WHAT IS CLAIMED IS:

1. A method of video processing, comprising:

performing a conversion between a video comprising one or more pictures in one or more video layers and a bitstream of the video,

wherein the bitstream comprises a coded video sequence that includes an access unit,

wherein the bitstream further comprises a first syntax element indicating whether the access unit includes a first type of picture for each video layer making up the coded video sequence;

wherein the first syntax element corresponds to an access unit delimiter network abstraction layer unit, and

wherein the access unit delimiter network abstraction layer unit is an only access unit delimiter network abstraction layer unit present in each intra random access point access unit or gradual decoding refresh access unit when a second syntax element, which is indicative of a maximum allowed number of layers in each coded video sequence that refers to a video parameter set, is greater than one.

2. The method of claim 1, wherein the access unit includes the first type of picture for each video layer; and the access unit is configured to start a new coded video sequence, or each picture of the access unit is the first type of picture.

3. The method of claim 1 or 2, wherein the first type of picture for each video layer is an intra random access point picture or a gradual decoding refresh picture.

4. The method of claim 1, wherein the first syntax element is a flag indicating whether the access unit containing an access unit delimiter is an intra random access point access unit or a gradual decoding refresh access unit.

5. The method of claim 1, wherein the second syntax element indicates the maximum allowed number of layers by indicating the maximum allowed number minus 1.

6. The method of any of claims 1 to 5, wherein the bitstream further conforms to a format rule that specifies that each picture in an access unit carries a layer identifier that is equal to a layer identifier of one of pictures present in a first access unit of the coded video sequence.

7. The method of claim 6, wherein the layer identifier is a nuh_layer_id.

8. The method of any of claims 1 to 7, wherein the first syntax element equaling one is indicative of all slices in the access unit comprising an identical network abstraction layer unit type in a range of IDR_W_RADL to GDR_NUT, inclusive.

9. The method of claim 8, wherein the first syntax element equaling one and the network abstraction layer unit type being IDR_W_RADL or IDR_N_LP are indicative of the access unit being a coded video sequence start access unit.

10. The method of claim 8 or 9, wherein a variable for each of the pictures in the access unit equaling one and the network abstraction layer unit type being CRA_NUT or GDR_NUT are indicative of the access unit being a coded video sequence start access unit.

11. The method of claim 10, wherein the variable indicates whether pictures in a decoded picture buffer prior to a current picture in decoding order are output before the pictures are recovered.

12. The method of any of claims 1 to 11, wherein the conversion comprises decoding the video from the bitstream.

13. The method of any of claims 1 to 11, wherein the conversion comprises encoding the video into the bitstream.

14. An apparatus for processing video data comprising a processor and a non-transitory memory with instructions thereon, wherein the instructions upon execution by the processor, cause the processor to:

perform a conversion between a video comprising one or more pictures in one or more video layers and a bitstream of the video,

wherein the bitstream comprises a coded video sequence that includes an access unit,

wherein the bitstream further comprises a first syntax element indicating whether the access unit includes a first type of picture for each video layer making up the coded video sequence,

wherein the first syntax element corresponds to an access unit delimiter network abstraction layer unit, and

wherein the access unit delimiter network abstraction layer unit is an only access unit delimiter network abstraction layer unit present in each intra random access point access unit or gradual decoding refresh access unit when a second syntax element, which is indicative of a maximum allowed number of layers in each coded video sequence that refers to a video parameter set, is greater than one.

15. The apparatus of claim 14, wherein the first type of picture for each video layer is an intra random access point picture or a gradual decoding refresh picture.

16. A non-transitory computer-readable storage medium storing instructions that cause a processor to:

perform a conversion between a video comprising one or more pictures in one or more video layers and a bitstream of the video,

wherein the bitstream comprises a coded video sequence that includes an access unit,

wherein the bitstream further comprises a first syntax element indicating whether an access unit includes a first type of picture for each video layer making up the coded video sequence,

wherein the first syntax element corresponds to an access unit delimiter network abstraction layer unit, and

wherein the access unit delimiter network abstraction layer unit is an only access unit delimiter network abstraction layer unit present in each intra random access point access unit or gradual decoding refresh access unit when a second syntax element, which is indicative of a maximum allowed number of layers in each coded video sequence that refers to a video parameter set, is greater than one.

17. A non-transitory computer-readable recording medium storing a bitstream of a video which is generated by a method performed by a video processing apparatus, wherein the method comprises:

generating a bitstream of a video comprising one or more pictures in one or more video layers,

wherein the bitstream comprises a coded video sequence that includes an access unit,

wherein the bitstream further comprises a first syntax element indicating whether the access unit includes a first type of picture for each video layer making up the coded video sequence,

wherein the first syntax element corresponds to an access unit delimiter network abstraction layer unit, and

wherein the access unit delimiter network abstraction layer unit is an only access unit delimiter network abstraction layer unit present in each intra random access point access unit or gradual decoding refresh access unit when a second syntax element, which is indicative of a maximum allowed number of layers in each coded video sequence that refers to a video parameter set, is greater than one.