. BT.601-6 625 ITU-R Rec. BT.1358 625 ITU-R Rec. BT.1700 625 PAL and 625 SECAM IEC 61966-2-4 xvYCC$_{601}$ (functionally the same as the value 6)
6	$K_R = 0.299$; $K_B = 0.114$	ITU-R Rec. BT.601-6 525 ITU-R Rec. BT.1358 525 ITU-R Rec. BT.1700 NTSC Society of Motion Picture and Television Engineers 170M (2004) (functionally the same as the value 5)
7	$K_R = 0.212$; $K_B = 0.087$	Society of Motion Picture and Television Engineers 240M (1999)
8	YCgCo	See Equations E-22 to E-36
9	$K_R = 0.2627$; $K_B = 0.0593$	Rec. ITU-R BT.2020 non-constant luminance system See Equations E-16 to E-18
10	$K_R = 0.2627$; $K_B = 0.0593$	Rec. ITU-R BT.2020 constant luminance system See Equations E-37 to E-42
11..255	Reserved	For future use by ITU-T | ISO/IEC

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chroma_loc_info_present_flag equal to 1 specifies that chroma_sample_loc_type_top_field and chroma_sample_loc_type_bottom_field are present. chroma_loc_info_present_flag equal to 0 specifies that chroma_sample_loc_type_top_field and chroma_sample_loc_type_bottom_field are not present.

When chroma_format_idc is not equal to 1, chroma_loc_info_present_flag should be equal to 0.

chroma_sample_loc_type_top_field and **chroma_sample_loc_type_bottom_field** specify the location of chroma samples as follows:

– If chroma_format_idc is equal to 1 (4:2:0 chroma format), chroma_sample_loc_type_top_field and chroma_sample_loc_type_bottom_field specify the location of chroma samples for the top field and the bottom field, respectively, as shown in Figure E.1.

– Otherwise (chroma_format_idc is not equal to 1), the values of the syntax elements chroma_sample_loc_type_top_field and chroma_sample_loc_type_bottom_field shall be ignored. When chroma_format_idc is equal to 2 (4:2:2 chroma format) or 3 (4:4:4 chroma format), the location of chroma samples is specified in clause 6.2. When chroma_format_idc is equal to 0, there is no chroma sample array.

The value of chroma_sample_loc_type_top_field and chroma_sample_loc_type_bottom_field shall be in the range of 0 to 5, inclusive. When the chroma_sample_loc_type_top_field and chroma_sample_loc_type_bottom_field are not present, the values of chroma_sample_loc_type_top_field and chroma_sample_loc_type_bottom_field is inferred to be equal to 0.

NOTE 8 – When coding progressive source material, chroma_sample_loc_type_top_field and chroma_sample_loc_type_bottom_field should have the same value.

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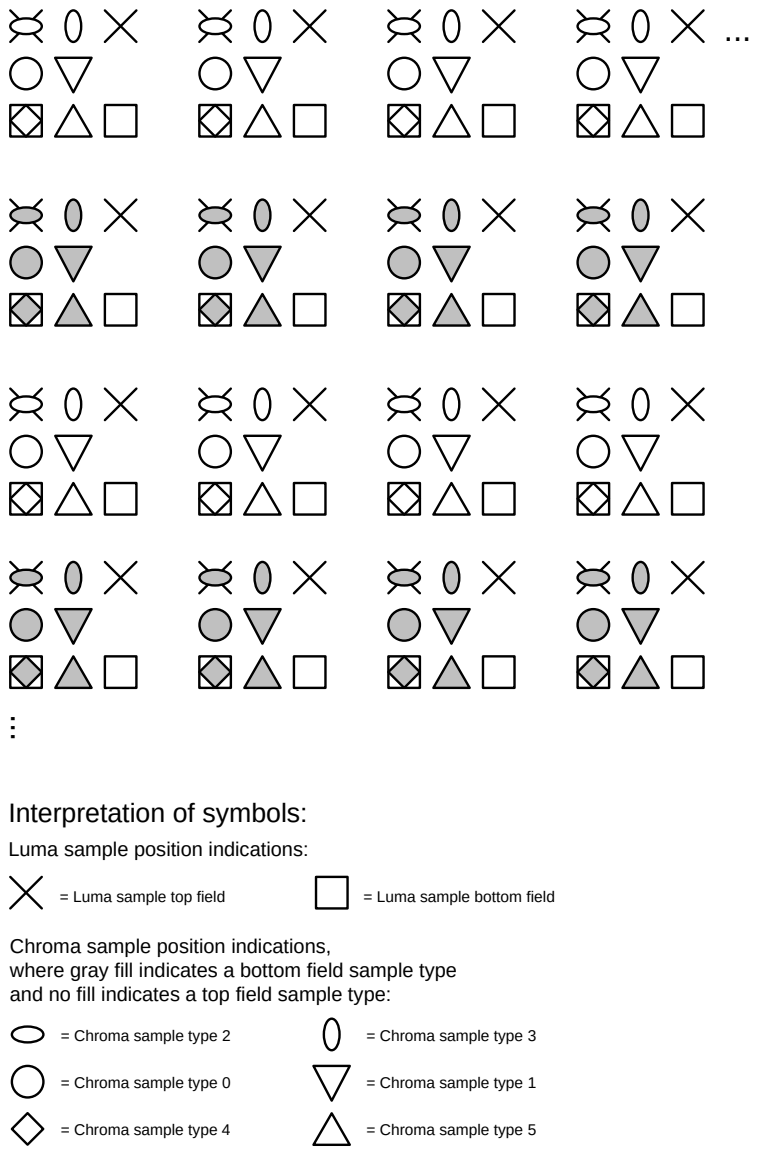


Figure E-1 – Location of chroma samples for top and bottom fields for chroma_format_idc equal to 1 (4:2:0 chroma format) as a function of chroma_sample_loc_type_top_field and chroma_sample_loc_type_bottom_field

neutral_chroma_indication_flag equal to 1 indicates that the value of all decoded chroma samples is equal to $1 << (\text{BitDepth}_C - 1)$. neutral_chroma_indication_flag equal to 0 provides no indication of decoded chroma sample values. When neutral_chroma_indication_flag is equal to 1, it is a requirement of bitstream conformance that the value of all decoded chroma samples produced by the decoding process shall be equal to $1 << (\text{BitDepth}_C - 1)$. When neutral_chroma_indication_flag is not present, it is inferred to be equal to 0.

NOTE 9 – When neutral_chroma_indication_flag is equal to 1, it is not necessary for the decoder to apply the specified decoding process in order to determine the value of the decoded chroma samples.

field_seq_flag equal to 1 indicates that the CVS conveys pictures that represent fields, and specifies that a picture timing SEI message shall be present in every access unit of the current CVS. field_seq_flag equal to 0 indicates that the CVS conveys pictures that represent frames and that a picture timing SEI message may or may not be present in any access unit of the current CVS. When field_seq_flag is not present, it is inferred to be equal to 0. When general_frame_only_constraint_flag is equal to 1, the value of field_seq_flag shall be equal to 0.

NOTE 10 – The specified decoding process does not treat access units conveying pictures that represent fields or frames differently. A sequence of pictures that represent fields would therefore be coded with the picture dimensions of an individual field. For example, access units containing pictures that represent 1080i fields would commonly have cropped output dimensions of 1920x540, while the sequence picture rate would commonly express the rate of the source fields (typically between 50 and 60 Hz), instead of the source frame rate (typically between 25 and 30 Hz).

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frame_field_info_present_flag equal to 1 specifies that picture timing SEI messages are present for every picture and include the pic_struct, source_scan_type, and duplicate_flag syntax elements. frame_field_info_present_flag equal to 0 specifies that the pic_struct syntax element is not present in picture timing SEI messages.

When frame_field_info_present_flag is present and either or both of the following conditions are true, frame_field_info_present_flag shall be equal to 1:

– field_seq_flag is equal to 1.

– general_progressive_source_flag is equal to 1 and general_interlaced_source_flag is equal to 1.

When frame_field_info_present_flag is not present, its value is inferred as follows:

– If general_progressive_source_flag is equal to 1 and general_interlaced_source_flag is equal to 1, frame_field_info_present_flag is inferred to be equal to 1.

– Otherwise, frame_field_info_present_flag is inferred to be equal to 0.

default_display_window_flag equal to 1 indicates that the default display window parameters follow next in the VUI. default_display_window_flag equal to 0 indicates that the default display window parameters are not present. The default display window parameters identify the area that is within the conformance cropping window and that is suggested to be displayed in the absence of any alternative indication (provided within the bitstream or by external means not specified in this Specification) of preferred display characteristics.

def_disp_win_left_offset, **def_disp_win_right_offset**, **def_disp_win_top_offset**, and **def_disp_win_bottom_offset** specify the samples of the pictures in the CVS that are within the default display window, in terms of a rectangular region specified in picture coordinates for display. When default_display_window_flag is equal to 0, the values of def_disp_win_left_offset, def_disp_win_right_offset, def_disp_win_top_offset, and def_disp_win_bottom_offset are inferred to be equal to 0.

The following variables are derived from the default display window parameters:

$$leftOffset = conf\_win\_left\_offset + def\_disp\_win\_left\_offset \quad \text{(E-43)}$$

$$rightOffset = conf\_win\_right\_offset + def\_disp\_win\_right\_offset \quad \text{(E-44)}$$

$$topOffset = conf\_win\_top\_offset + def\_disp\_win\_top\_offset \quad \text{(E-45)}$$

$$bottomOffset = conf\_win\_bottom\_offset + def\_disp\_win\_bottom\_offset \quad \text{(E-46)}$$

The default display window contains the luma samples with horizontal picture coordinates from SubWidthC * leftOffset to pic_width_in_luma_samples − (SubWidthC * rightOffset + 1) and vertical picture coordinates from SubHeightC * topOffset to pic_height_in_luma_samples − (SubHeightC * bottomOffset + 1), inclusive.

The value of SubWidthC * (leftOffset + rightOffset) shall be less than pic_width_in_luma_samples, and the value of SubHeightC * (topOffset + bottomOffset) shall be less than pic_height_in_luma_samples.

When ChromaArrayType is not equal to 0, the corresponding specified samples of the two chroma arrays are the samples having picture coordinates (x / SubWidthC, y / SubHeightC), where (x, y) are the picture coordinates of the specified luma samples.

vui_timing_info_present_flag equal to 1 specifies that vui_num_units_in_tick, vui_time_scale, vui_poc_proportional_to_timing_flag, and vui_hrd_parameters_present_flag are present in the vui_parameters( ) syntax structure. vui_timing_info_present_flag equal to 0 specifies that vui_num_units_in_tick, vui_time_scale, vui_poc_proportional_to_timing_flag, and vui_hrd_parameters_present_flag are not present in the vui_parameters( ) syntax structure.

vui_num_units_in_tick is the number of time units of a clock operating at the frequency vui_time_scale Hz that corresponds to one increment (called a clock tick) of a clock tick counter. vui_num_units_in_tick shall be greater than 0. A clock tick, in units of seconds, is equal to the quotient of vui_num_units_in_tick divided by vui_time_scale. For example, when the picture rate of a video signal is 25 Hz, vui_time_scale may be equal to 27 000 000 and vui_num_units_in_tick may be equal to 1 080 000, and consequently a clock tick may be equal to 0.04 seconds.

When vps_num_units_in_tick is present in the VPS referred to by the SPS, vui_num_units_in_tick, when present, shall be equal to vps_num_units_in_tick.

vui_time_scale is the number of time units that pass in one second. For example, a time coordinate system that measures time using a 27 MHz clock has a vui_time_scale of 27 000 000. The value of vui_time_scale shall be greater than 0.

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When vps_time_scale is present in the VPS referred to by the SPS, vui_time_scale, when present, shall be equal to vps_time_scale.

vui_poc_proportional_to_timing_flag equal to 1 indicates that the picture order count value for each picture in the CVS that is not the first picture in the CVS, in decoding order, is proportional to the output time of the picture relative to the output time of the first picture in the CVS. vui_poc_proportional_to_timing_flag equal to 0 indicates that the picture order count value for each picture in the CVS that is not the first picture in the CVS, in decoding order, may or may not be proportional to the output time of the picture relative to the output time of the first picture in the CVS.

When vps_poc_proportional_to_timing_flag is present in the VPS referred to by the SPS and the value is equal to 1, vui_poc_proportional_to_timing_flag, when present, shall be equal to 1.

vui_num_ticks_poc_diff_one_minus1 plus 1 specifies the number of clock ticks corresponding to a difference of picture order count values equal to 1. The value of vui_num_ticks_poc_diff_one_minus1 shall be in the range of 0 to $2^{32} - 2$, inclusive.

When vps_num_ticks_poc_diff_one_minus1 is present in the VPS referred to by the SPS, vui_num_ticks_poc_diff_one_minus1, when present, shall be equal to sps_num_ticks_poc_diff_one_minus1.

vui_hrd_parameters_present_flag equal to 1 specifies that the syntax structure hrd_parameters( ) is present in the vui_parameters( ) syntax structure. vui_hrd_parameters_present_flag equal to 0 specifies that the syntax structure hrd_parameters( ) is not present in the vui_parameters( ) syntax structure.

bitstream_restriction_flag equal to 1, specifies that the bitstream restriction parameters for the CVS are present. bitstream_restriction_flag equal to 0, specifies that the bitstream restriction parameters for the CVS are not present.

tiles_fixed_structure_flag equal to 1 indicates that each PPS that is active in the CVS has the same value of the syntax elements num_tile_columns_minus1, num_tile_rows_minus1, uniform_spacing_flag, column_width_minus1[i], row_height_minus1[i] and loop_filter_across_tiles_enabled_flag, when present. tiles_fixed_structure_flag equal to 0 indicates that tiles syntax elements in different PPSs may or may not have the same value. When the tiles_fixed_structure_flag syntax element is not present, it is inferred to be equal to 0.

NOTE 11 – The signalling of tiles_fixed_structure_flag equal to 1 is a guarantee to a decoder that each picture in the CVS has the same number of tiles distributed in the same way which might be useful for workload allocation in the case of multi-threaded decoding.

motion_vectors_over_pic_boundaries_flag equal to 0 indicates that no sample outside the picture boundaries and no sample at a fractional sample position for which the sample value is derived using one or more samples outside the picture boundaries is used for inter prediction of any sample. motion_vectors_over_pic_boundaries_flag equal to 1 indicates that one or more samples outside the picture boundaries may be used in inter prediction. When the motion_vectors_over_pic_boundaries_flag syntax element is not present, motion_vectors_over_pic_boundaries_flag value is inferred to be equal to 1.

restricted_ref_pic_lists_flag equal to 1 indicates that all P and B slices (when present) that belong to the same picture have an identical reference picture list 0, and that all B slices (when present) that belong to the same picture have an identical reference picture list 1.

min_spatial_segmentation_idc, when not equal to 0, establishes a bound on the maximum possible size of distinct coded spatial segmentation regions in the pictures of the CVS. When min_spatial_segmentation_idc is not present, it is inferred to be equal to 0. The value of min_spatial_segmentation_idc shall be in the range of 0 to 4095, inclusive.

The variable minSpatialSegmentation is derived from min_spatial_segmentation_idc as follows:

$$\text{minSpatialSegmentationTimes4} = \text{min\_spatial\_segmentation\_idc} + 4 \quad \text{(E-47)}$$

A slice is said to contain a specific luma sample when the coding block that contains the luma sample is contained in the slice. Correspondingly, a tile is said to contain a specific luma sample when the coding block that contains the luma sample is contained in the tile.

Depending on the value of min_spatial_segmentation_idc, the following applies:

– If min_spatial_segmentation_idc is equal to 0, no limit on the maximum size of spatial segments is indicated.

– Otherwise (min_spatial_segmentation_idc is not equal to 0), it is a requirement of bitstream conformance that exactly one of the following conditions shall be true:

  – In each PPS that is activated within the CVS, tiles_enabled_flag is equal to 0 and entropy_coding_sync_enabled_flag is equal to 0, and there is no slice in the CVS that contains more than (4 * PicSizeInSamplesY) / minSpatialSegmentationTimes4 luma samples.

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– In each PPS that is activated within the CVS, tiles_enabled_flag is equal to 1 and entropy_coding_sync_enabled_flag is equal to 0, and there is no tile in the CVS that contains more than (4 * PicSizeInSamplesY) / minSpatialSegmentationTimes4 luma samples.

– In each PPS that is activated within the CVS, tiles_enabled_flag is equal to 0 and entropy_coding_sync_enabled_flag is equal to 1, and the syntax elements pic_width_in_luma_samples, pic_height_in_luma_samples and the variable CtbSizeY obey the following constraint:

$$(2 * \text{pic\_height\_in\_luma\_samples} + \text{pic\_width\_in\_luma\_samples}) * \text{CtbSizeY} <= (4 * \text{PicSizeInSamplesY}) / \text{minSpatialSegmentationTimes4} \quad \text{(E-48)}$$

NOTE 12 – The syntax element min_spatial_segmentation_idc can be used by a decoder to calculate the maximum number of luma samples to be processed by one processing thread, making the assumption that the decoder maximally utilizes the parallel decoding information. However, it is important to be aware that there may be some inter-dependencies between the different threads – e.g., due to entropy coding synchronization or deblocking filtering across tile or slice boundaries. To aid decoders in planning the decoding workload distribution, encoders are encouraged to set the value of min_spatial_segmentation_idc to the highest possible value for which one of the above three conditions is true. For example, for the case when tiles_enabled_flag is equal to 0 and entropy_coding_sync_enabled_flag is equal to 1, encoders should set min_spatial_segmentation_idc equal to 4 * PicSizeInSamplesY / ((2 * pic_height_in_luma_samples + pic_width_in_luma_samples) * CtbSizeY) − 4.

max_bytes_per_pic_denom indicates a number of bytes not exceeded by the sum of the sizes of the VCL NAL units associated with any coded picture in the CVS.

The number of bytes that represent a picture in the NAL unit stream is specified for this purpose as the total number of bytes of VCL NAL unit data (i.e., the total of the NumBytesInNalUnit variables for the VCL NAL units) for the picture. The value of max_bytes_per_pic_denom shall be in the range of 0 to 16, inclusive.

Depending on the value of max_bytes_per_pic_denom the following applies:

– If max_bytes_per_pic_denom is equal to 0, no limits are indicated.

– Otherwise (max_bytes_per_pic_denom is not equal to 0), it is a requirement of bitstream conformance that no coded picture shall be represented in the CVS by more than the following number of bytes.

$$(\text{PicSizeInMinCbsY} * \text{RawMinCuBits}) \div (8 * \text{max\_bytes\_per\_pic\_denom}) \quad \text{(E-49)}$$

When the max_bytes_per_pic_denom syntax element is not present, the value of max_bytes_per_pic_denom is inferred to be equal to 2.

max_bits_per_min_cu_denom indicates an upper bound for the number of coded bits of coding_unit( ) data for any coding block in any picture of the CVS. The value of max_bits_per_min_cu_denom shall be in the range of 0 to 16, inclusive.

Depending on the value of max_bits_per_min_cu_denom, the following applies:

– If max_bits_per_min_cu_denom is equal to 0, no limit is specified by this syntax element.

– Otherwise (max_bits_per_min_cu_denom is not equal to 0), it is a requirement of bitstream conformance that no coded coding_unit( ) shall be represented in the bitstream by more than the following number of bits:

$$(128 + \text{RawMinCuBits}) \div \text{max\_bits\_per\_min\_cu\_denom} * (2 << (\text{log2CbSize} - \text{MinCbLog2SizeY})) \quad \text{(E-50)}$$

where log2CbSize is the value of log2CbSize for the given coding block and the number of bits of coding_unit( ) data for the same coding block is given by the number of times read_bits(1) is called in clauses 9.3.4.3.3 and 9.3.4.3.4.

When the max_bits_per_min_cu_denom is not present, the value of max_bits_per_min_cu_denom is inferred to be equal to 1.

log2_max_mv_length_horizontal and **log2_max_mv_length_vertical** indicate the maximum absolute value of a decoded horizontal and vertical motion vector component, respectively, in quarter luma sample units, for all pictures in the CVS. A value of n asserts that no value of a motion vector component is outside the range of -2^n to $2^n - 1$, inclusive, in units of quarter luma sample displacement. The value of log2_max_mv_length_horizontal shall be in the range of 0 to 16, inclusive. The value of log2_max_mv_length_vertical shall be in the range of 0 to 15, inclusive. When log2_max_mv_length_horizontal is not present, the values of log2_max_mv_length_horizontal and log2_max_mv_length_vertical is inferred to be equal to 15.

NOTE 13 – The maximum absolute value of a decoded vertical or horizontal motion vector component is also constrained by profile, tier and level limits as specified in Annex A.

E.3.2 HRD parameters semantics

The hrd_parameters( ) syntax structure provides HRD parameters used in the HRD operations for a layer set. When the hrd_parameters( ) syntax structure is included in a VPS, the applicable layer set to which the hrd_parameters( ) syntax

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structure applies is specified by the corresponding hrd_layer_set_idx[i] syntax element in the VPS. When the hrd_parameters( ) syntax structure is included in an SPS, the layer set to which the hrd_parameters( ) syntax structure applies is the layer set for which the associated layer identifier list contains all nuh_layer_id values present in the CVS.

For interpretation of the following semantics, the bitstream (or a part thereof) refers to the bitstream subset (or a part thereof) associated with the layer set to which the hrd_parameters( ) syntax structure applies.

nal_hrd_parameters_present_flag equal to 1 specifies that NAL HRD parameters (pertaining to Type II bitstream conformance) are present in the hrd_parameters( ) syntax structure. nal_hrd_parameters_present_flag equal to 0 specifies that NAL HRD parameters are not present in the hrd_parameters( ) syntax structure.

NOTE 1 – When nal_hrd_parameters_present_flag is equal to 0, the conformance of the bitstream cannot be verified without provision of the NAL HRD parameters and all buffering period and picture timing SEI messages, by some means not specified in this Specification.

The variable NalHrdBpPresentFlag is derived as follows:

– If one or more of the following conditions are true, the value of NalHrdBpPresentFlag is set equal to 1:
  – nal_hrd_parameters_present_flag is present in the bitstream and is equal to 1.
  – The need for presence of buffering periods for NAL HRD operation to be present in the bitstream in buffering period SEI messages is determined by the application, by some means not specified in this Specification.
– Otherwise, the value of NalHrdBpPresentFlag is set equal to 0.

vcl_hrd_parameters_present_flag equal to 1 specifies that VCL HRD parameters (pertaining to all bitstream conformance) are present in the hrd_parameters( ) syntax structure. vcl_hrd_parameters_present_flag equal to 0 specifies that VCL HRD parameters are not present in the hrd_parameters( ) syntax structure.

NOTE 2 – When vcl_hrd_parameters_present_flag is equal to 0, the conformance of the bitstream cannot be verified without provision of the VCL HRD parameters and all buffering period and picture timing SEI messages, by some means not specified in this Specification.

The variable VclHrdBpPresentFlag is derived as follows:

– If one or more of the following conditions are true, the value of VclHrdBpPresentFlag is set equal to 1:
  – vcl_hrd_parameters_present_flag is present in the bitstream and is equal to 1.
  – The need for presence of buffering periods for VCL HRD operation to be present in the bitstream in buffering period SEI messages is determined by the application, by some means not specified in this Specification.
– Otherwise, the value of VclHrdBpPresentFlag is set equal to 0.

The variable CpbDpbDelaysPresentFlag is derived as follows:

– If one or more of the following conditions are true, the value of CpbDpbDelaysPresentFlag is set equal to 1:
  – nal_hrd_parameters_present_flag is present in the bitstream and is equal to 1.
  – vcl_hrd_parameters_present_flag is present in the bitstream and is equal to 1.
  – The need for presence of CPB and DPB output delays to be present in the bitstream in picture timing SEI messages is determined by the application, by some means not specified in this Specification.
– Otherwise, the value of CpbDpbDelaysPresentFlag is set equal to 0.

sub_pic_hrd_params_present_flag equal to 1 specifies that sub-picture level HRD parameters are present and the HRD may operate at access unit level or sub-picture level. sub_pic_hrd_params_present_flag equal to 0 specifies that sub-picture level HRD parameters are not present and the HRD operates at access unit level. When sub_pic_hrd_params_present_flag is not present, its value is inferred to be equal to 0.

tick_divisor_minus2 is used to specify the clock sub-tick. A clock sub-tick is the minimum interval of time that can be represented in the coded data when sub_pic_hrd_params_present_flag is equal to 1.

du_cpb_removal_delay_increment_length_minus1 plus 1 specifies the length, in bits, of the du_cpb_removal_delay_increment_minus1[i] and du_common_cpb_removal_delay_increment_minus1 syntax elements of the picture timing SEI message and the du_spt_cpb_removal_delay_increment syntax element in the decoding unit information SEI message.

sub_pic_cpb_params_in_pic_timing_sei_flag equal to 1 specifies that sub-picture level CPB removal delay parameters are present in picture timing SEI messages and no decoding unit information SEI message is available (in the CVS or provided through external means not specified in this Specification).

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sub_pic_cpb_params_in_pic_timing_sei_flag equal to 0 specifies that sub-picture level CPB removal delay parameters are present in decoding unit information SEI messages and picture timing SEI messages do not include sub-picture level CPB removal delay parameters. When the sub_pic_cpb_params_in_pic_timing_sei_flag syntax element is not present, it is inferred to be equal to 0.

dpb_output_delay_du_length_minus1 plus 1 specifies the length, in bits, of the pic_dpb_output_du_delay syntax element in the picture timing SEI message and the pic_spt_dpb_output_du_delay syntax element in the decoding unit information SEI message.

bit_rate_scale (together with bit_rate_value_minus1[i]) specifies the maximum input bit rate of the i-th CPB.

cpb_size_scale (together with cpb_size_value_minus1[i]) specifies the CPB size of the i-th CPB when the CPB operates at the access unit level.

cpb_size_du_scale (together with cpb_size_du_value_minus1[i]) specifies the CPB size of the i-th CPB when the CPB operates at sub-picture level.

initial_cpb_removal_delay_length_minus1 plus 1 specifies the length, in bits, of the nal_initial_cpb_removal_delay[i], nal_initial_cpb_removal_offset[i], vcl_initial_cpb_removal_delay[i], and vcl_initial_cpb_removal_offset[i] syntax elements of the buffering period SEI message. When the initial_cpb_removal_delay_length_minus1 syntax element is not present, it is inferred to be equal to 23.

au_cpb_removal_delay_length_minus1 plus 1 specifies the length, in bits, of the cpb_delay_offset syntax element in the buffering period SEI message and the au_cpb_removal_delay_minus1 syntax element in the picture timing SEI message. When the au_cpb_removal_delay_length_minus1 syntax element is not present, it is inferred to be equal to 23.

dpb_output_delay_length_minus1 plus 1 specifies the length, in bits, of the dpb_delay_offset syntax element in the buffering period SEI message and the pic_dpb_output_delay syntax element in the picture timing SEI message. When the dpb_output_delay_length_minus1 syntax element is not present, it is inferred to be equal to 23.

fixed_pic_rate_general_flag[i] equal to 1 indicates that, when HighestTid is equal to i, the temporal distance between the HRD output times of consecutive pictures in output order is constrained as specified below. fixed_pic_rate_general_flag[i] equal to 0 indicates that this constraint may not apply.

When fixed_pic_rate_general_flag[i] is not present, it is inferred to be equal to 0.

fixed_pic_rate_within_cvs_flag[i] equal to 1 indicates that, when HighestTid is equal to i, the temporal distance between the HRD output times of consecutive pictures in output order is constrained as specified below. fixed_pic_rate_within_cvs_flag[i] equal to 0 indicates that this constraint may not apply.

When fixed_pic_rate_general_flag[i] is equal to 1, the value of fixed_pic_rate_within_cvs_flag[i] is inferred to be equal to 1.

elemental_duration_in_tc_minus1[i] plus 1 (when present) specifies, when HighestTid is equal to i, the temporal distance, in clock ticks, between the elemental units that specify the HRD output times of consecutive pictures in output order as specified below. The value of elemental_duration_in_tc_minus1[i] shall be in the range of 0 to 2047, inclusive.

For each picture n that is output and not the last picture in the bitstream (in output order) that is output, the value of the variable DpbOutputElementalInterval[n] is specified by:

$$DpbOutputElementalInterval[n] = DpbOutputInterval[n] \div DeltaToDivisor \quad (E\text{-}51)$$

where DpbOutputInterval[n] is specified in Equation C-17 and DeltaToDivisor is specified in Table E.6 based on the value of frame_field_info_present_flag and pic_struct for the CVS containing picture n. Entries marked "-" in Table E.6 indicate a lack of dependence of DeltaToDivisor on the corresponding syntax element.

When HighestTid is equal to i and fixed_pic_rate_general_flag[i] is equal to 1 for a CVS containing picture n, the value computed for DpbOutputElementalInterval[n] shall be equal to ClockTick * (elemental_duration_in_tc_minus1[i] + 1), wherein ClockTick is as specified in Equation C-2 (using the value of ClockTick for the CVS containing picture n) when one of the following conditions is true for the following picture in output order nextPicInOutputOrder that is specified for use in Equation C-17:

– picture nextPicInOutputOrder is in the same CVS as picture n.

– picture nextPicInOutputOrder is in a different CVS and fixed_pic_rate_general_flag[i] is equal to 1 in the CVS containing picture nextPicInOutputOrder, the value of ClockTick is the same for both CVSs, and the value of elemental_duration_in_tc_minus1[i] is the same for both CVSs.

When HighestTid is equal to i and fixed_pic_rate_within_cvs_flag[i] is equal to 1 for a CVS containing picture n, the value computed for DpbOutputElementalInterval[n] shall be equal to ClockTick *

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(elemental_duration_in_tc_minus1[i] + 1), wherein ClockTick is as specified in Equation C-2 (using the value of ClockTick for the CVS containing picture n) when the following picture in output order nextPicInOutputOrder that is specified for use in Equation C-17 is in the same CVS as picture n.

Table E.6 – Divisor for computation of DpbOutputElementalInterval[n]

frame_field_info_present_flag	pic_struct	DeltaToDivisor
0	-	1
1	1	1
1	2	1
1	0	2
1	3	2
1	4	2
1	5	3
1	6	3
1	7	2
1	8	3
1	9	1
1	10	1
1	11	1
1	12	1

low_delay_hrd_flag[i] specifies the HRD operational mode, when HighestTid is equal to i, as specified in Annex C. When not present, the value of low_delay_hrd_flag[i] is inferred to be equal to 0.

NOTE 3 – When low_delay_hrd_flag[i] is equal to 1, "big pictures" that violate the nominal CPB removal times due to the number of bits used by an access unit are permitted. It is expected, but not required, that such "big pictures" occur only occasionally.

cpb_cnt_minus1[i] plus 1 specifies the number of alternative CPB specifications in the bitstream of the CVS when HighestTid is equal to i. The value of cpb_cnt_minus1[i] shall be in the range of 0 to 31, inclusive. When not present, the value of cpb_cnt_minus1[i] is inferred to be equal to 0.

E.3.3 Sub-layer HRD parameters semantics

The variable CpbCnt is set equal to cpb_cnt_minus1[subLayerId].

bit_rate_value_minus1[i] (together with bit_rate_scale) specifies the maximum input bit rate for the i-th CPB when the CPB operates at the access unit level. bit_rate_value_minus1[i] shall be in the range of 0 to $2^{32} - 2$, inclusive. For any i > 0, bit_rate_value_minus1[i] shall be greater than bit_rate_value_minus1[i − 1].

When SubPicHrdFlag is equal to 0, the bit rate in bits per second is given by:

$$BitRate[i] = (bit\_rate\_value\_minus1[i] + 1) * 2^{(6 + bit\_rate\_scale)} \quad \text{(E-52)}$$

When SubPicHrdFlag is equal to 0 and the bit_rate_value_minus1[i] syntax element is not present, the value of BitRate[i] is inferred to be equal to CpbBrVclFactor * MaxBR for VCL HRD parameters and to be equal to CpbBrNalFactor * MaxBR for NAL HRD parameters, where MaxBR, CpbBrVclFactor and CpbBrNalFactor are specified in clause A.4.

cpb_size_value_minus1[i] is used together with cpb_size_scale to specify the i-th CPB size when the CPB operates at the access unit level. cpb_size_value_minus1[i] shall be in the range of 0 to $2^{32} - 2$, inclusive. For any i greater than 0, cpb_size_value_minus1[i] shall be less than or equal to cpb_size_value_minus1[i − 1].

When SubPicHrdFlag is equal to 0, the CPB size in bits is given by:

$$CpbSize[i] = (cpb\_size\_value\_minus1[i] + 1) * 2^{(4 + cpb\_size\_scale)} \quad \text{(E-53)}$$

When SubPicHrdFlag is equal to 0 and the cpb_size_value_minus1[i] syntax element is not present, the value of CpbSize[i] is inferred to be equal to CpbBrVclFactor * MaxCPB for VCL HRD parameters and to be equal to CpbBrNalFactor * MaxCPB for NAL HRD parameters, where MaxCPB, CpbBrVclFactor and CpbBrNalFactor are specified in clause A.4.

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cpb_size_du_value_minus1[i] is used together with cpb_size_du_scale to specify the i-th CPB size when the CPB operates at sub-picture level. cpb_size_du_value_minus1[i] shall be in the range of 0 to $2^{32} - 2$, inclusive. For any i greater than 0, cpb_size_du_value_minus1[i] shall be less than or equal to cpb_size_du_value_minus1[i − 1].

When SubPicHrdFlag is equal to 1, the CPB size in bits is given by:

$$CpbSize[i] = (cpb\_size\_du\_value\_minus1[i] + 1) * 2^{(4 + cpb\_size\_du\_scale)} \quad \text{(E-54)}$$

When SubPicHrdFlag is equal to 1 and the cpb_size_du_value_minus1[i] syntax element is not present, the value of CpbSize[i] is inferred to be equal to CpbBrVclFactor * MaxCPB for VCL HRD parameters and to be equal to CpbBrNalFactor * MaxCPB for NAL HRD parameters, where MaxCPB, CpbBrVclFactor and CpbBrNalFactor are specified in clause A.4.

bit_rate_du_value_minus1[i] (together with bit_rate_scale) specifies the maximum input bit rate for the i-th CPB when the CPB operates at the sub-picture level. bit_rate_du_value_minus1[i] shall be in the range of 0 to $2^{32} - 2$, inclusive. For any i > 0, bit_rate_du_value_minus1[i] shall be greater than bit_rate_du_value_minus1[i − 1].

When SubPicHrdFlag is equal to 1, the bit rate in bits per second is given by:

$$BitRate[i] = (bit\_rate\_du\_value\_minus1[i] + 1) * 2^{(6 + bit\_rate\_scale)} \quad \text{(E-55)}$$

When SubPicHrdFlag is equal to 1 and the bit_rate_du_value_minus1[i] syntax element is not present, the value of BitRate[i] is inferred to be equal to CpbBrVclFactor * MaxBR for VCL HRD parameters and to be equal to CpbBrNalFactor * MaxBR for NAL HRD parameters, where MaxBR, CpbBrVclFactor and CpbBrNalFactor are specified in clause A.4.

cbr_flag[i] equal to 0 specifies that to decode this CVS by the HRD using the i-th CPB specification, the hypothetical stream scheduler (HSS) operates in an intermittent bit rate mode. cbr_flag[i] equal to 1 specifies that the HSS operates in a constant bit rate (CBR) mode. When not present, the value of cbr_flag[i] is inferred to be equal to 0.

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