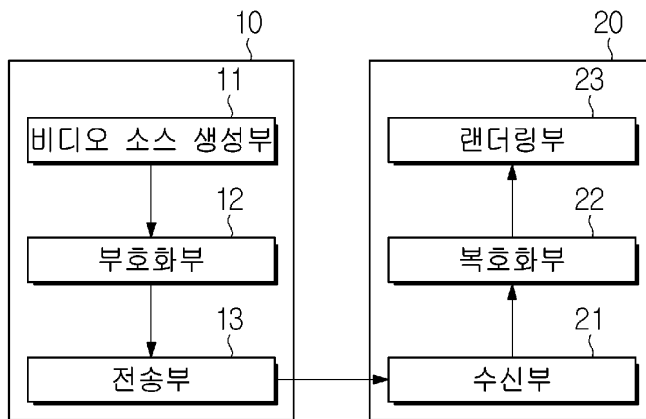
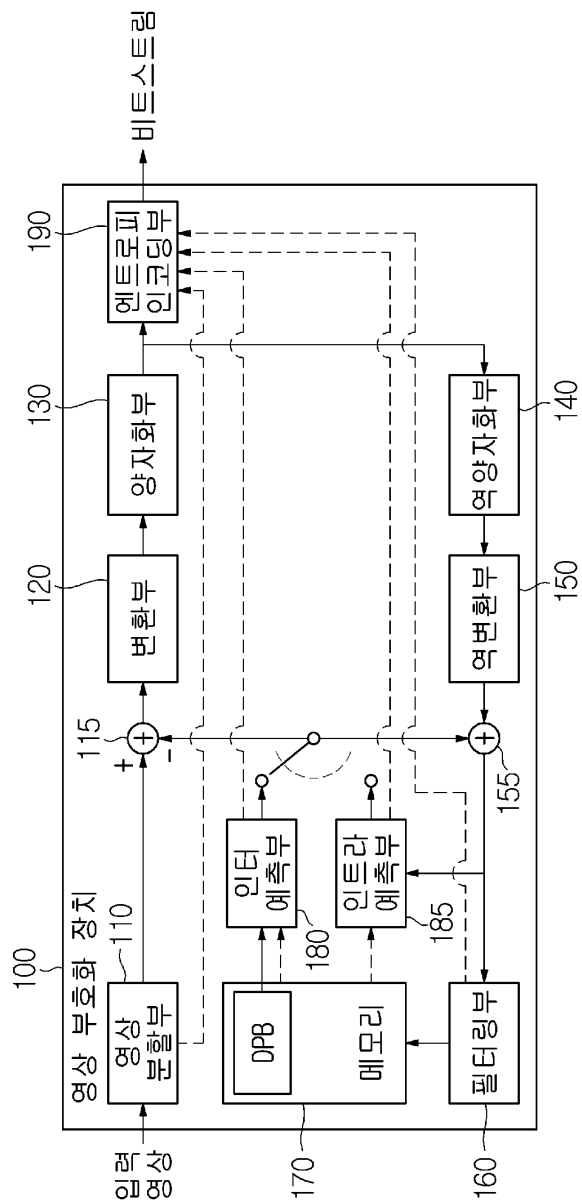


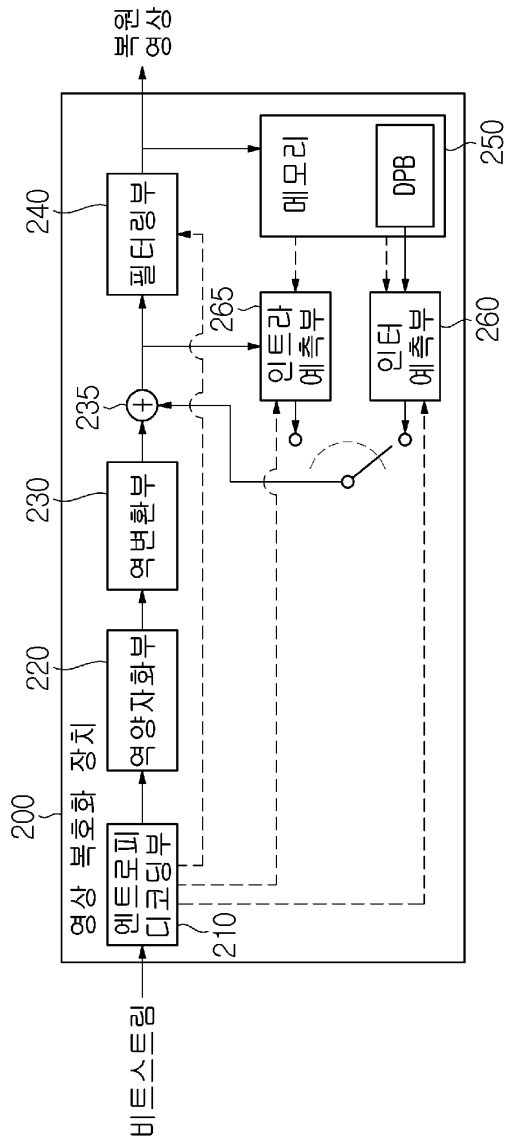
[51]



[도2]



[도3]



[도4]

seq parameter set rbsp() {	Descriptor
...	
subpic info present flag	u(1)
if(subpic info present flag) {	
sps_num_subpics_minus1	ue(v)
sps_independent_subpics_flag	u(1)
for(i = 0; sps_num_subpics_minus1 > 0 && i <= sps_num_subpics_minus1; i++) {	
if(i > 0 && pic width max in luma samples > CtbSizeY)	
subpic_ctu_top_left_x[i]	u(v)
if(i > 0 && pic height max in luma samples > CtbSizeY) {	
subpic_ctu_top_left_y[i]	u(v)
if(i < sps_num_subpics_minus1 && pic width max in luma samples > CtbSizeY)	
subpic_width_minus1[i]	u(v)
if(i < sps_num_subpics_minus1 && pic height max in luma samples > CtbSizeY)	
subpic_height_minus1[i]	u(v)
if(!sps_independent_subpics_flag) {	
subpic_treated_as_pic_flag[i]	u(1)
loop_filter_across_subpic_enabled_flag[i]	u(1)
}	
}	
}	
...	
}	

[도5]

pic parameter set rbsp() {	Descriptor
...	
no_pic_partition_flag	u(1)
if(!no_pic_partition_flag) {	
pps_log2_ctu_size_minus5	u(2)
num_exp_tile_columns_minus1	ue(v)
num_exp_tile_rows_minus1	ue(v)
for(i = 0; i <= num_exp_tile_columns_minus1; i++)	
tile_column_width_minus1[i]	ue(v)
for(i = 0; i <= num_exp_tile_rows_minus1; i++)	
tile_row_height_minus1[i]	ue(v)
if(NumTilesInPic > 1)	
rect_slice_flag	u(1)
if(rect_slice_flag)	
single_slice_per_subpic_flag	u(1)
if(rect_slice_flag && !single_slice_per_subpic_flag) {	
num_slices_in_pic_minus1	ue(v)
if(num_slices_in_pic_minus1 > 0)	
tile_idx_delta_present_flag	u(1)
...	
}	

[도6]

slice header() {	Descriptor
...	
if(subpic info present flag)	
slice_subpic_id	u(v)
if((rect_slice_flag && NumSlicesInSubpic[CurrSubpicIdx] > 1) (!rect_slice_flag && NumTilesInPic > 1))	
slice_address	u(v)
for(i = 0; i < NumExtraShBits; i++)	
sh_extra_bit[i]	u(1)
if(!rect_slice_flag && NumTilesInPic > 1)	
num_tiles_in_slice_minus1	ue(v)
...	
}	

[도7]

pic parameter set rbsp() {	Descriptor
...	
no_pic_partition_flag	u(1)
subpic_id_mapping_in_pps_flag	u(1)
if(subpic id mapping in pps flag) {	
if(!no pic partition flag)	
pps_num_subpics_minus1	ue(v)
pps_subpic_id_len_minus1	ue(v)
for(i = 0; i <= pps num subpic_minus1; i++)	
pps_subpic_id[i]	u(v)
}	
if(!no pic partition flag) {	
...	
<i>//Tile and slice signalling here//</i>	
...	
}	
...	
}	

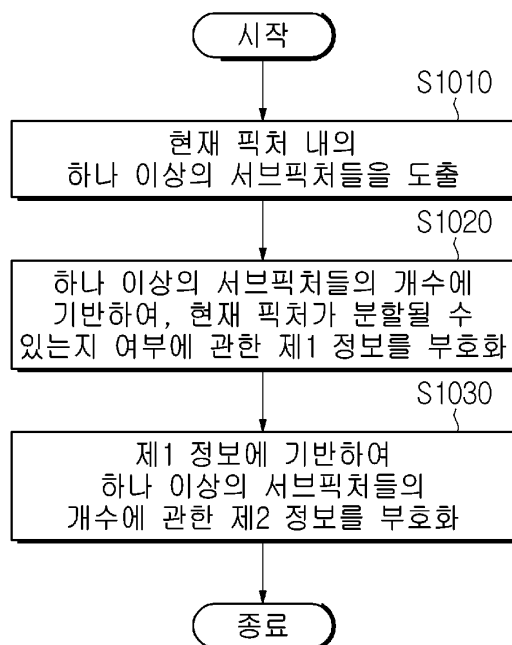
[도8]

pic parameter set rbsp() {	Descriptor
...	
subpic_id_mapping_in_pps_flag	u(1)
if(subpic id mapping in pps flag) {	
pps_num_subpics_minus1	ue(v)
pps_subpic_id_len_minus1	ue(v)
for(i = 0; i <= pps num subpic_minus1; i++)	
pps_subpic_id[i]	u(v)
}	
if(!subpic id mapping in pps flag pps num subpics_minus1 == 0)	
no_pic_partition_flag	u(1)
if(!no pic partition flag) {	
...	
<i>//Tile and slice signalling here//</i>	
...	
}	
...	
}	

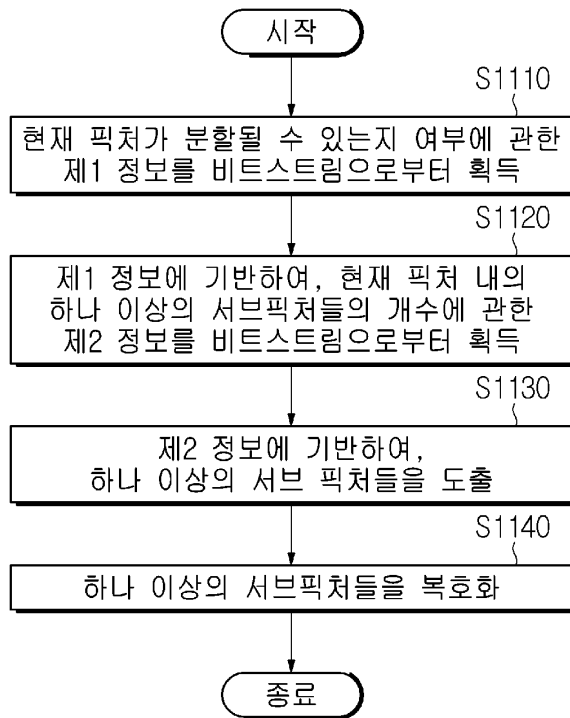
[도9]

pic parameter set rbsp() {	Descriptor
...	
subpic_id_mapping_in_pps_flag	u(1)
if(subpic id mapping in pps flag) {	
pps_num_subpics_minus1	ue(v)
pps_subpic_id_len_minus1	ue(v)
for(i = 0; i <= pps_num_subpic_minus1; i++)	
pps_subpic_id[i]	u(v)
}	
no_pic_partition_flag	u(1)
if(!no pic partition flag) {	
...	
num_exp_tile_columns_minus1	ue(v)
num_exp_tile_rows_minus1	ue(v)
for(i = 0; i <= num_exp_tile_columns_minus1; i++)	
tile_column_width_minus1[i]	ue(v)
for(i = 0; i <= num_exp_tile_rows_minus1; i++)	
tile_row_height_minus1[i]	ue(v)
if(NumTilesInPic > 1)	
rect_slice_flag	u(1)
if(rect_slice_flag && (NumTilesInPic > 1 !subpic id mapping in pps flag pps_num_subpics_minus1 > 0))	
single_slice_per_subpic_flag	u(1)
...	
}	
...	
}	

[도10]



[도11]



[도12]

