

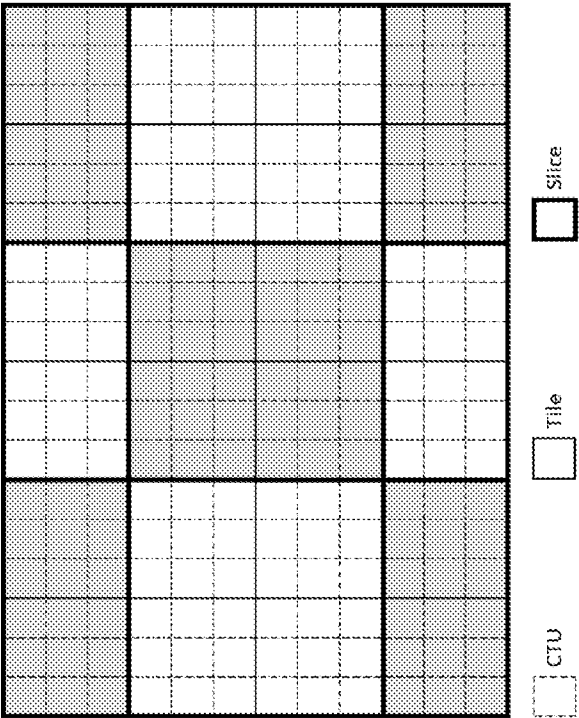


FIG. 1

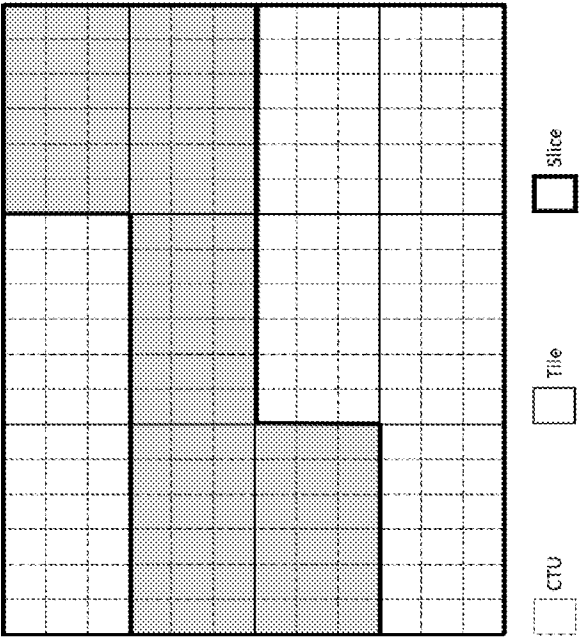


FIG. 2

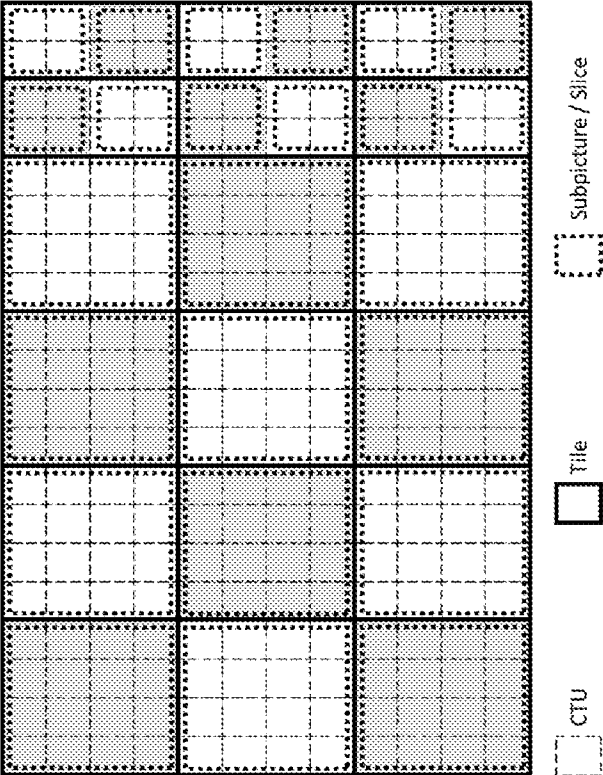


FIG. 4

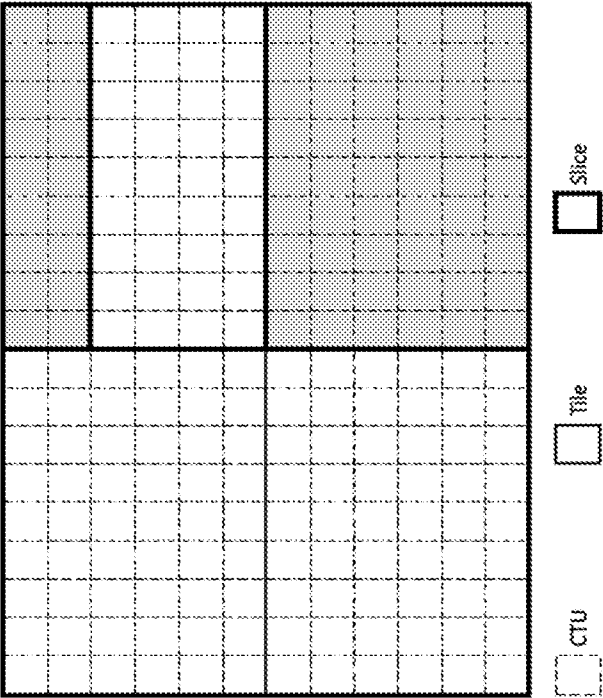


FIG. 3

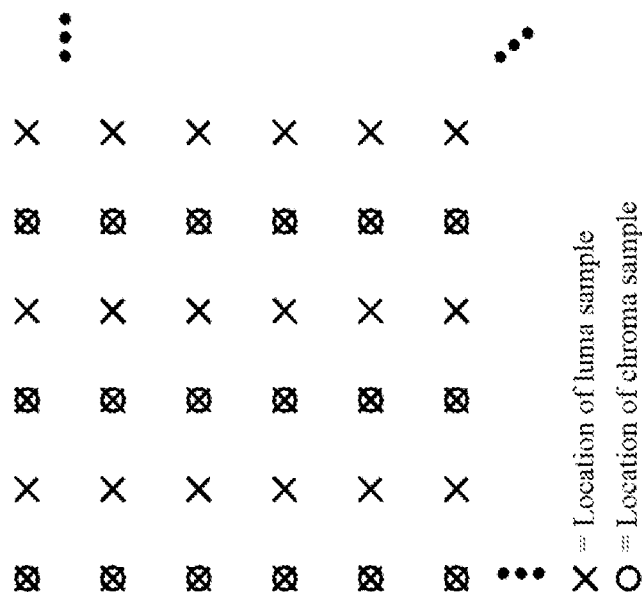


FIG. 5

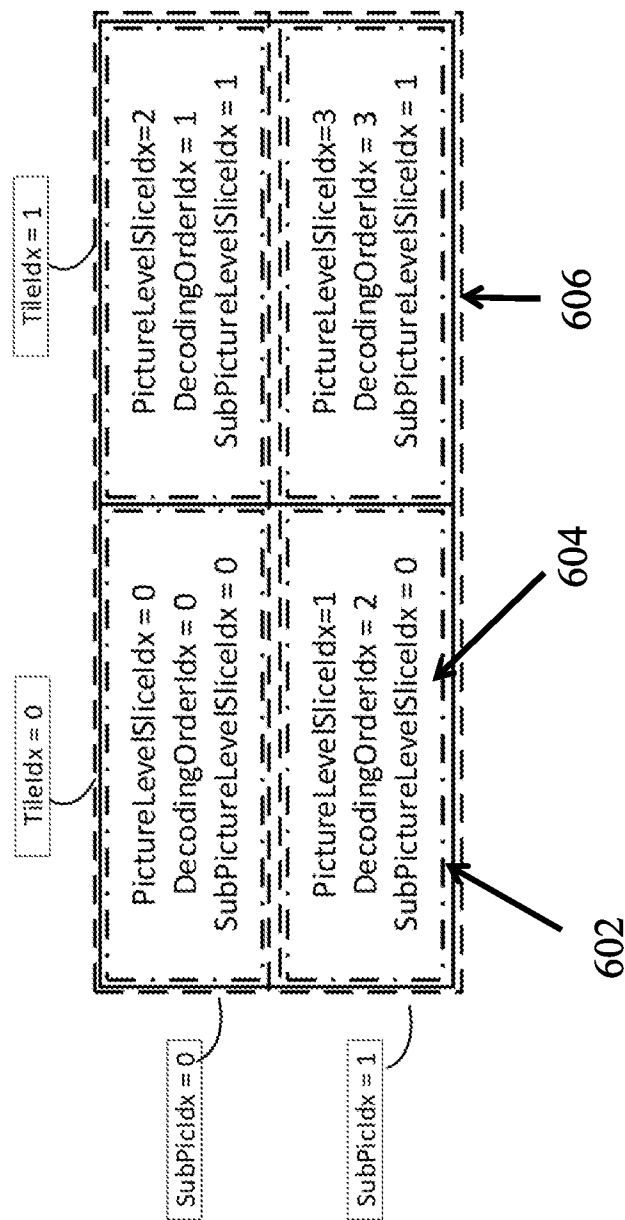


FIG. 6

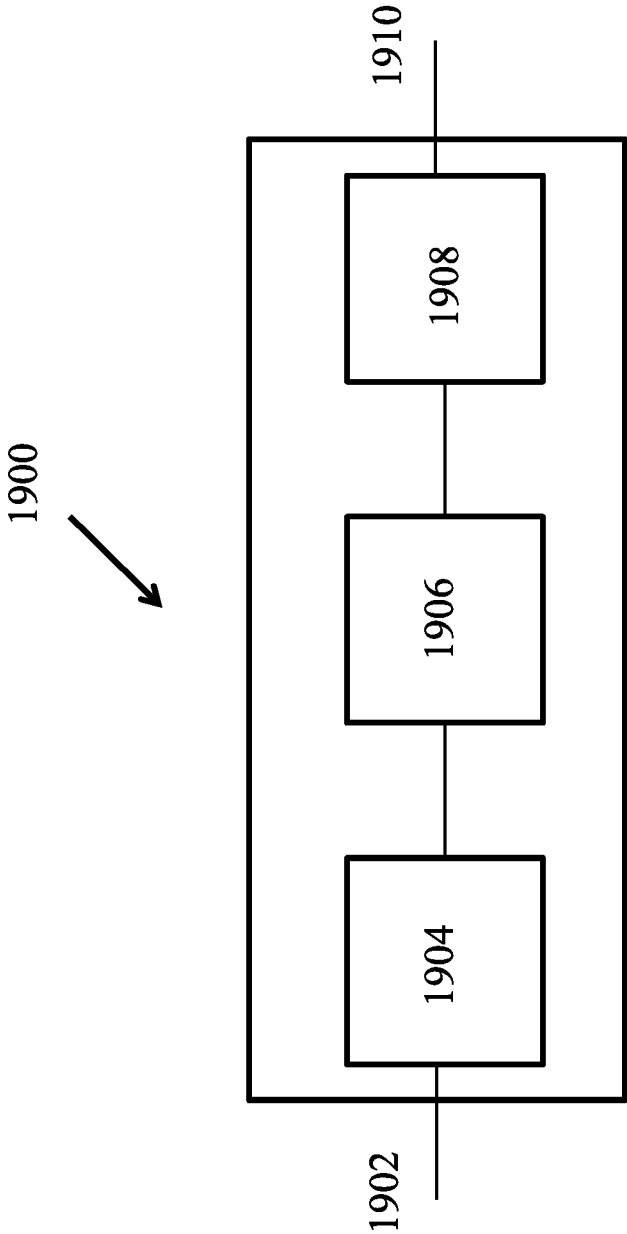


FIG. 7

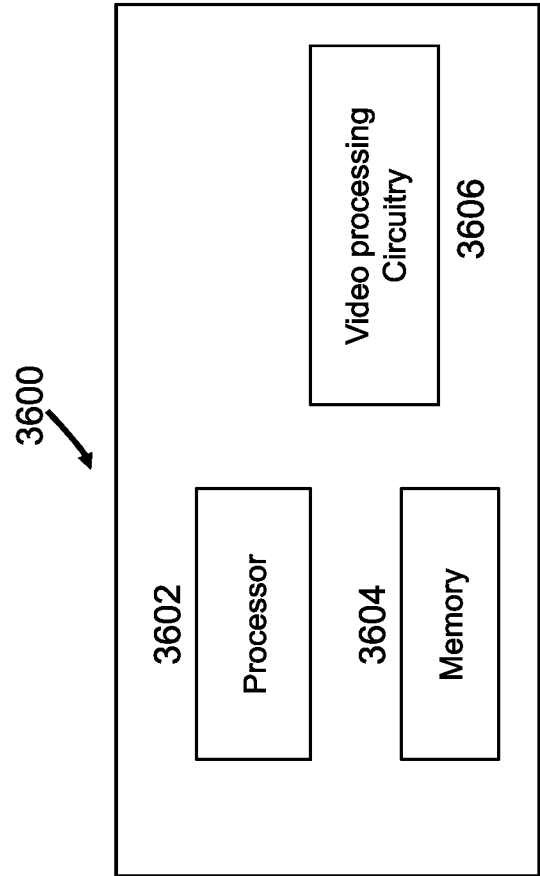
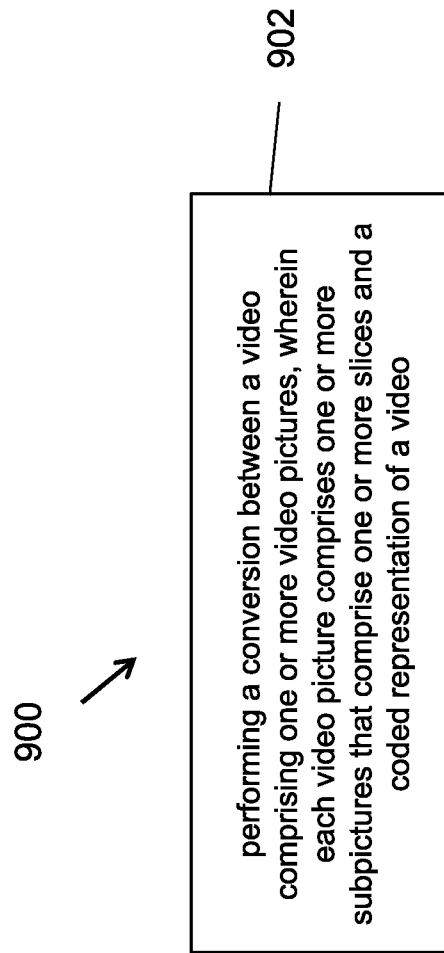


FIG. 8

**FIG. 9**

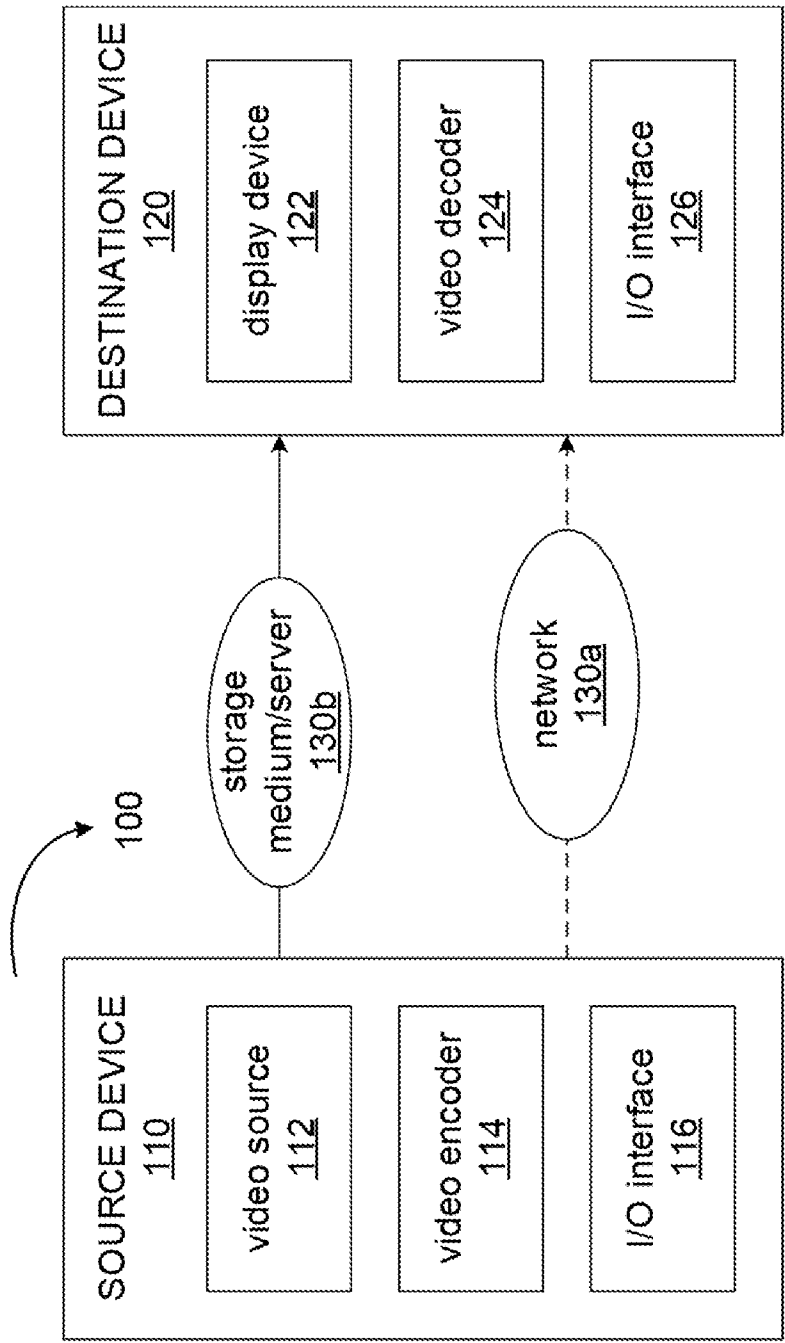


FIG. 10

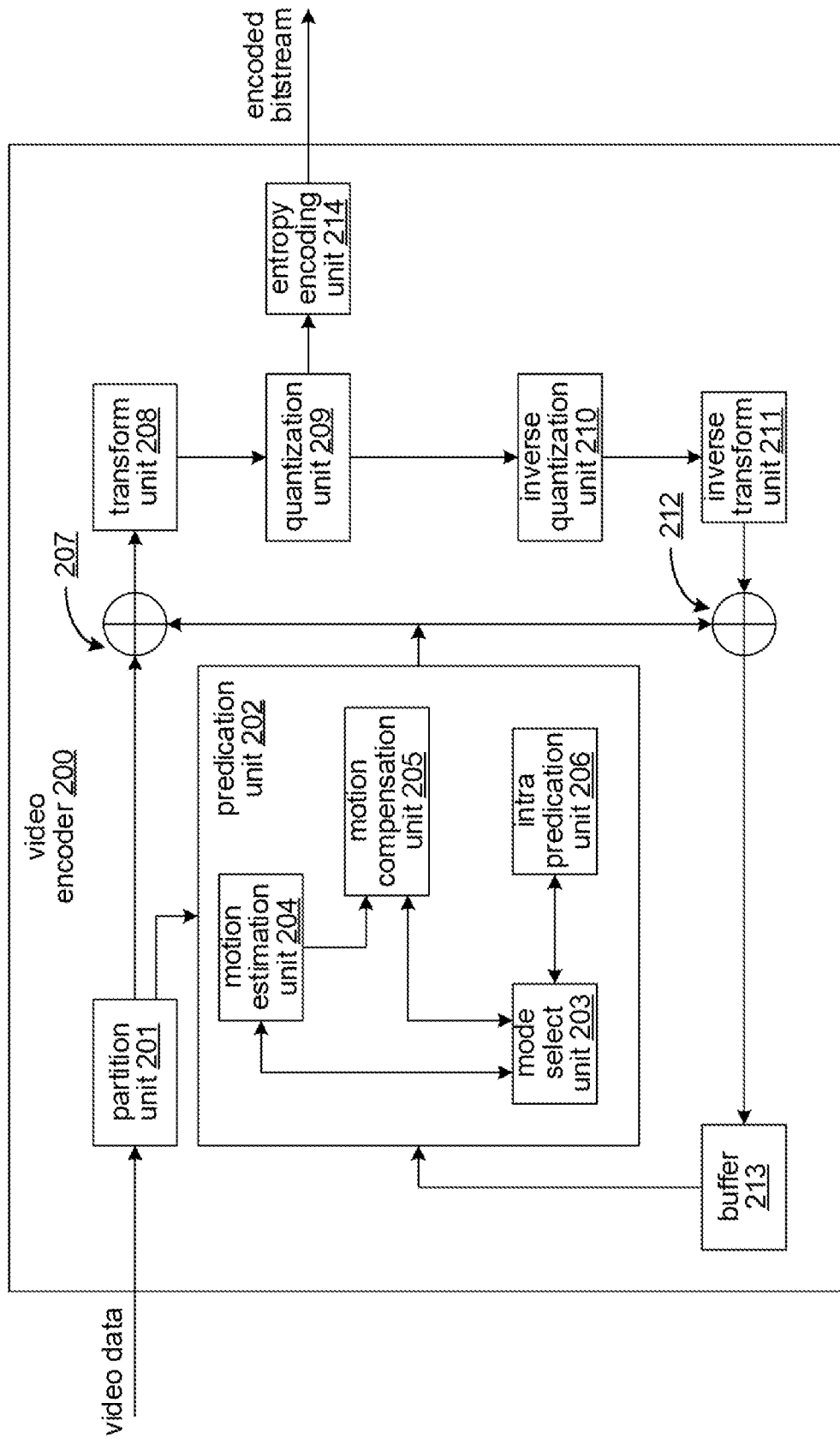


FIG. 11

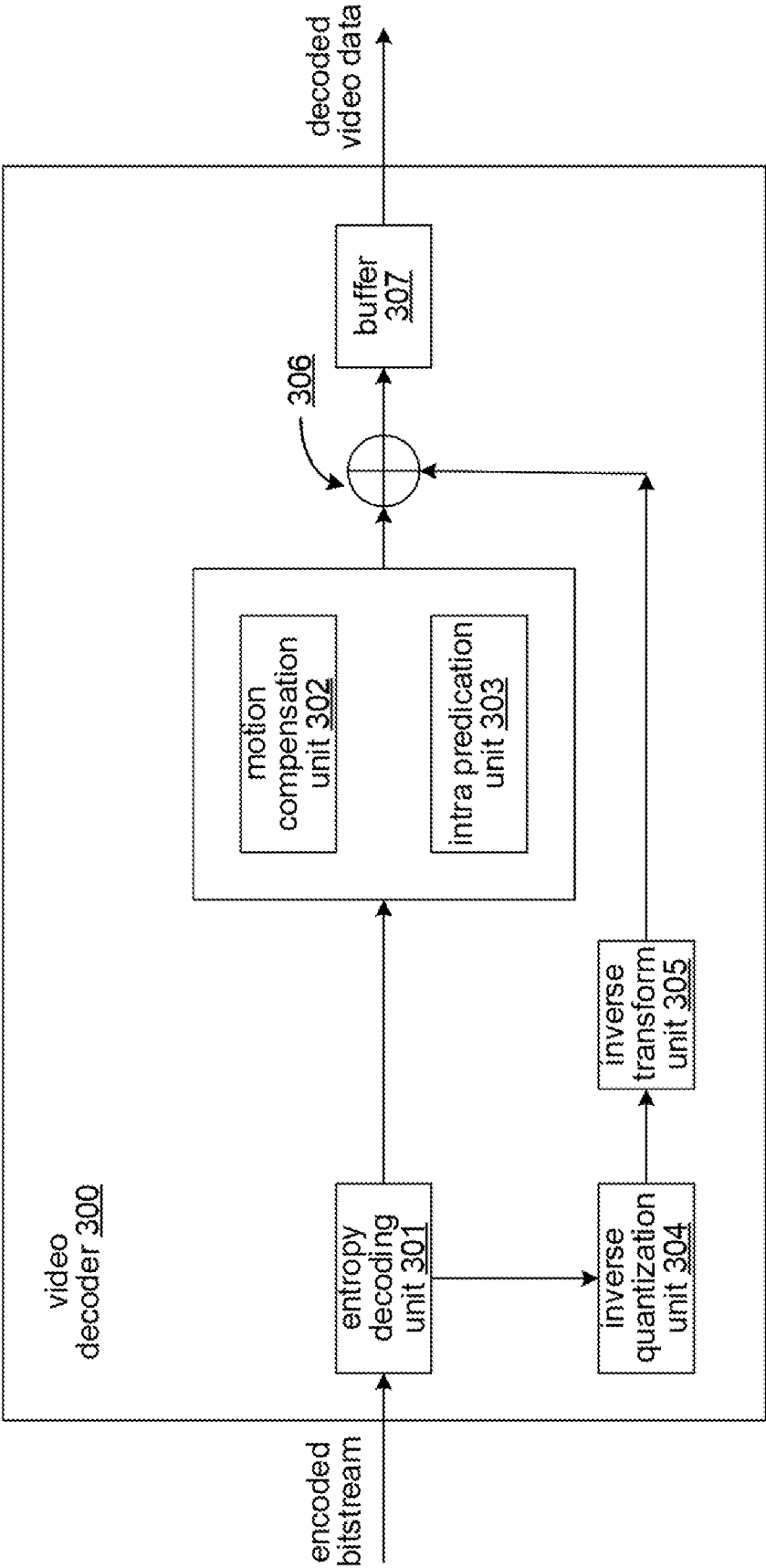


FIG. 12

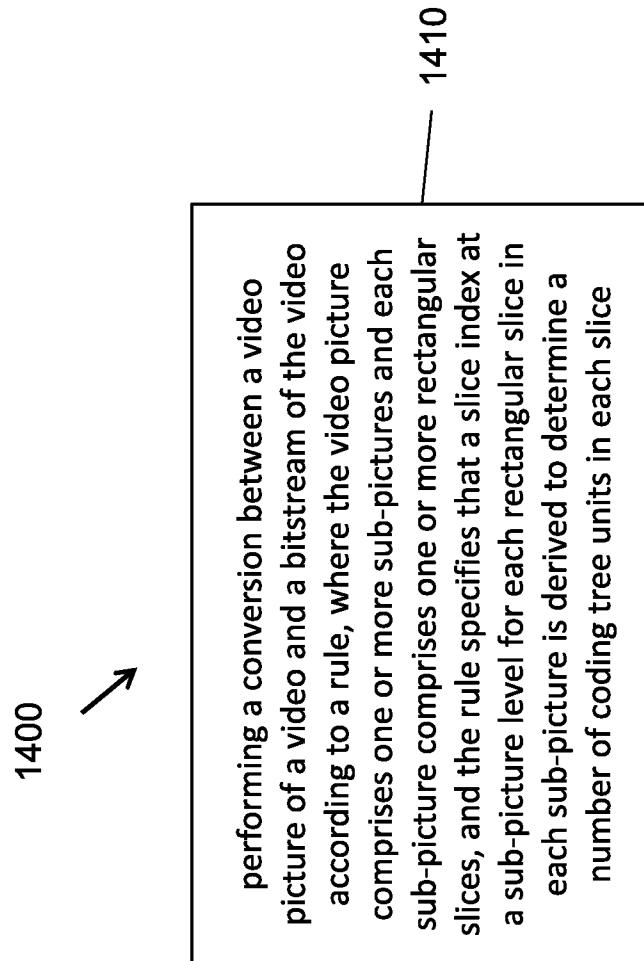
1300



performing a conversion between a video picture of a video and a bitstream of the video according to a rule, where the video picture comprises one or more slices and the rule specifies that a syntax element indicating a difference between tile indices of two rectangular slices is present in the bitstream responsive to at least one condition being satisfied, a first rectangular slice of the two rectangular slices represented as i -th rectangular slice, where i is an integer.

1310

FIG. 13

**FIG. 14**

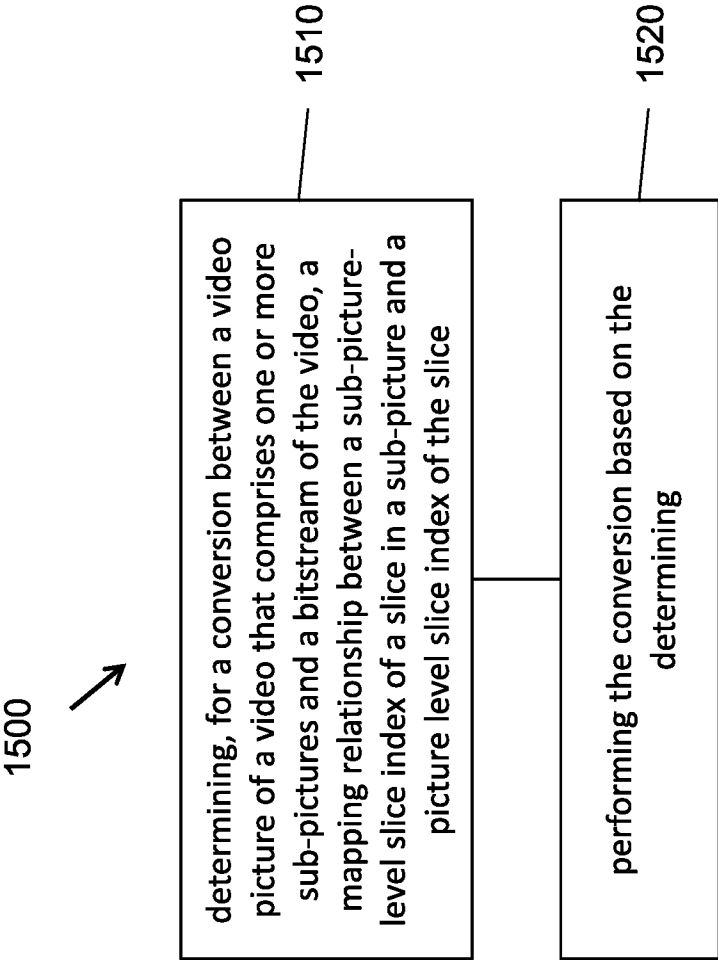
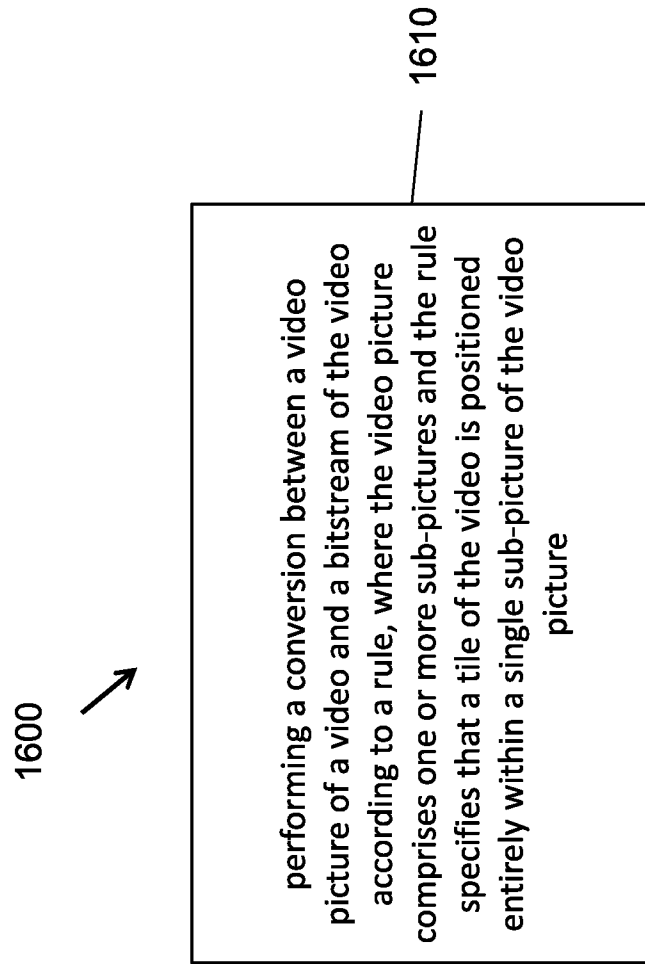
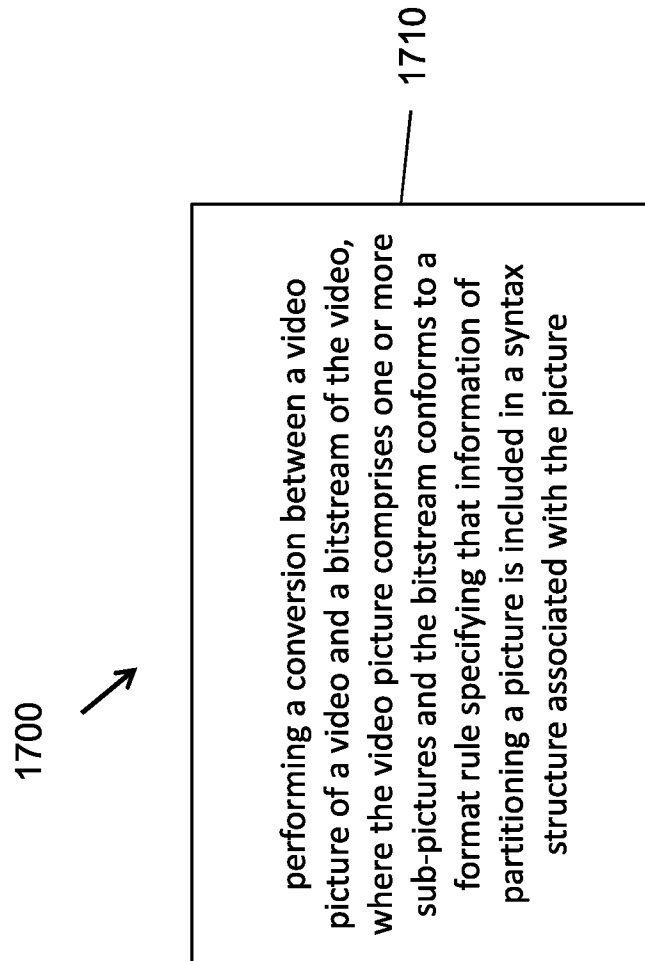


FIG. 15

**FIG. 16**

**FIG. 17**

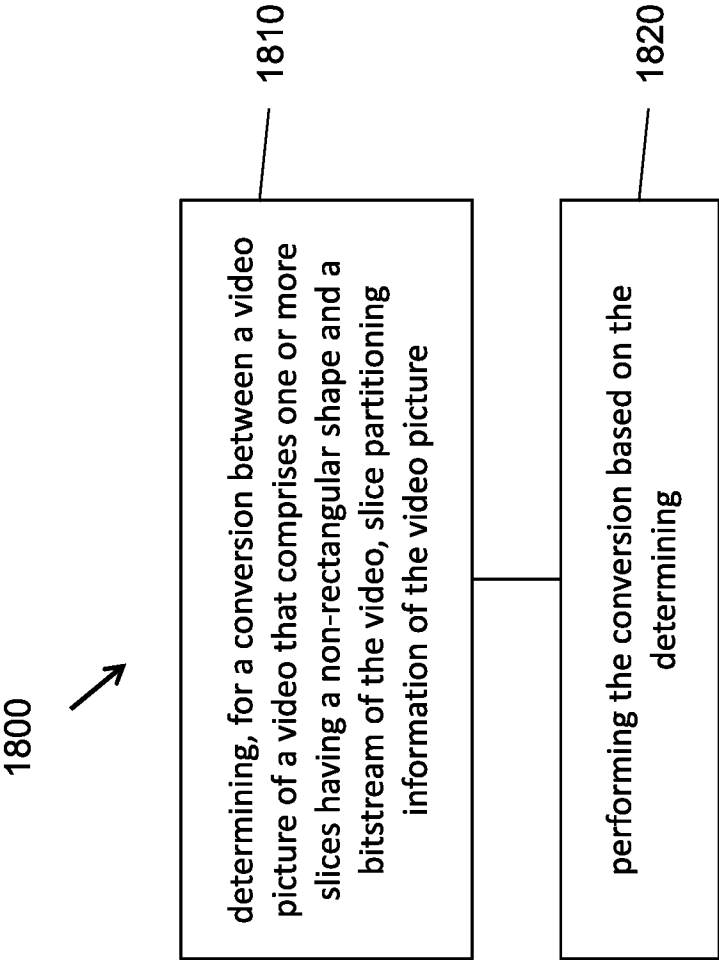
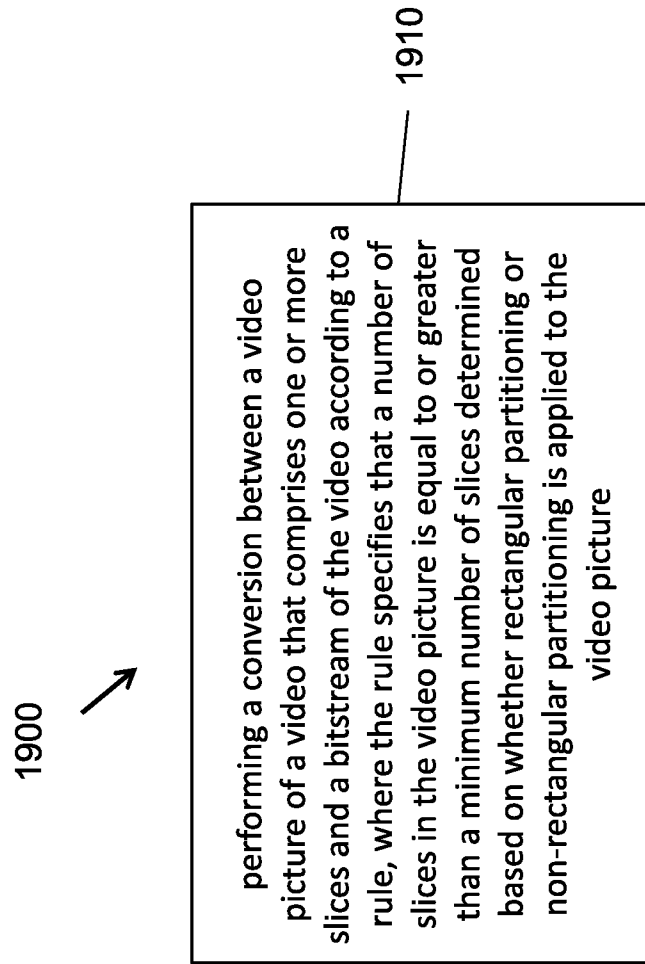
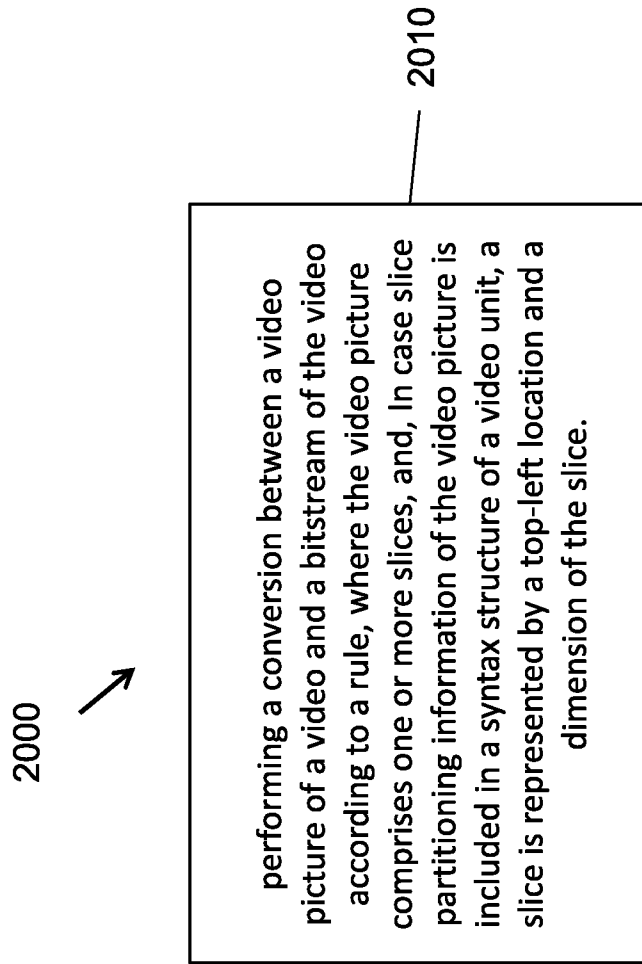
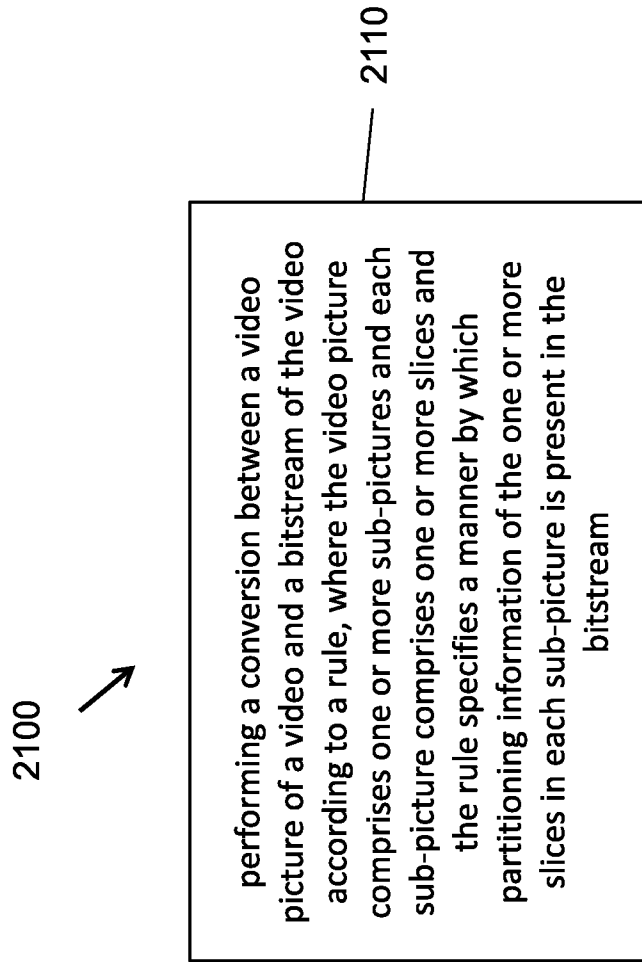
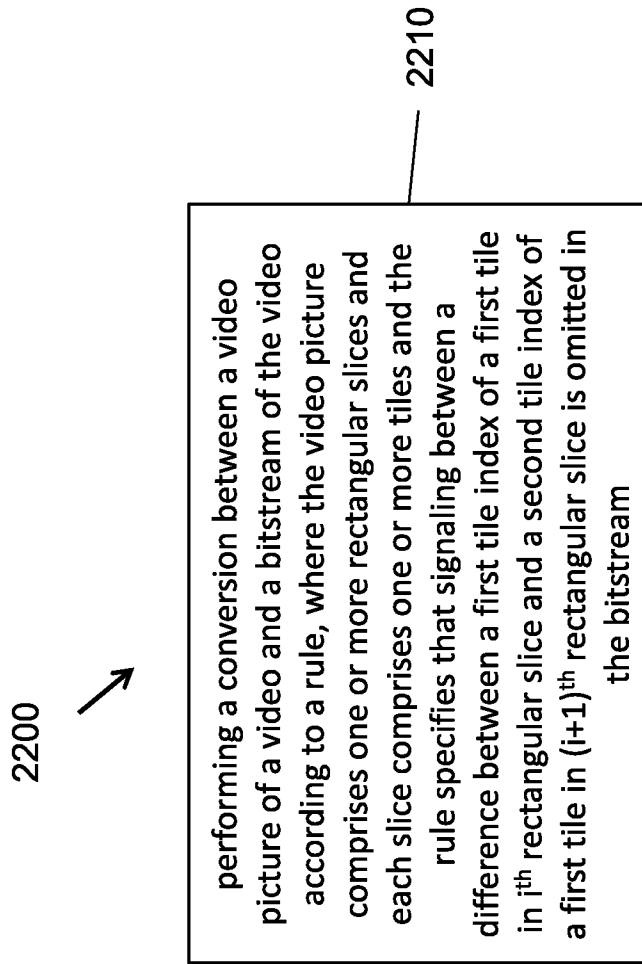


FIG. 18

**FIG. 19**

**FIG. 20**

**FIG. 21**

**FIG. 22**

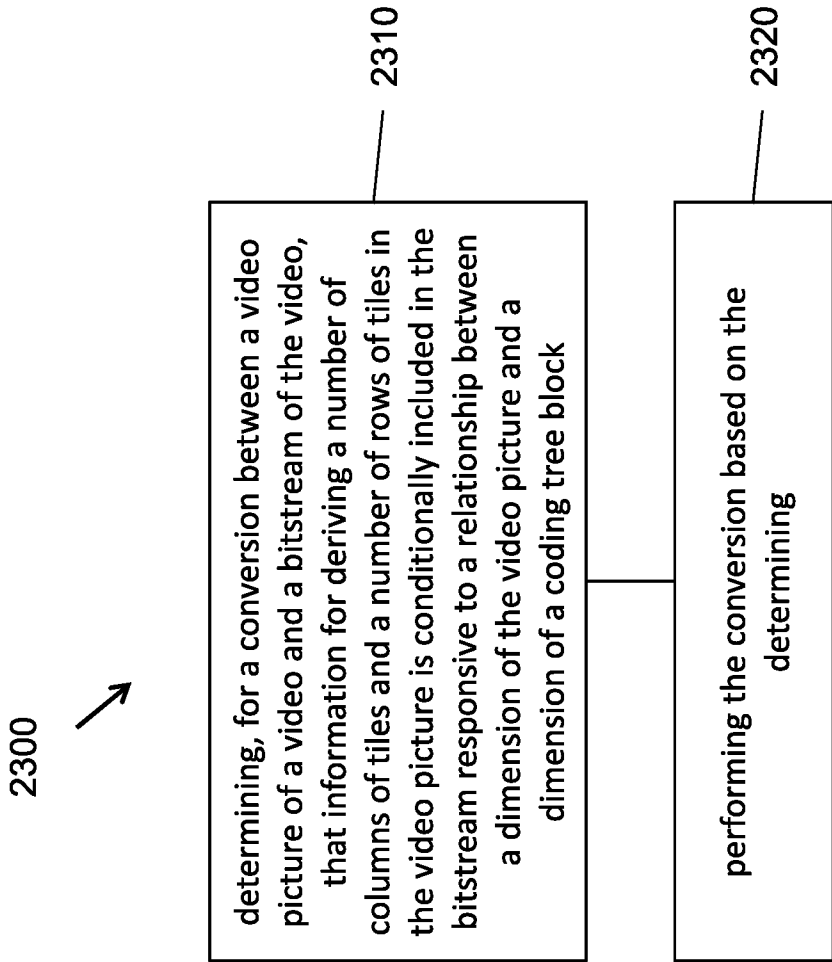


FIG. 23

2400



performing a conversion between a video picture of a video and a bitstream of the video, where the video picture comprises one or more sub-pictures, and the bitstream conforms to a format rule specifying that, in case a variable that specifies a subpicture identifier of a subpicture that includes a slice is present in the bitstream, there is one and only one syntax element that satisfies a condition that a second variable corresponding to the syntax element is equal to the variable

2410

FIG. 24

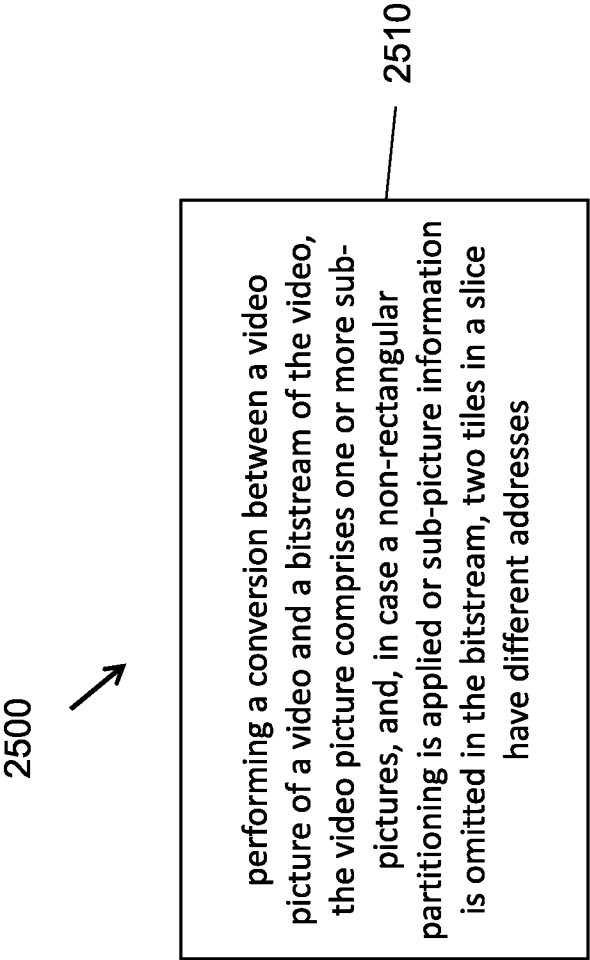


FIG. 25

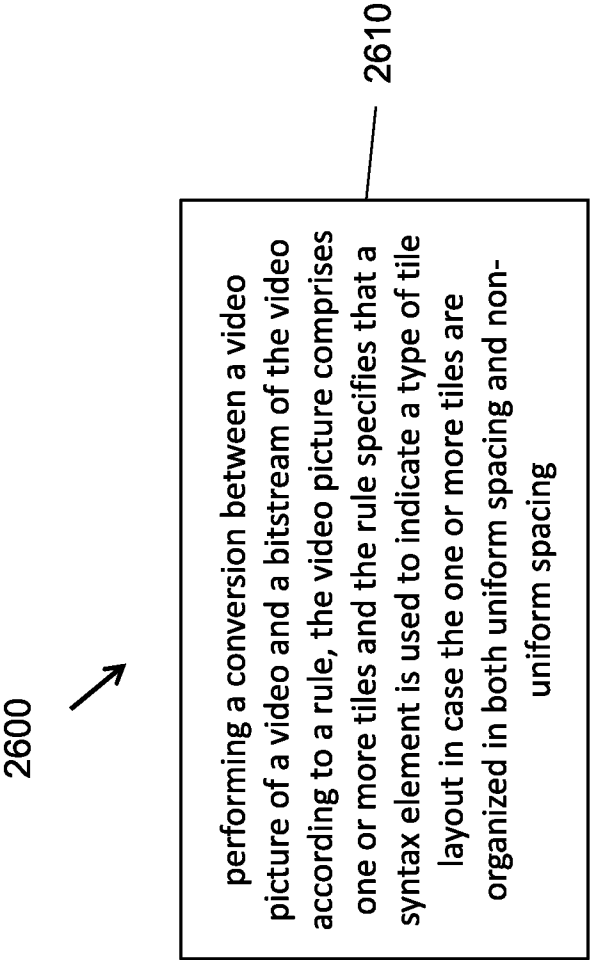
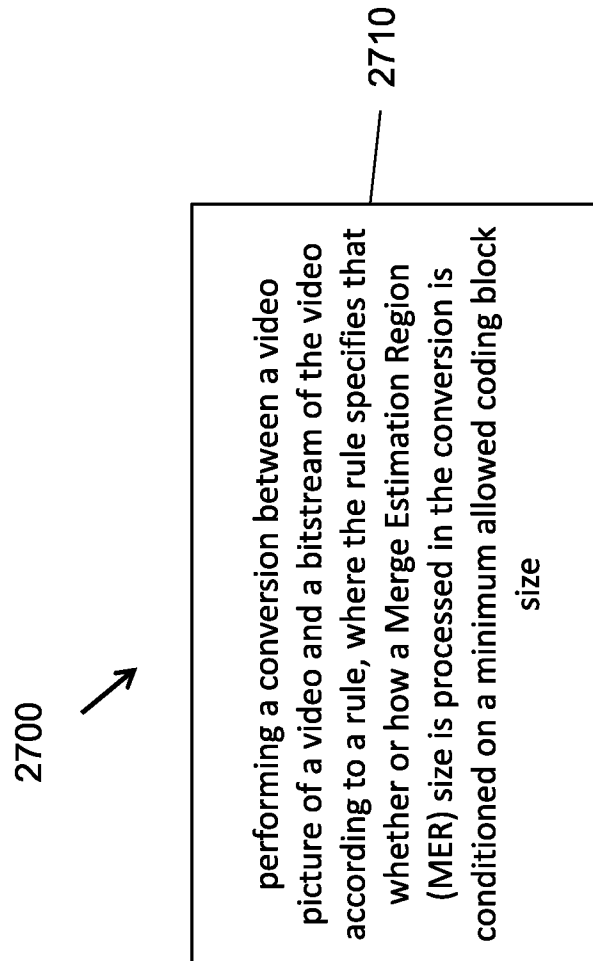
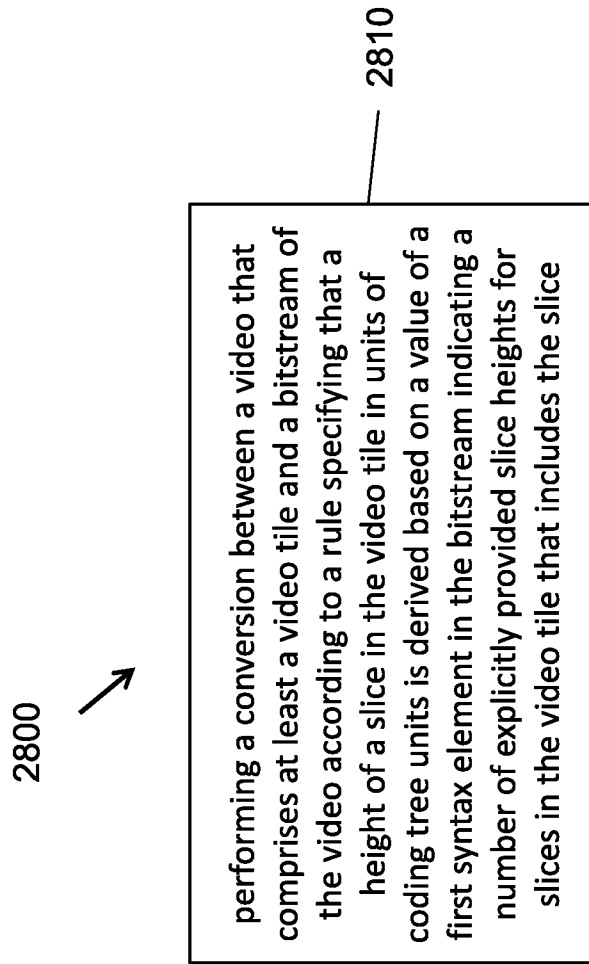


FIG. 26

**FIG. 27**

**FIG. 28**

2900



performing a conversion between a video comprising a video picture comprising a video tile including one or more slices and a bitstream of the video according to a rule specifying that a second slice in a tile that includes a first slice in a picture has a height that is represented in a unit of coding tree units, where the first slice has a first slice index, the second slice has a second slice index that is determined based on the first slice index and a number of explicitly provided slice heights in the video tile, and the height of the second slice is determined based on the first slice index and the second slice index

2910

FIG. 29

3000

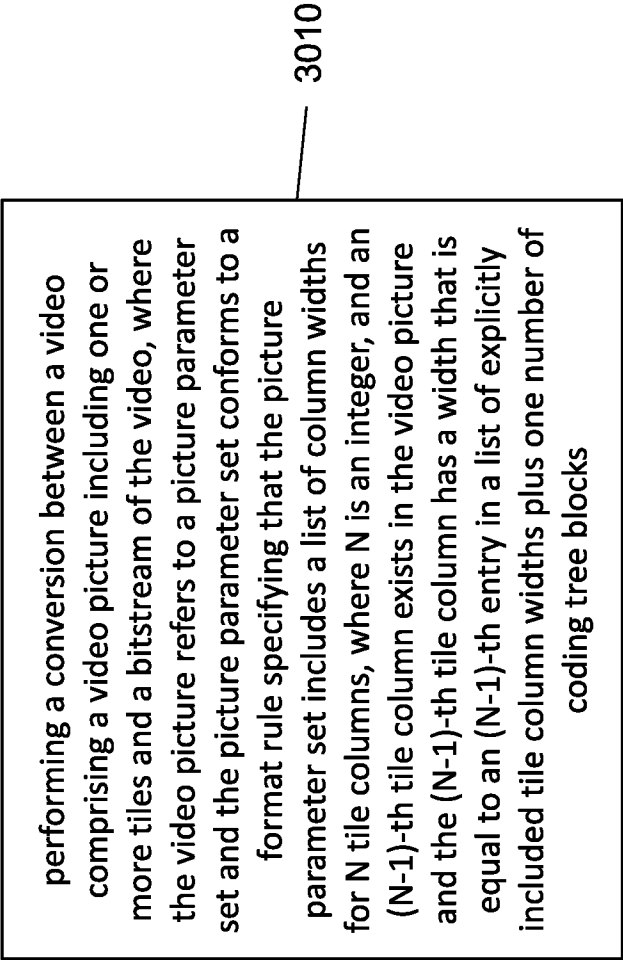


FIG. 30

3100



performing a conversion between a video comprising a video picture including one or more tiles and a bitstream of the video, where the video picture refers to a picture parameter set and the picture parameter set conforms to a format rule specifying that the picture parameter set includes a list of row heights for N tile rows, where N is an integer and an (N-1)-th tile row exists in the video picture and the (N-1)-th tile row has a height that is equal to an (N-1)-th entry in a list of explicitly included tile row heights plus one number of coding tree blocks

3110

FIG. 31