

CLAIMS

1. A method of video processing, comprising:
performing a conversion between a video comprising one or more video layers and a bitstream of the video according to a rule,
wherein the rule specifies that responsive to a value of a first field in a sequence parameter set (SPS) that is referred to by a video layer, a second field in a video parameter set referred to by the SPS that is indicative of a maximum number of sublayers allowed in the bitstream is construed to be equal to a third field in the SPS, wherein the third field is indicative of a maximum number of sublayers allowed in the video layer.
2. The method of claim 1, wherein the first field is an identifier of the video parameter set.
3. The method of claim 1 or 2, wherein the value of the first field equals to 0.
4. The method of claim 1 or 2, wherein the rule further specifies that responsive to the value of the first field, the value of the third field is in a range of 0 to 6, inclusive.
5. The method of claim 3 or 4, wherein the first field having the value indicates that the sequence parameter set does not refer to any video sequence parameter set.
6. The method of claim 1 or 2, wherein the rule further specifies that responsive to the first field greater than 0, the value of the third field is in a range of 0 to a value of the second field.
7. The method of claim 1 or 2, wherein the rule specifies that responsive to the value of the first field, a value of the third field is in a range of 0 to 6 but not be greater than a value of the second field.
8. The method of any of claims 1 to 7, wherein the conversion includes encoding the video into the bitstream.

9. The method of any of claims 1 to 7, wherein the conversion includes decoding the video from the bitstream.
10. The method of any of claims 1 to 7, wherein the conversion includes generating the bitstream from the video, and the method further comprises: storing the bitstream in a non-transitory computer-readable recording medium.
11. A video processing apparatus comprising a processor configured to implement a method recited in any one or more of claims 1 to 10.
12. A method of storing a bitstream of a video, comprising, a method recited in any one of claims 1 to 10, and further including storing the bitstream to a non-transitory computer-readable recording medium.
13. A computer readable medium storing program code that, when executed, causes a processor to implement a method recited in any one or more of claims 1 to 10.
14. A computer readable medium that stores a bitstream generated according to any of the above described methods.
15. A video processing apparatus for storing a bitstream representation, wherein the video processing apparatus is configured to implement a method recited in any one or more of claims 1 to 10.