

FIG. 1

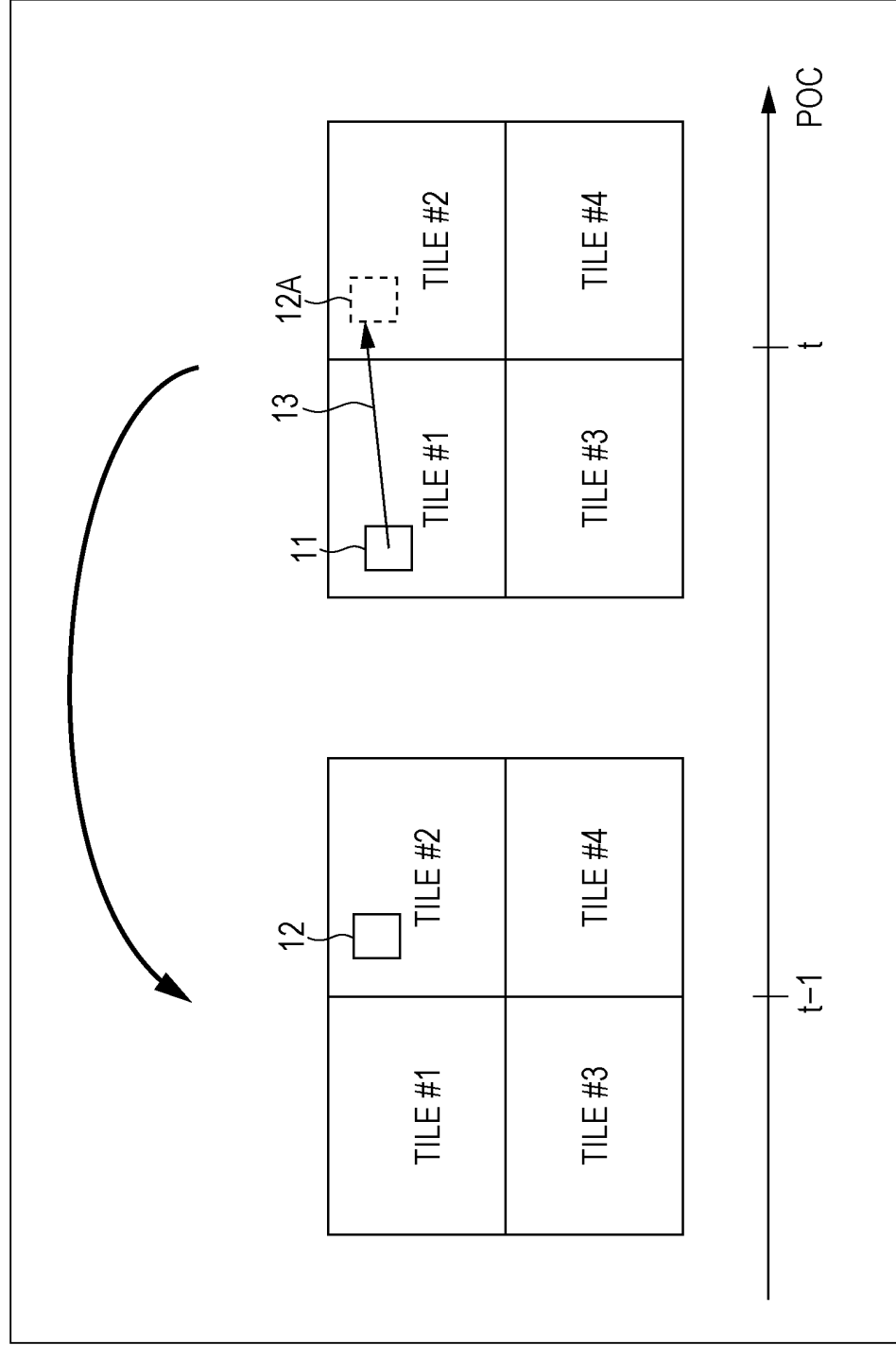


FIG. 2

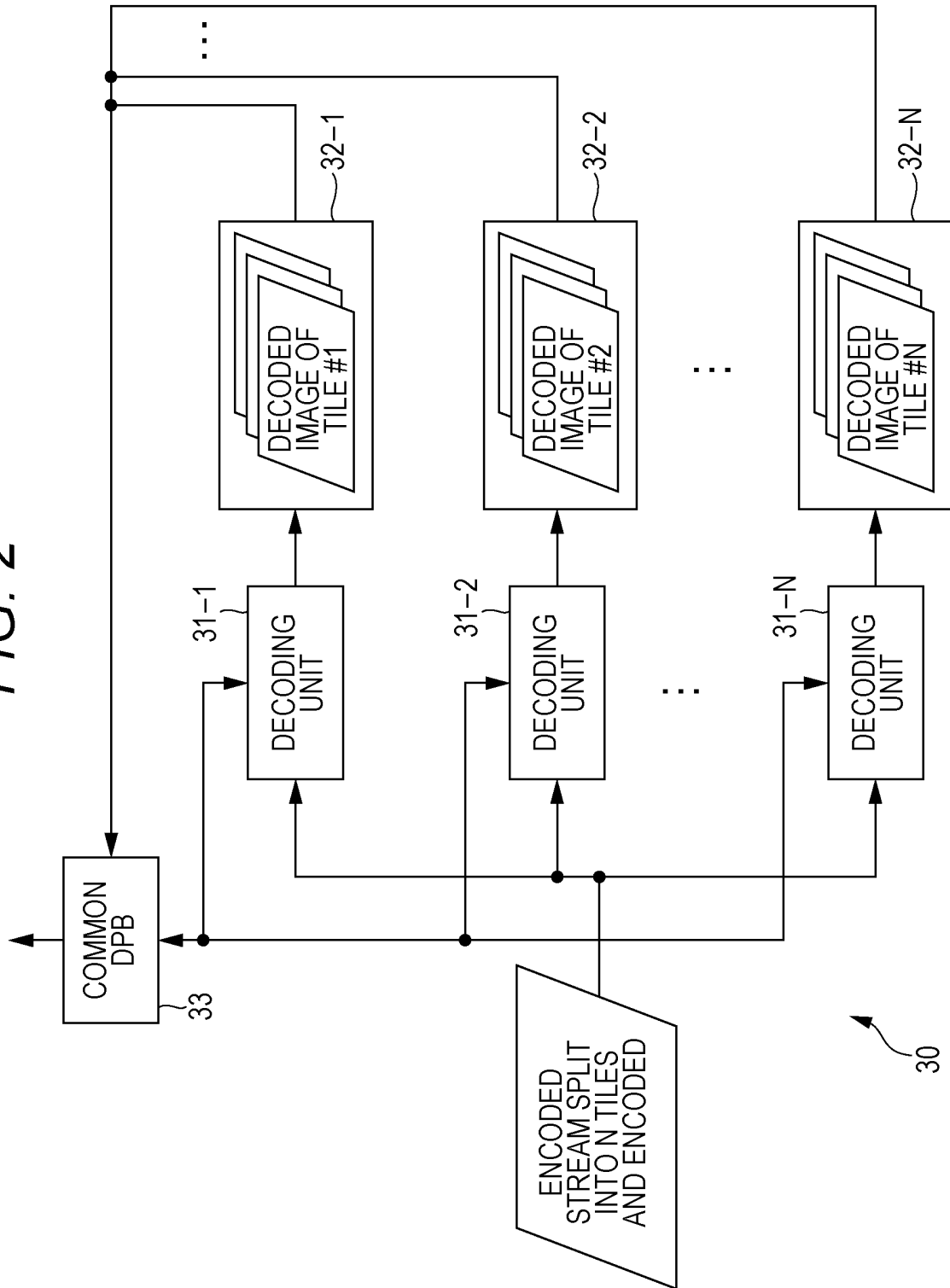


FIG. 3

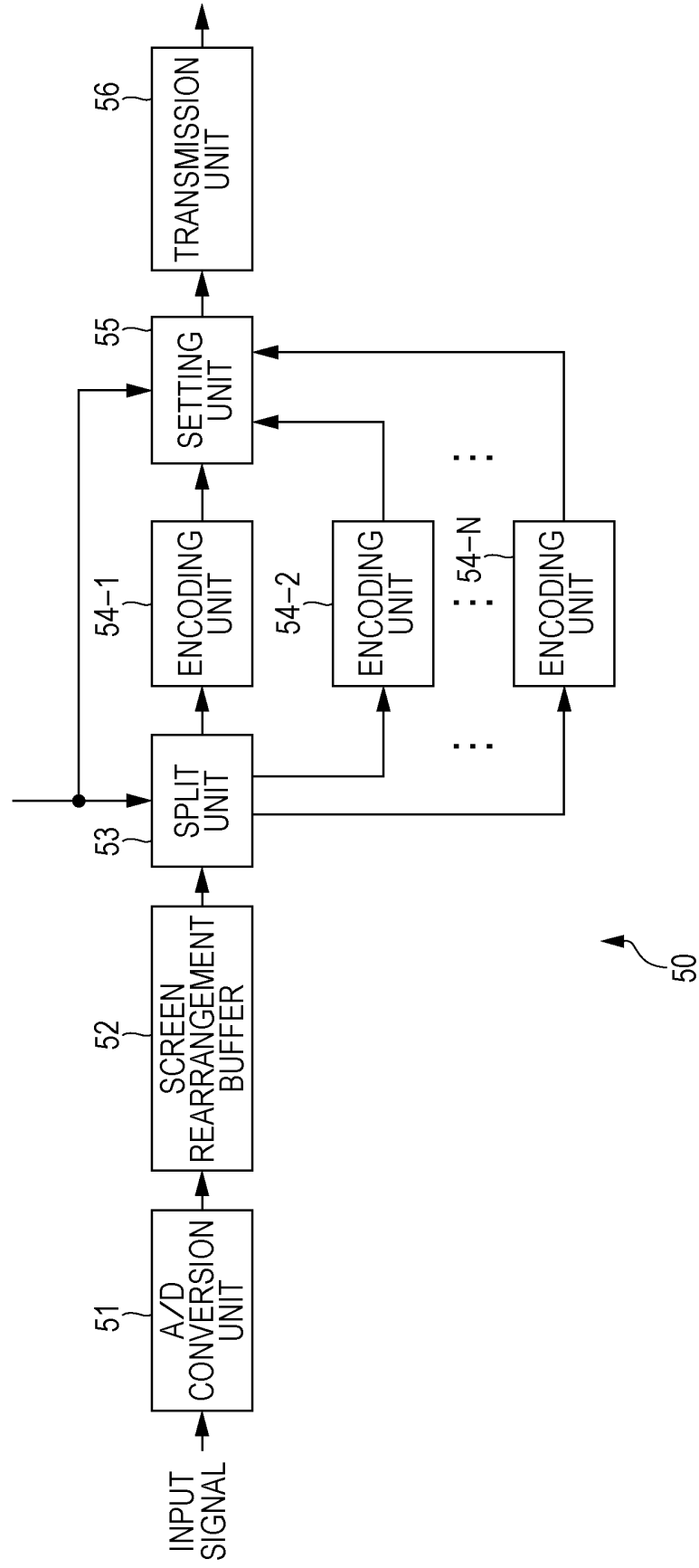


FIG. 4

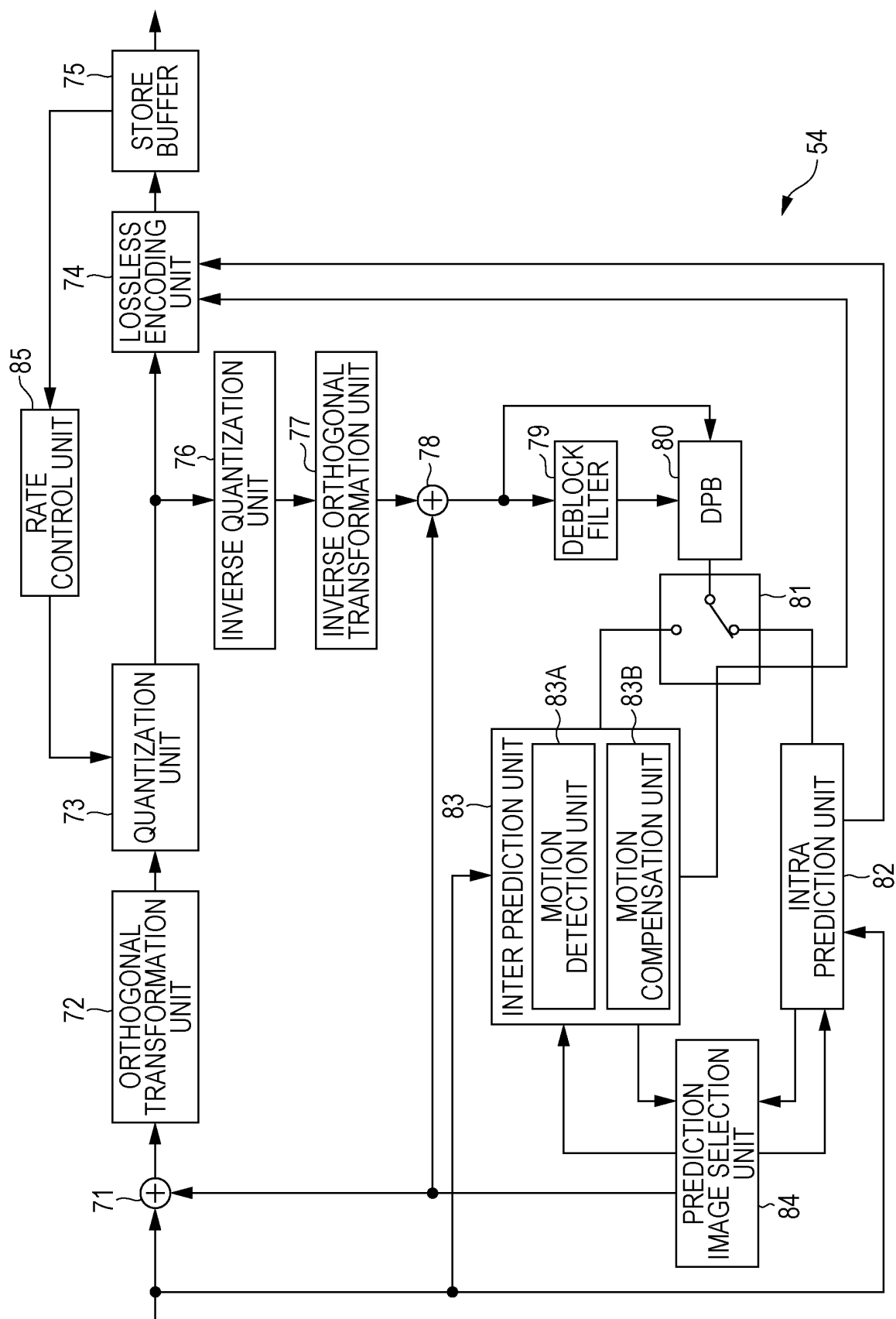


FIG. 5

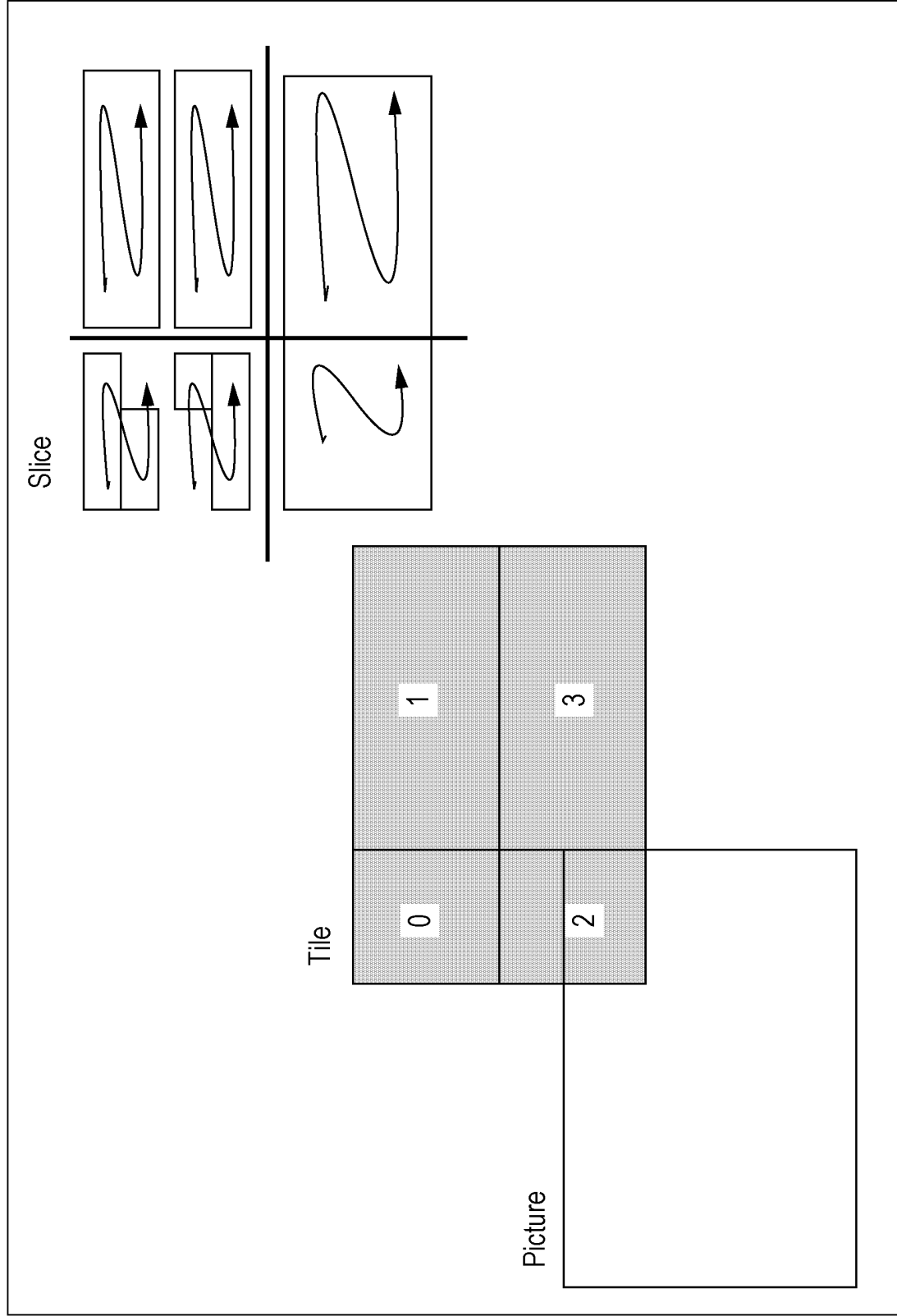


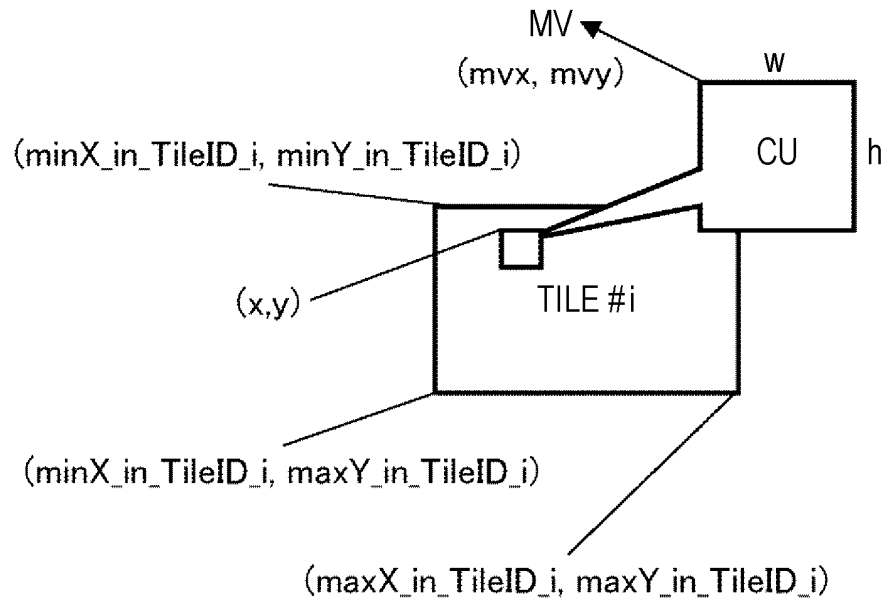
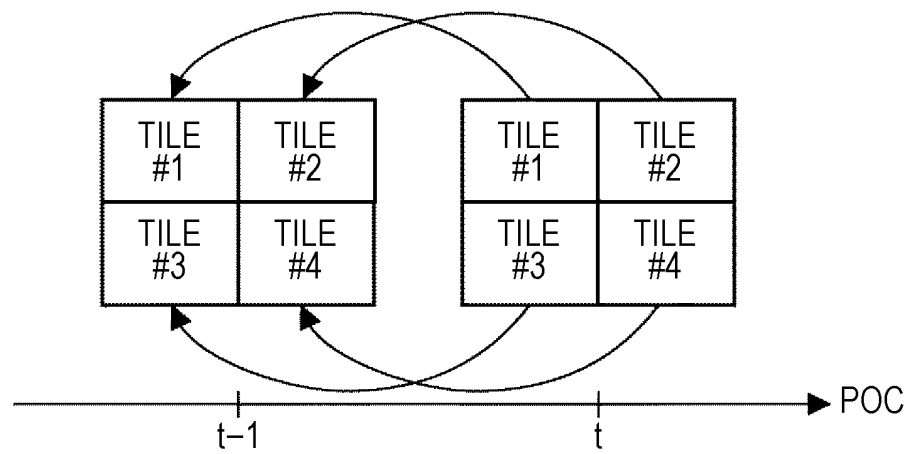
FIG. 6*FIG. 7*

FIG. 8

		Descriptor
1	seq_parameter_set_rbsp() {	
2	profile_idc	u(8)
3	reserved_zero_8bits /* equal to 0 */	u(8)
4	level_idc	u(8)
5	seq_parameter_set_id	ue(v)
6	chroma_format_idc	ue(v)
7	if(chroma_format_idc == 3)	
8	separate_colour_plane_flag	u(1)
9	max_temporal_layers_minus1	u(3)
10	pic_width_in_luma_samples	ue(v)
11	pic_height_in_luma_samples	ue(v)
12	pic_cropping_flag	u(1)
13	if(pic_cropping_flag) {	
14	pic_crop_left_offset	ue(v)
15	pic_crop_right_offset	ue(v)
16	pic_crop_top_offset	ue(v)
17	pic_crop_bottom_offset	ue(v)
18	}	
19	bit_depth_luma_minus8	ue(v)
20	bit_depth_chroma_minus8	ue(v)
21	pcm_enabled_flag	u(1)
22	if(pcm_enabled_flag) {	
23	pcm_bit_depth_luma_minus1	u(4)
24	pcm_bit_depth_chroma_minus1	u(4)
25	}	
26	qpprime_y_zero_transquant_bypass_flag	u(1)
27	log2_max_pic_order_cnt_lsb_minus4	ue(v)
28	for(i = 0; i <= max_temporal_layers_minus1; i++) {	
29	max_dec_pic_buffering[i]	ue(v)
30	num_reorder_pics[i]	ue(v)
31	max_latency_increase[i]	ue(v)
32	}	
33	restricted_ref_pic_lists_flag	<u>u(1)</u>
34	if(restricted_ref_pic_lists_flag)	
35	lists_modification_present_flag	<u>u(1)</u>
36	log2_min_coding_block_size_minus3	ue(v)
37	log2_diff_max_min_coding_block_size	ue(v)
38	log2_min_transform_block_size_minus2	ue(v)
39	log2_diff_max_min_transform_block_size	ue(v)
40	if(pcm_enabled_flag) {	
41	log2_min_pcm_coding_block_size_minus3	ue(v)
42	log2_diff_max_min_pcm_coding_block_size	ue(v)
43	}	
44	max_transform_hierarchy_depth_inter	ue(v)
45	max_transform_hierarchy_depth_intra	ue(v)
46	scaling_list_enable_flag	
47	chroma_pred_from_luma_enabled_flag	u(1)

FIG. 9

1	deblocking_filter_in_aps_enabled_flag	u(1)
2	seq_loop_filter_across_slices_enabled_flag	u(1)
3	asymmetric_motion_partitions_enabled_flag	u(1)
4	non_square_quadtree_enabled_flag	u(1)
5	sample_adaptive_offset_enabled_flag	u(1)
6	adaptive_loop_filter_enabled_flag	u(1)
7	if(adaptive_loop_filter_enabled_flag)	
8	alf_coef_in_slice_flag	u(1)
9	if(pcm_enabled_flag)	
10	pcm_loop_filter_disable_flag	u(1)
11	temporal_id_nesting_flag	u(1)
12	if(log2_min_coding_block_size_minus3 == 0)	
13	inter_4x4_enabled_flag	u(1)
14	num_short_term_ref_pic_sets	ue(v)
15	for(i = 0; i < num_short_term_ref_pic_sets; i++)	
16	short_term_ref_pic_set(i)	
17	long_term_ref_pics_present_flag	u(1)
18	tiles_or_entropy_coding_sync_idc	u(2)
19	if(tiles_or_entropy_coding_sync_idc == 1) {	
20	num_tile_columns_minus1	ue(v)
21	num_tile_rows_minus1	ue(v)
22	uniform_spacing_flag	u(1)
23	if(!uniform_spacing_flag) {	
24	for(i = 0; i < num_tile_columns_minus1; i++)	
25	column_width[i]	ue(v)
26	for(i = 0; i < num_tile_rows_minus1; i++)	
27	row_height[i]	ue(v)
28	}	
29	loop_filter_across_tiles_enabled_flag	u(1)
30	}	
31	vui_parameters_present_flag	u(1)
32	if(vui_parameters_present_flag)	
33	vui_parameters()	
34	sps_extension_flag	u(1)
35	if(sps_extension_flag)	
36	while(more_rbsp_data())	
37	sps_extension_data_flag	u(1)
38	rbsp_trailing_bits()	
39	}	

FIG. 10

1	pic_parameter_set_rbsp() {	Descriptor
2	pic_parameter_set_id	ue(v)
3	seq_parameter_set_id	ue(v)
4	sign_data_hiding_flag	u(1)
5	if(sign_data_hiding_flag)	
6	sign_hiding_threshold	u(4)
7	cabac_init_present_flag	u(1)
8	num_ref_idx_l0_default_active_minus1	ue(v)
9	num_ref_idx_l1_default_active_minus1	ue(v)
10	pic_init_qp_minus26	se(v)
11	constrained_intra_pred_flag	u(1)
12	enable_temporal_mvp_flag	u(1)
13	slice_granularity	u(2)
14	max_cu_qp_delta_depth	ue(v)
15	cb_qp_offset	se(v)
16	cr_qp_offset	se(v)
17	weighted_pred_flag	u(1)
18	weighted_bipred_idc	u(2)
19	output_flag_present_flag	u(1)
20	if(tiles_or_entropy_coding_sync_idc == 1) {	
21	tile_info_present_flag	u(1)
22	tile_control_present_flag	u(1)
23	if(tile_info_present_flag) {	
24	num_tile_columns_minus1	ue(v)
25	num_tile_rows_minus1	ue(v)
26	uniform_spacing_flag	u(1)
27	if(!uniform_spacing_flag) {	
28	for(i = 0; i < num_tile_columns_minus1; i++)	
29	column_width[i]	ue(v)
30	for(i = 0; i < num_tile_rows_minus1; i++)	
31	row_height[i]	ue(v)
32	}	
33	}	
34	if(tile_control_present_flag)	
35	loop_filter_across_tiles_enabled_flag	u(1)
36	} else if(tiles_or_entropy_coding_sync_idc == 2)	
37	num_substreams_minus1	ue(v)
38	deblocking_filter_control_present_flag	u(1)
39	if(slice_type == P slice_type == B)	
40	log2_parallel_merge_level_minus2	ue(v)
41	pps_extension_flag	u(1)
42	if(pps_extension_flag)	
43	while(more_rbsp_data())	
44	pps_extension_data_flag	u(1)
45	rbsp_trailing_bits()	
46	}	

FIG. 11

1	bitstream_restriction_flag	u(1)
2	if(bitstream_restriction_flag) {	
3	motion_vectors_over_pic_boundaries_flag	u(1)
4	tileSplittable_flag	u(1)
5	max_bytes_per_pic_denom	ue(v)
6	max_bits_per_min_cu_denom	ue(v)
7	log2_max_mv_length_horizontal	ue(v)
8	log2_max_mv_length_vertical	ue(v)
9	}	
10	}	

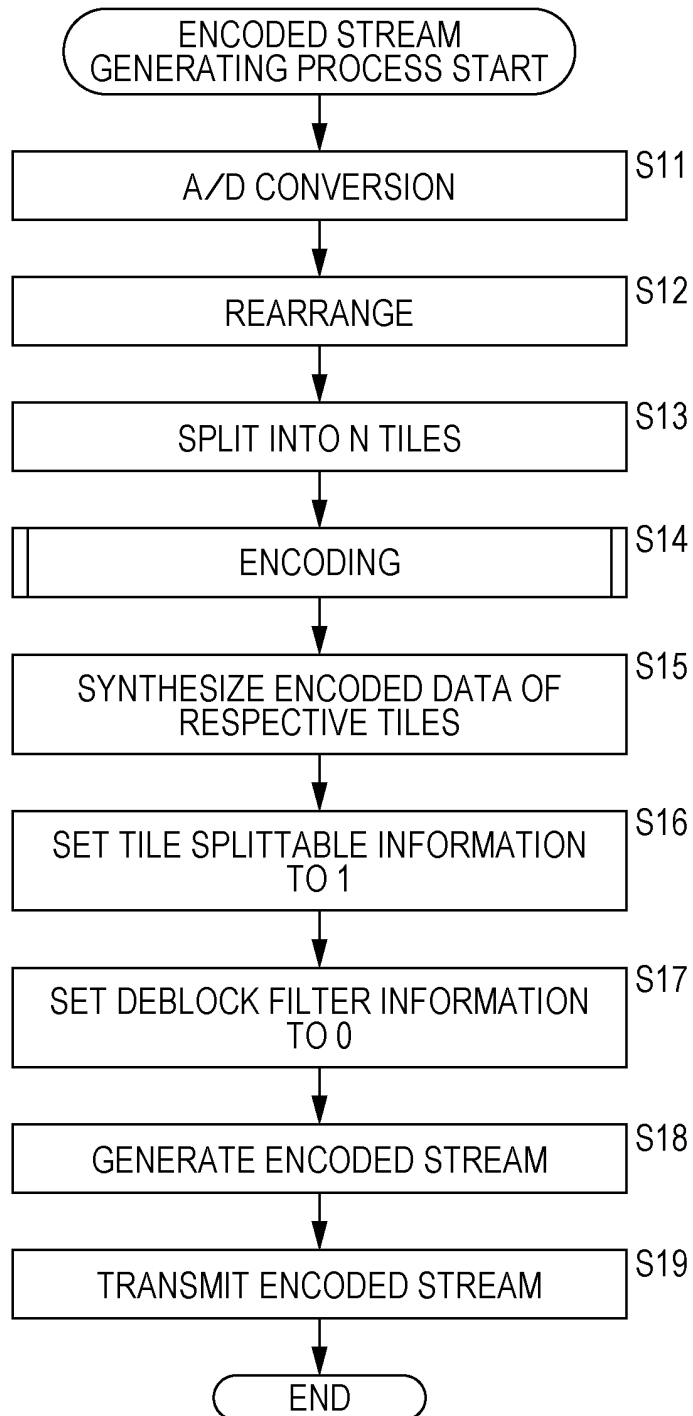
FIG. 12

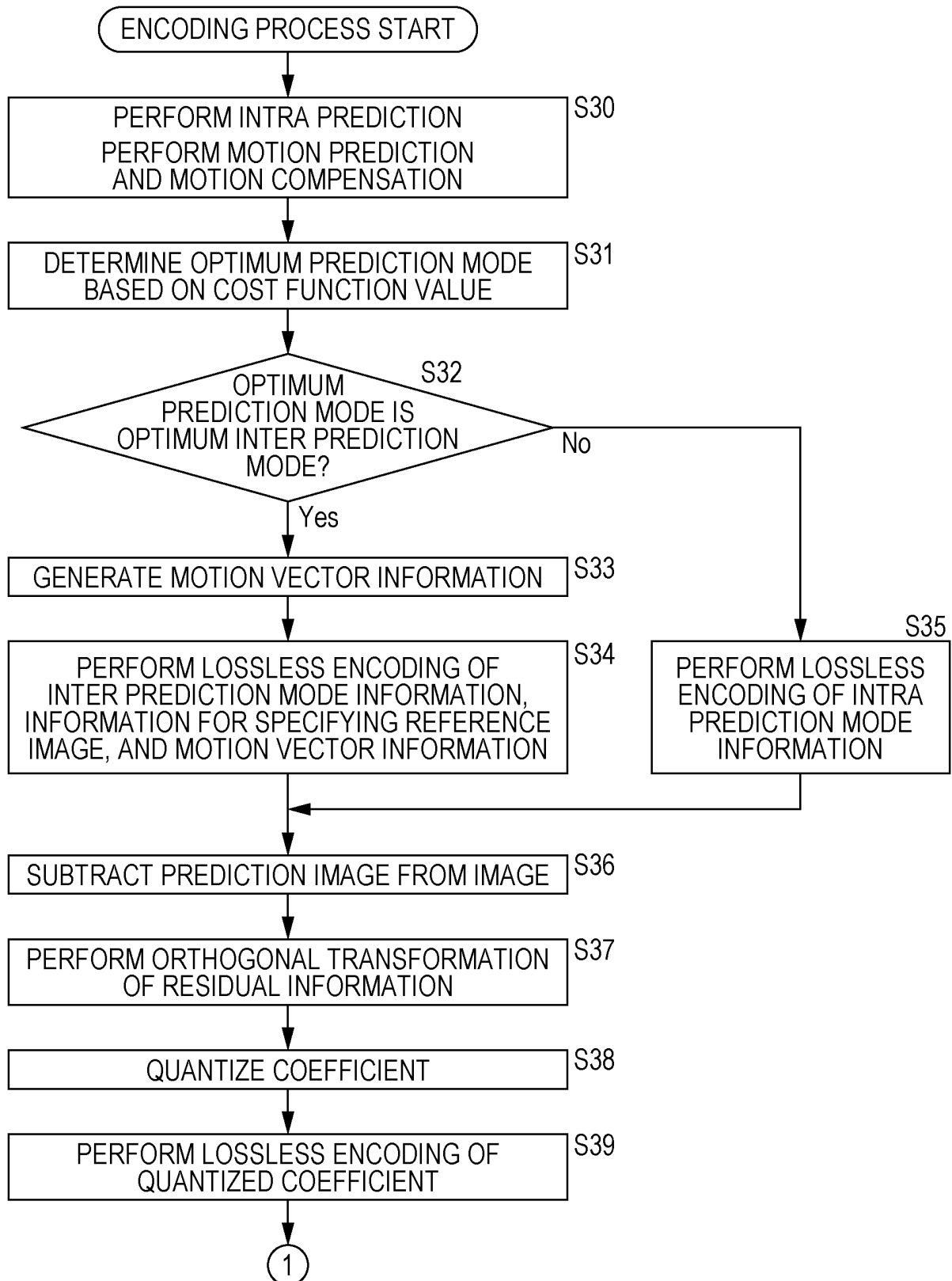
FIG. 13

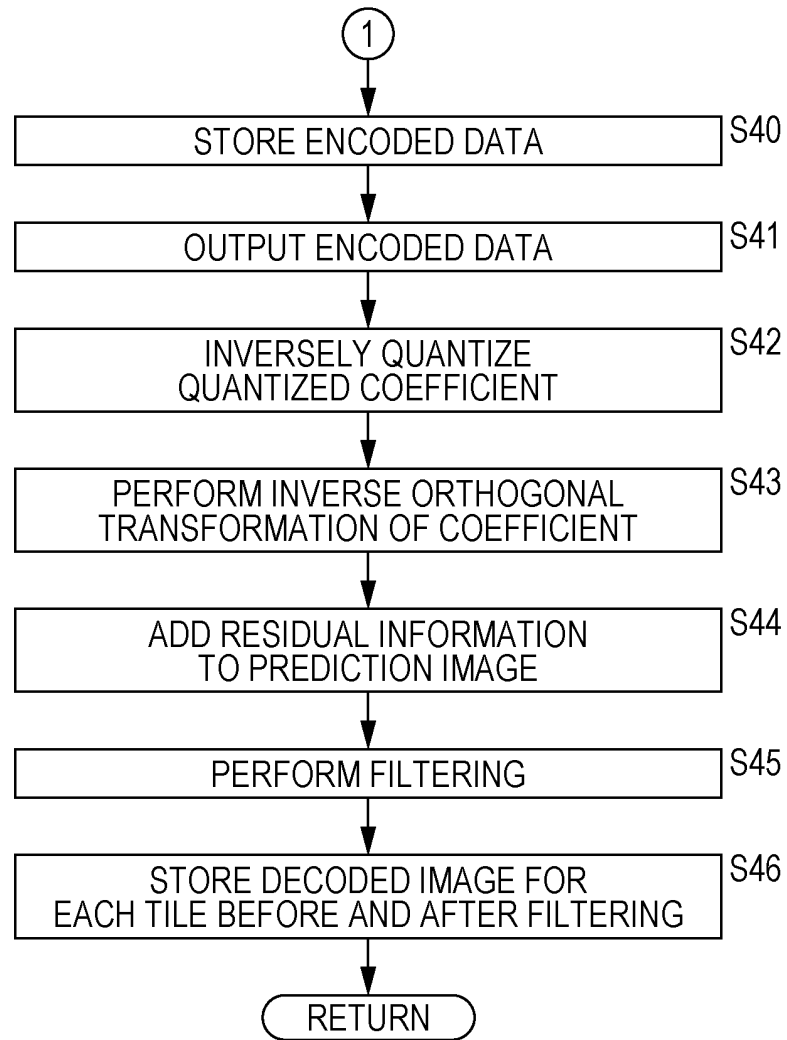
FIG. 14

FIG. 15

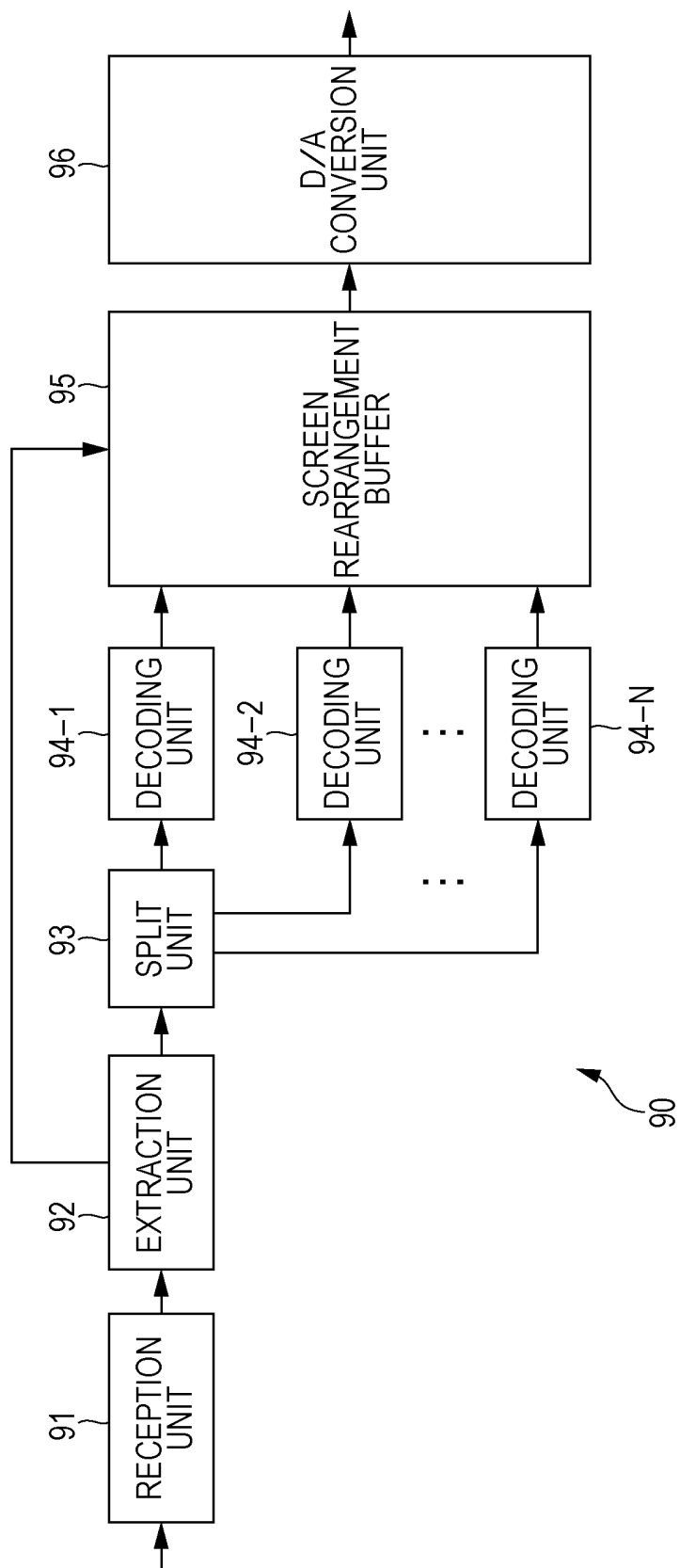


FIG. 16

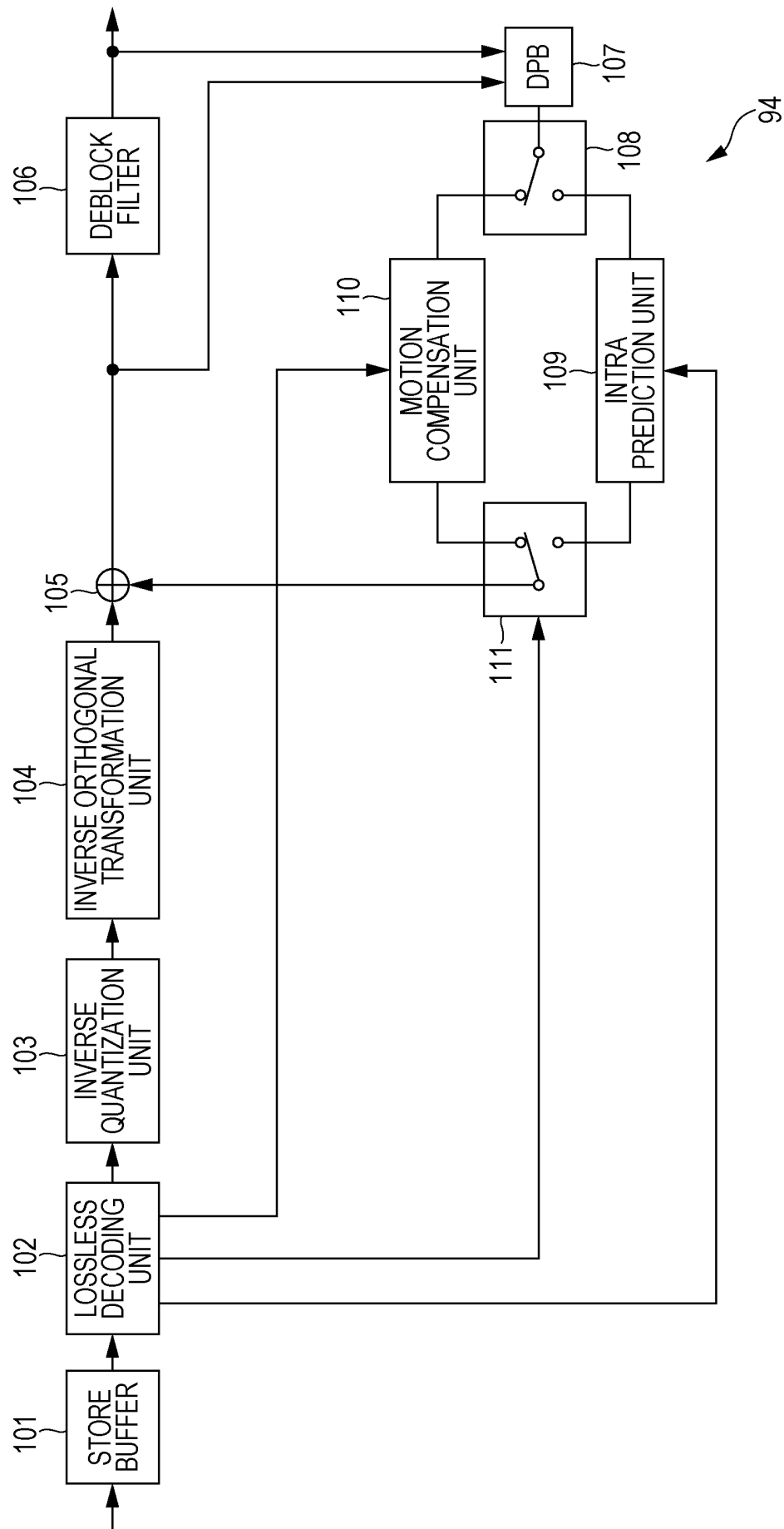


FIG. 17

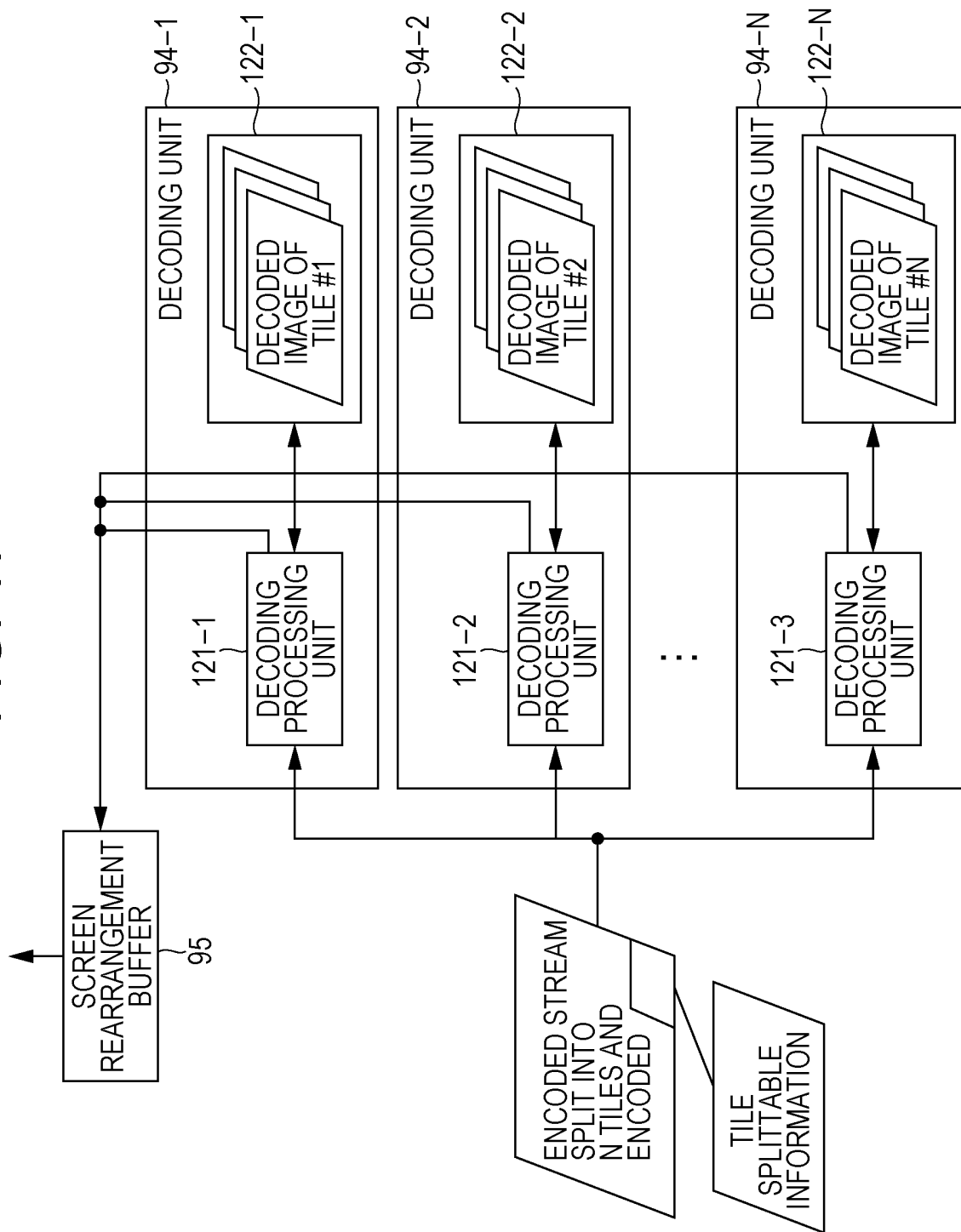


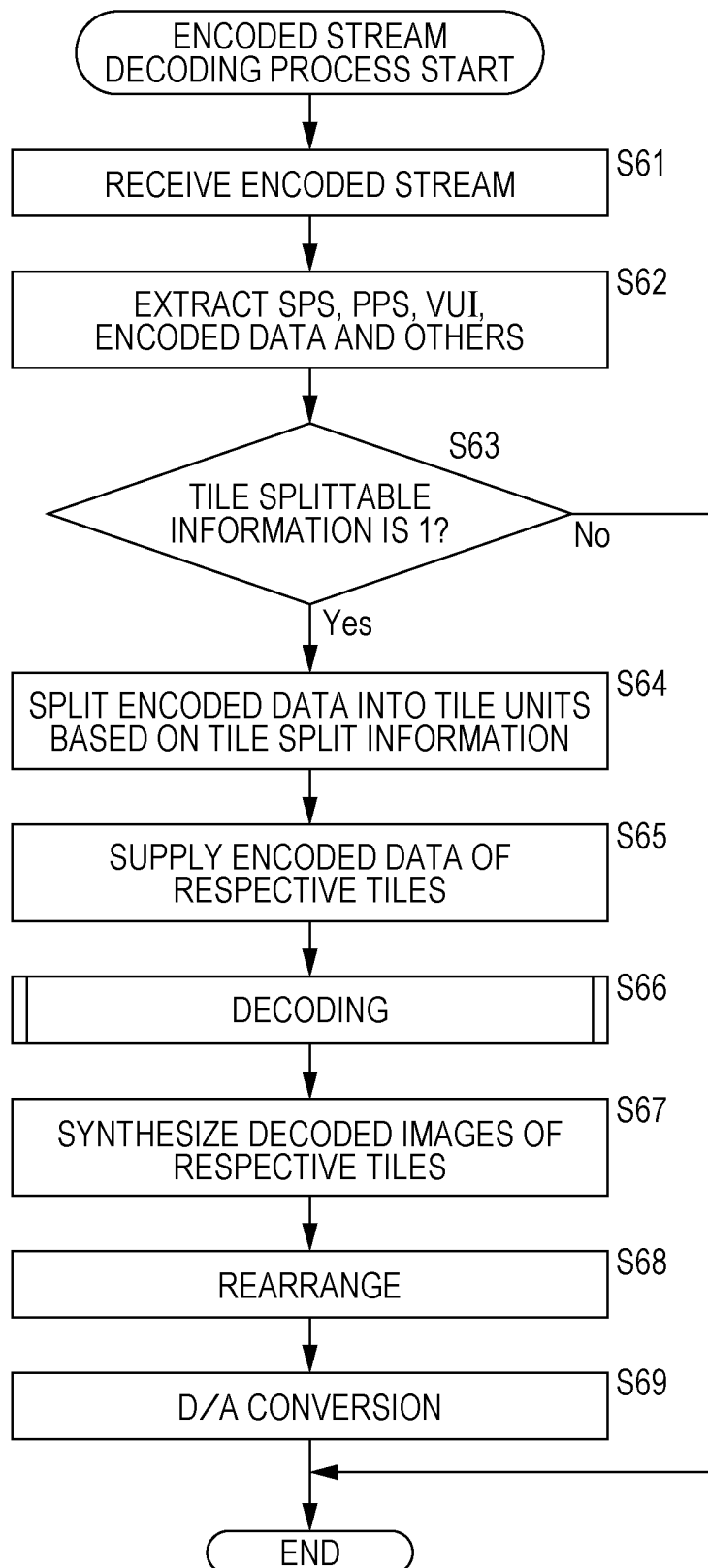
FIG. 18

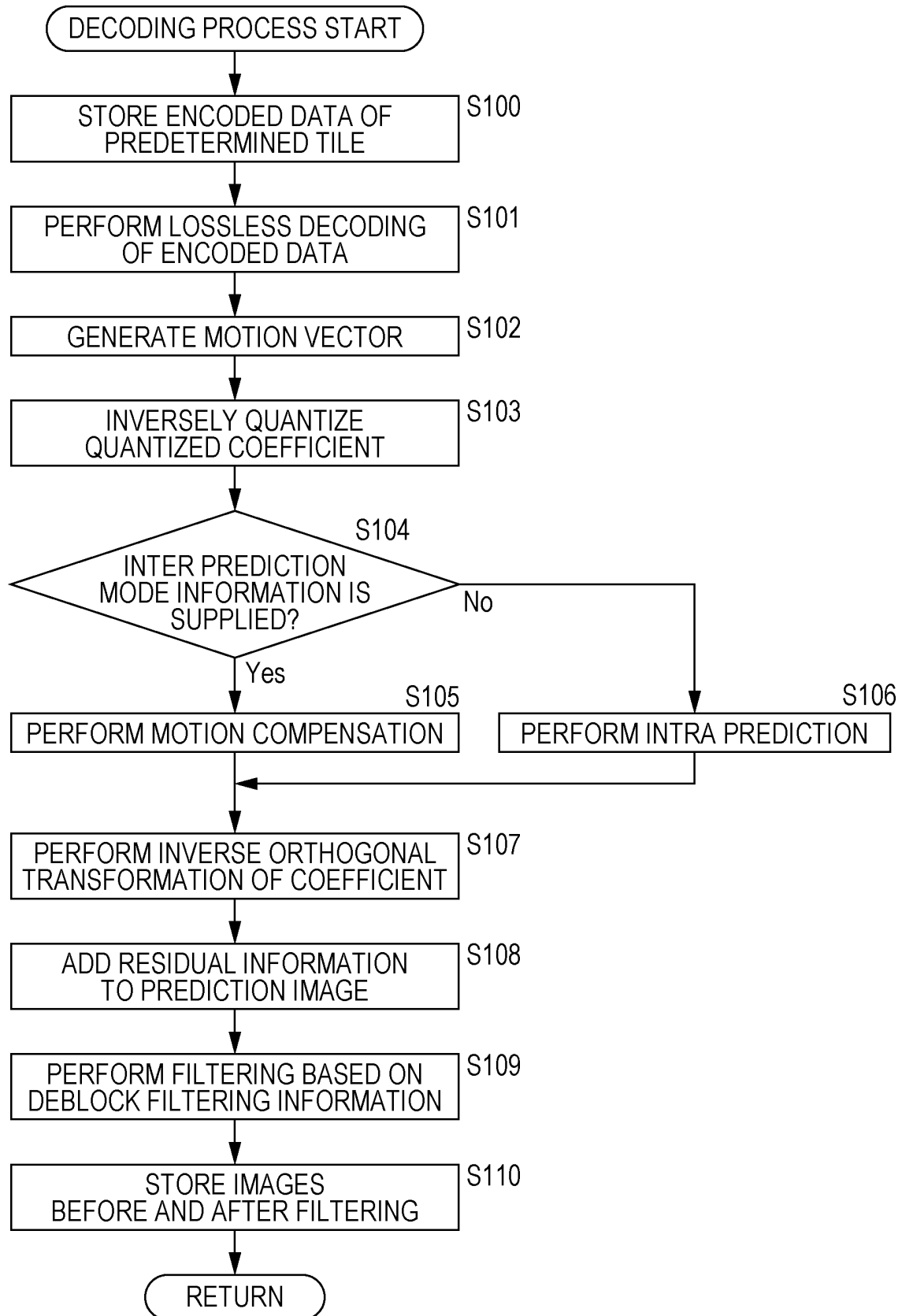
FIG. 19

FIG. 20

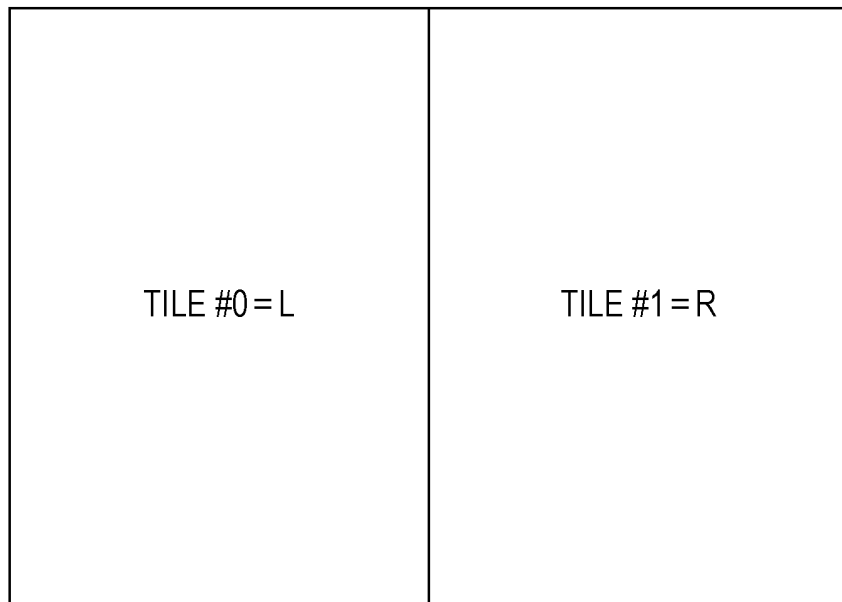


FIG. 21

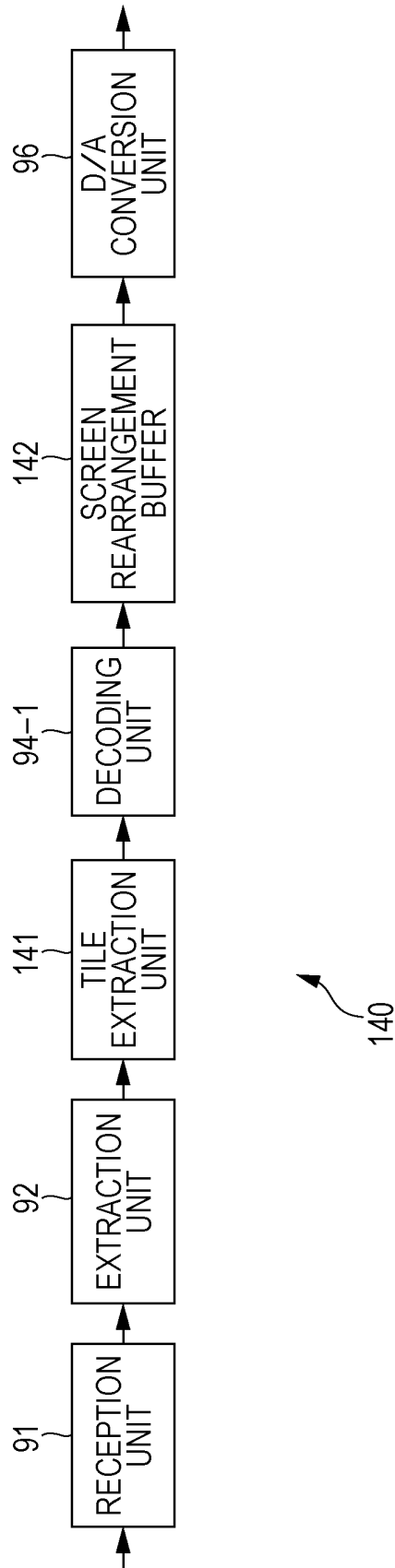


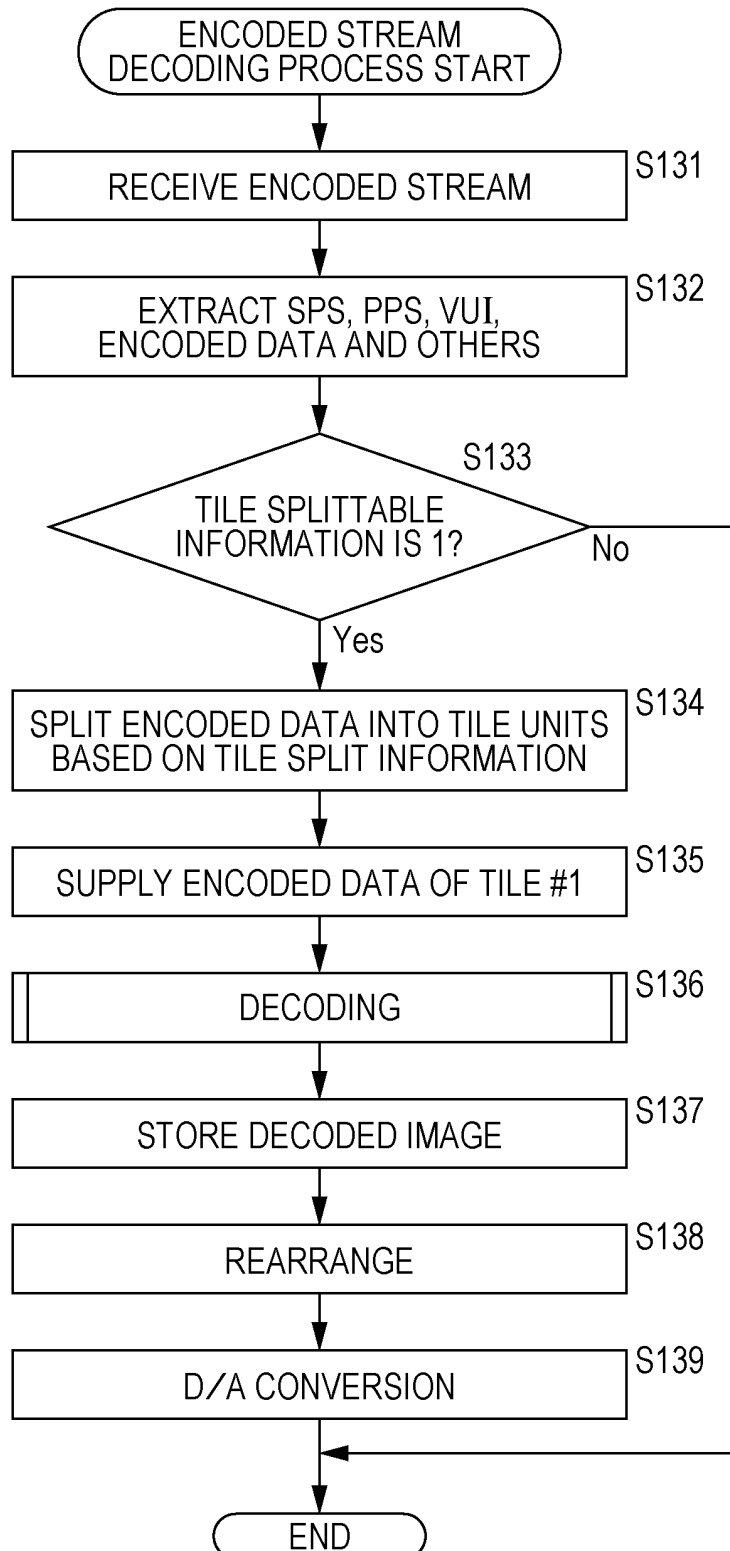
FIG. 22

FIG. 23

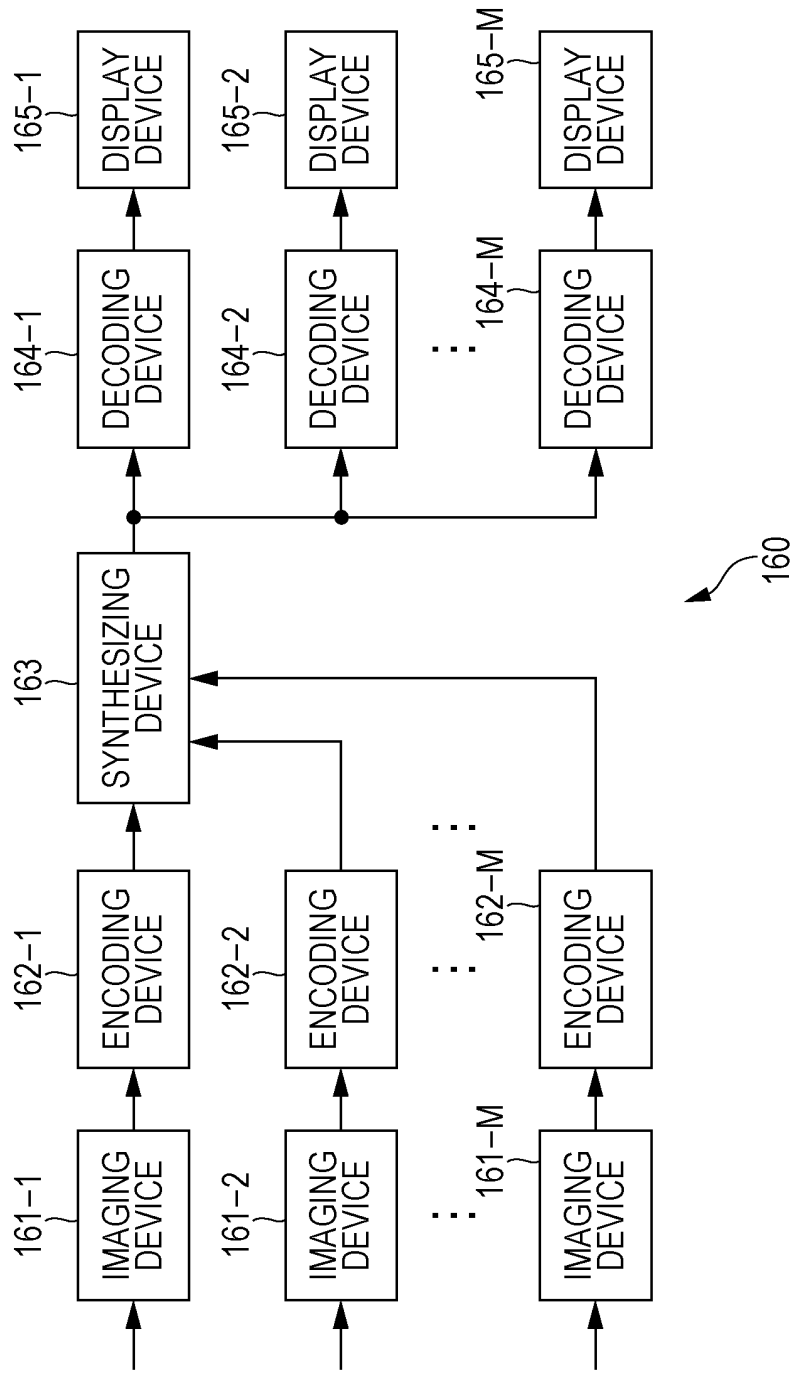


FIG. 24

1	bitstream_restriction_flag	u(1)
2	if(bitstream_restriction_flag) {	
3	motion_vectors_over_pic_boundaries_flag	u(1)
4	if(tiles_or_entropy_coding_sync_idc == 1)	
5	for(j = 0, tileId = 0; j <= num_tile_columns_minus1; j++)	
6	for(i = 0; i <= num_tile_rows_minus1; i++, tileId++)	
7	tileSplittableFlag	u(1)
8	max_bytes_per_pic_denom	ue(v)
9	max_bits_per_min_cu_denom	ue(v)
10	log2_max_mv_length_horizontal	ue(v)
11	log2_max_mv_length_vertical	ue(v)
12	}	
13	}	

FIG. 25

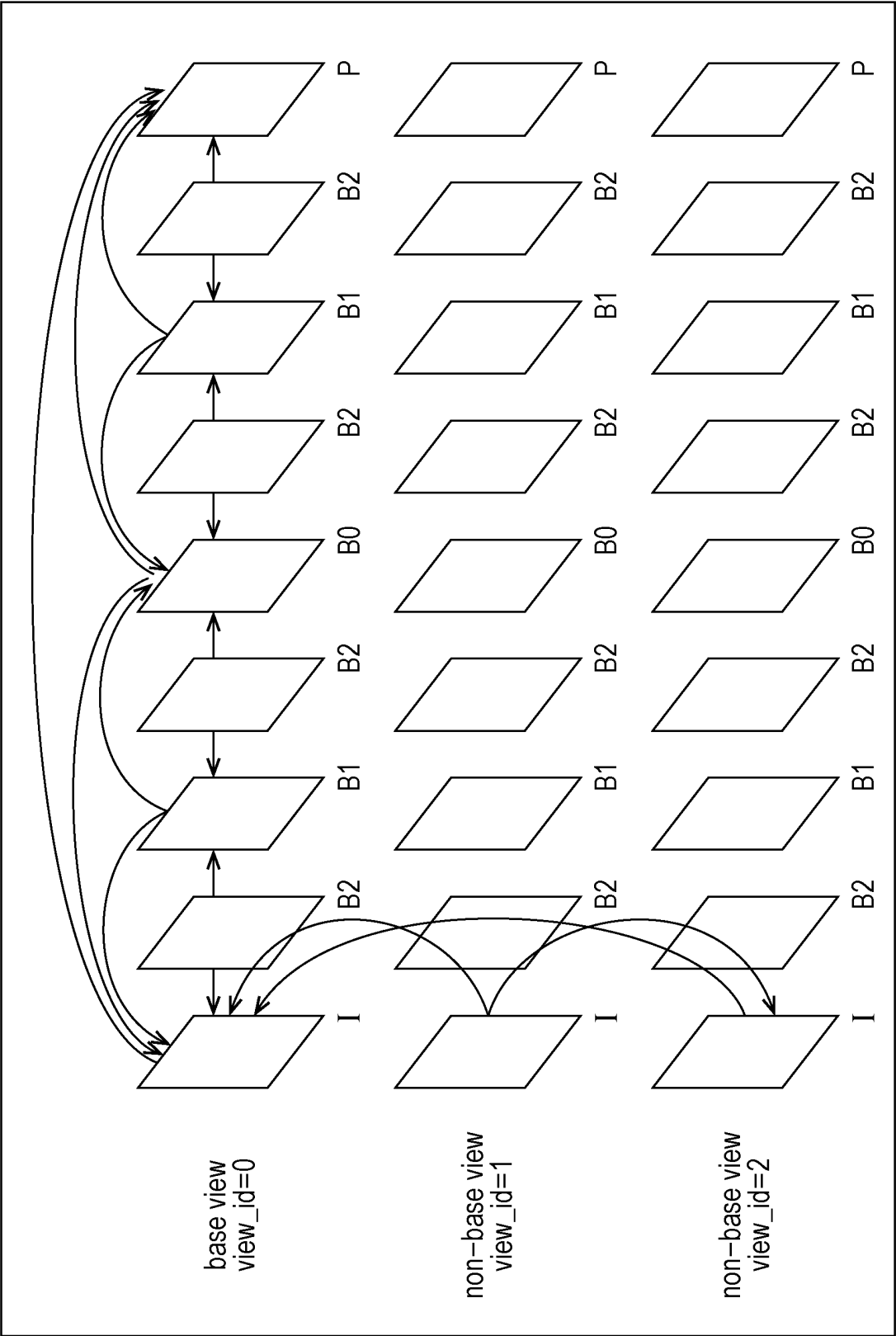


FIG. 26

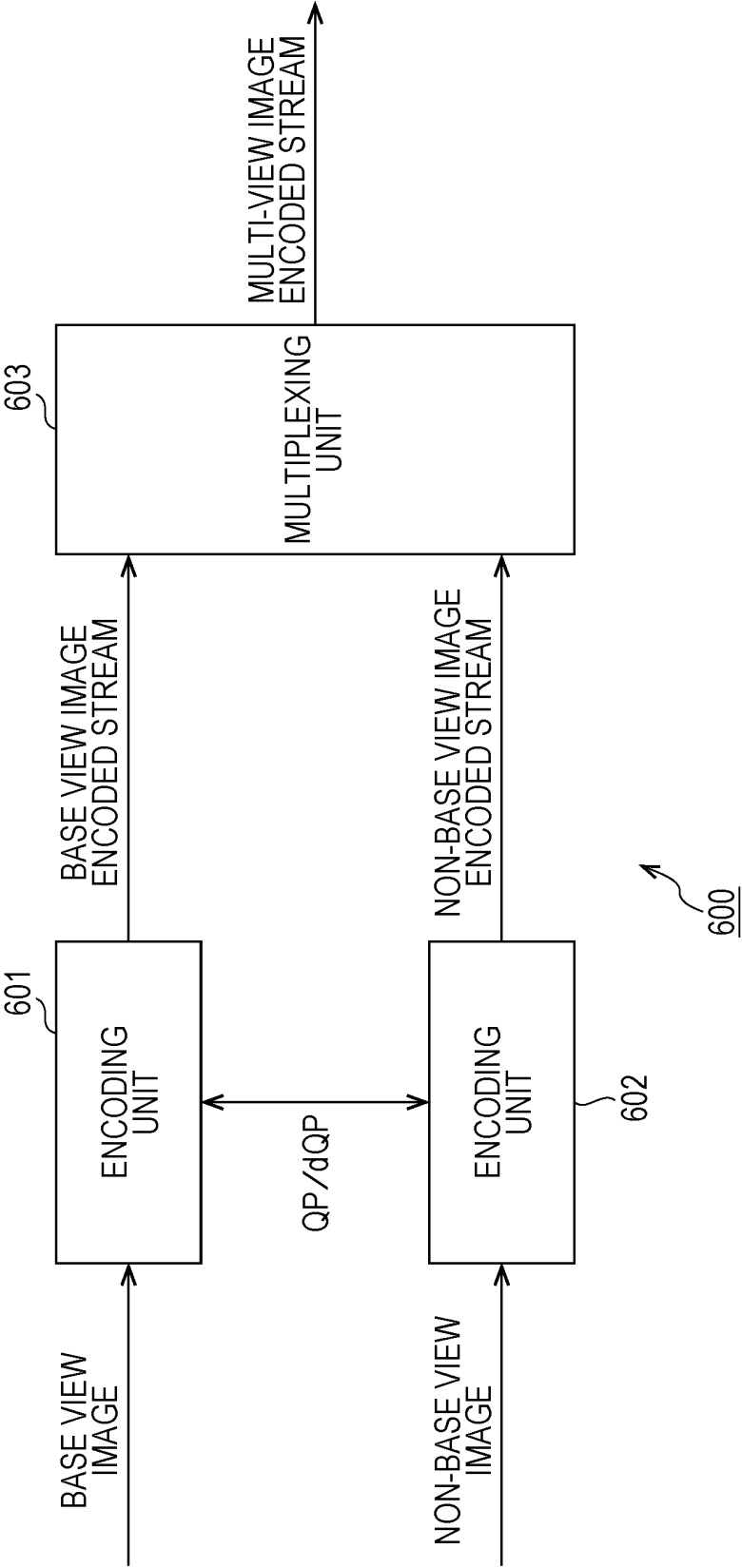


FIG. 27

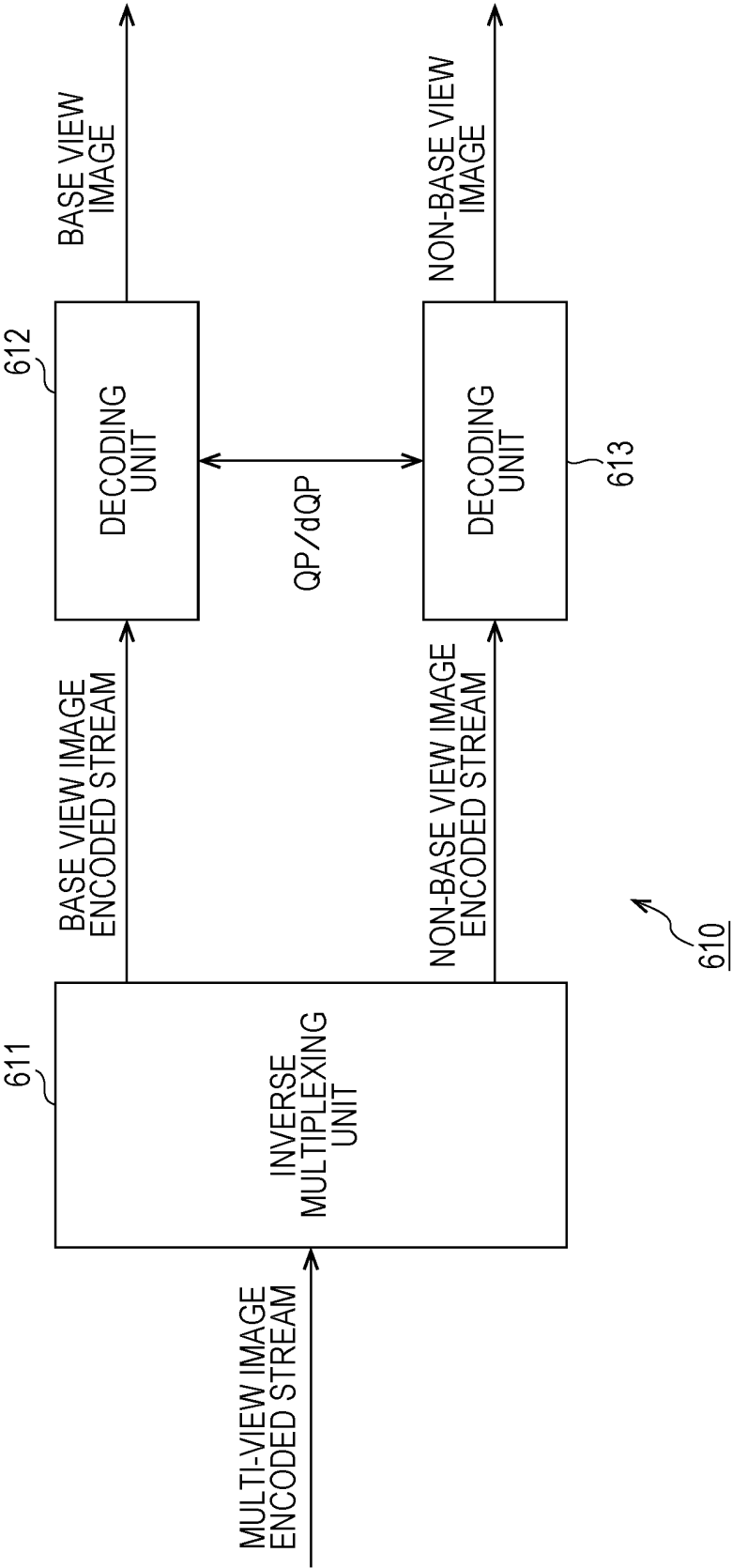


FIG. 28

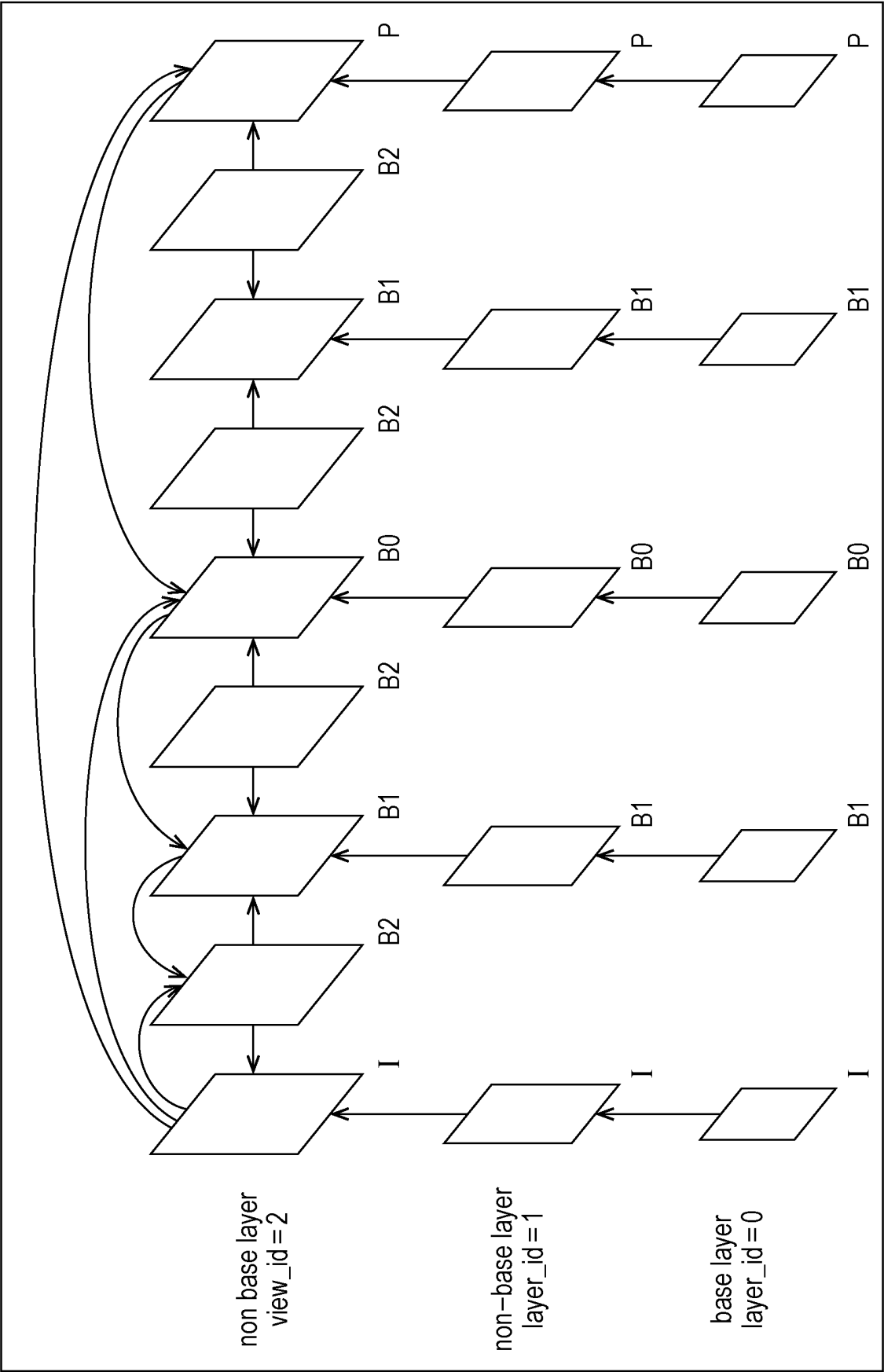


FIG. 29

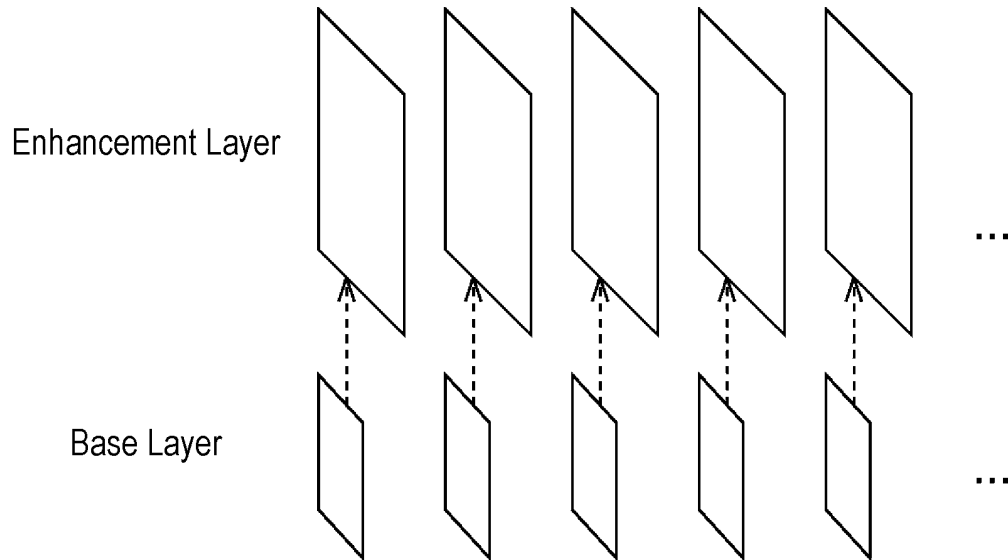


FIG. 30

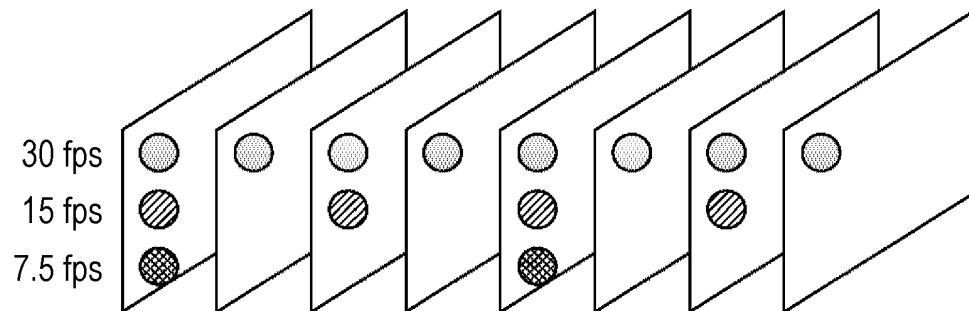


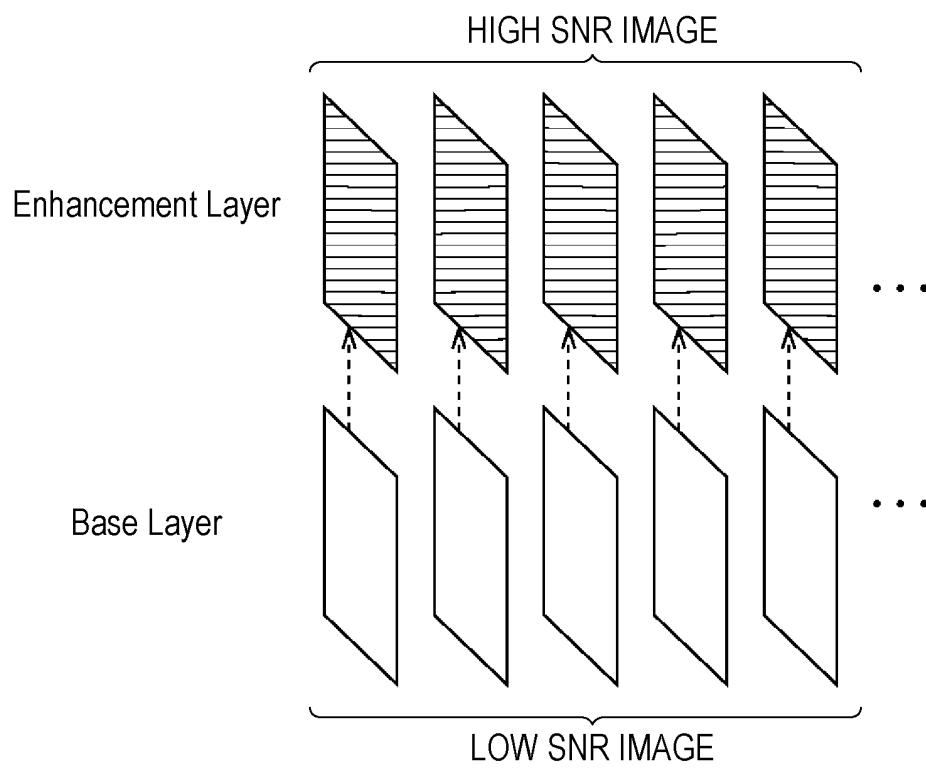
FIG. 31

FIG. 32

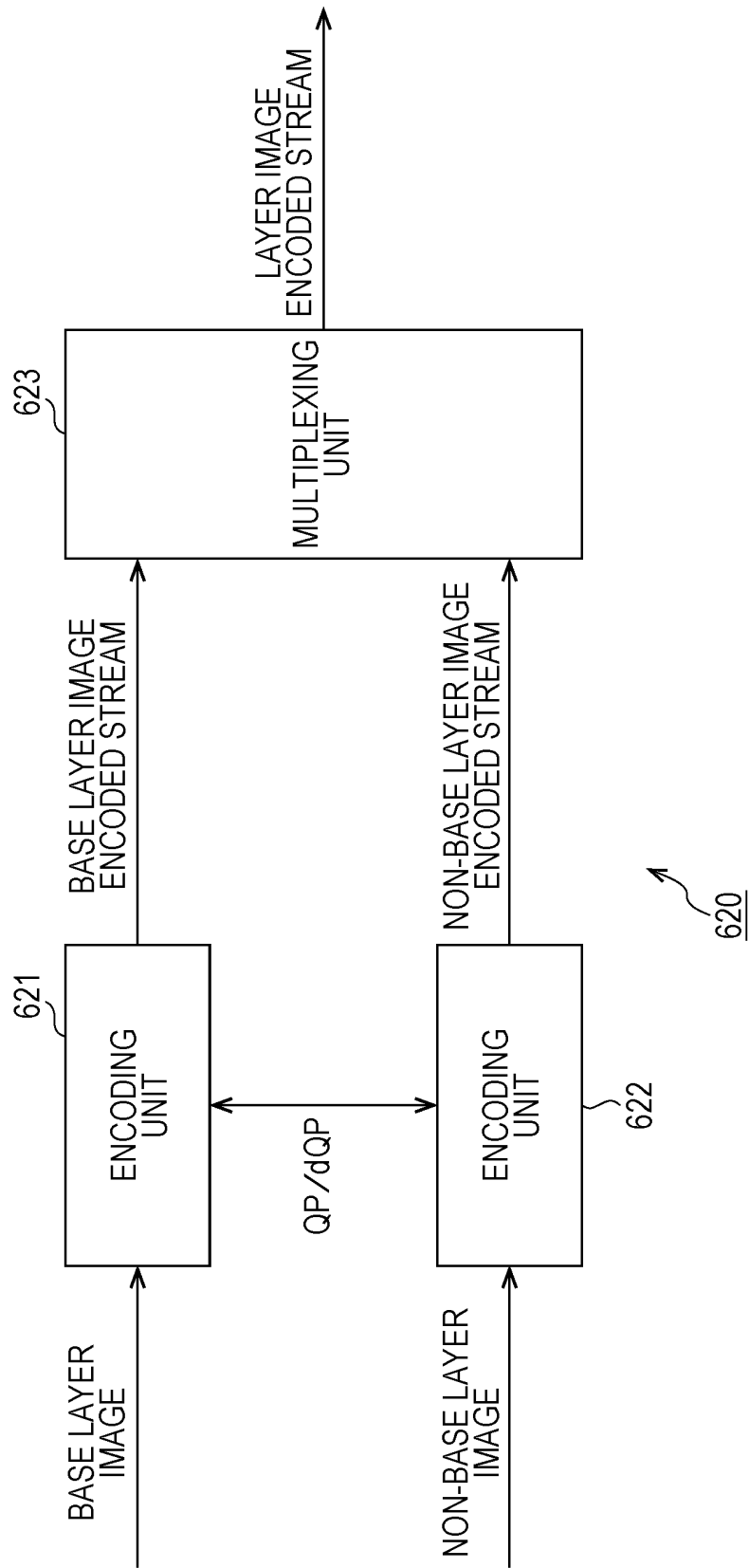


FIG. 33

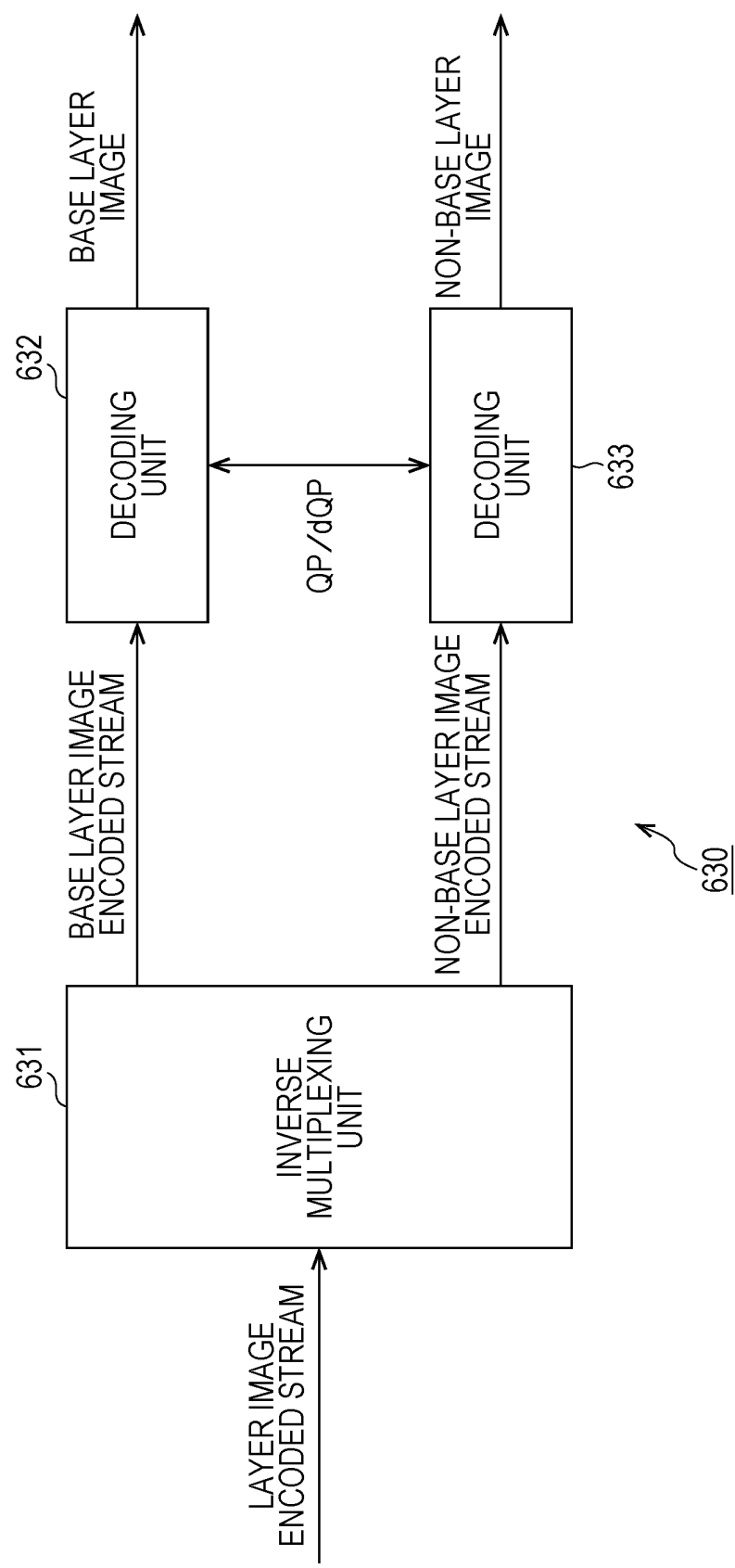


FIG. 34

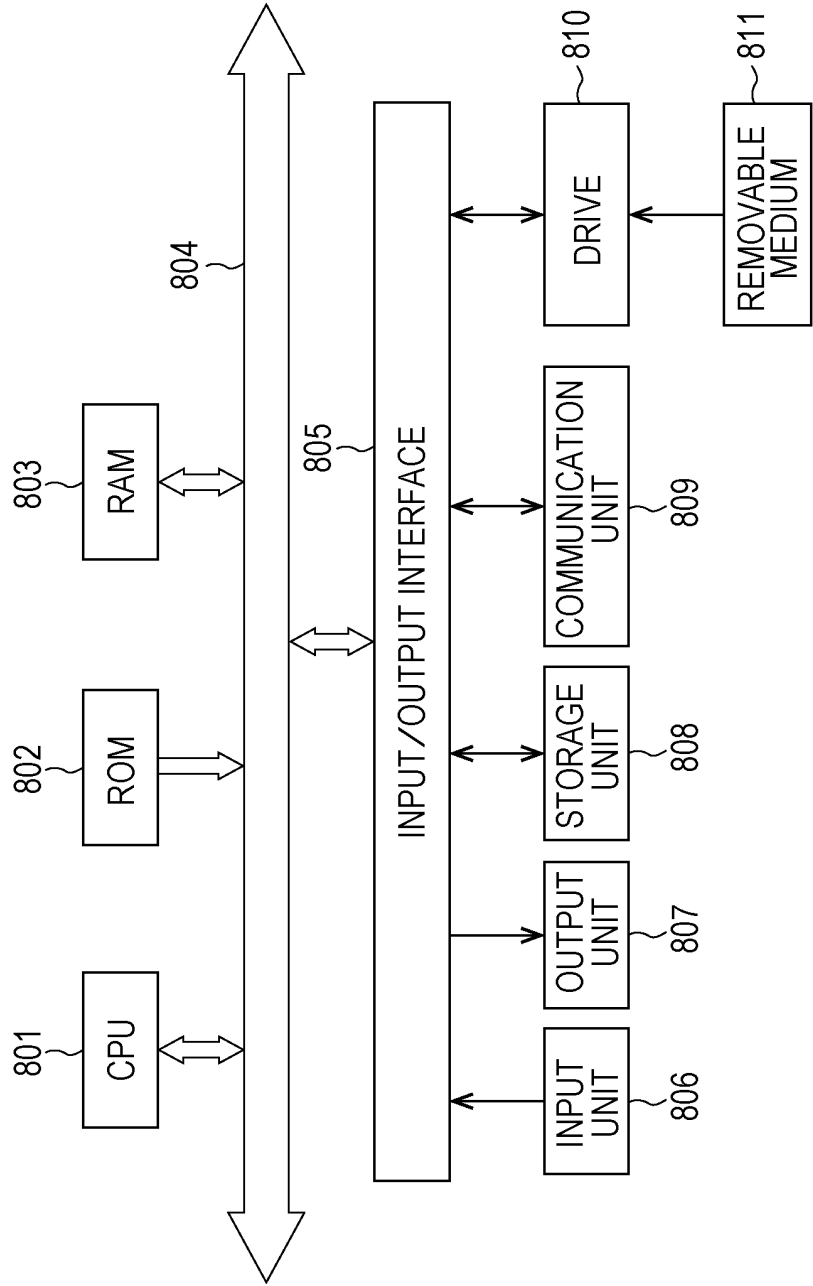


FIG. 35

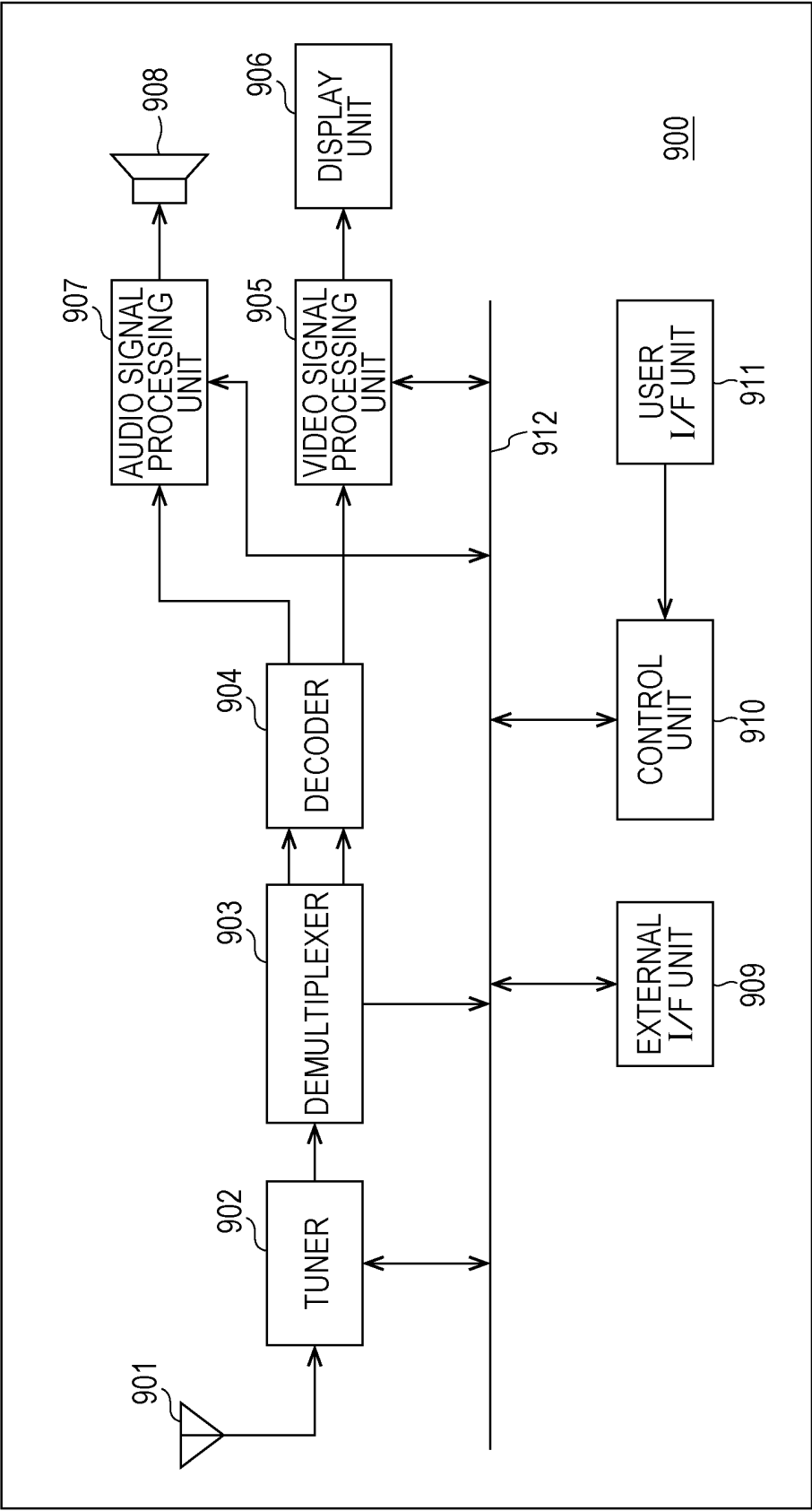


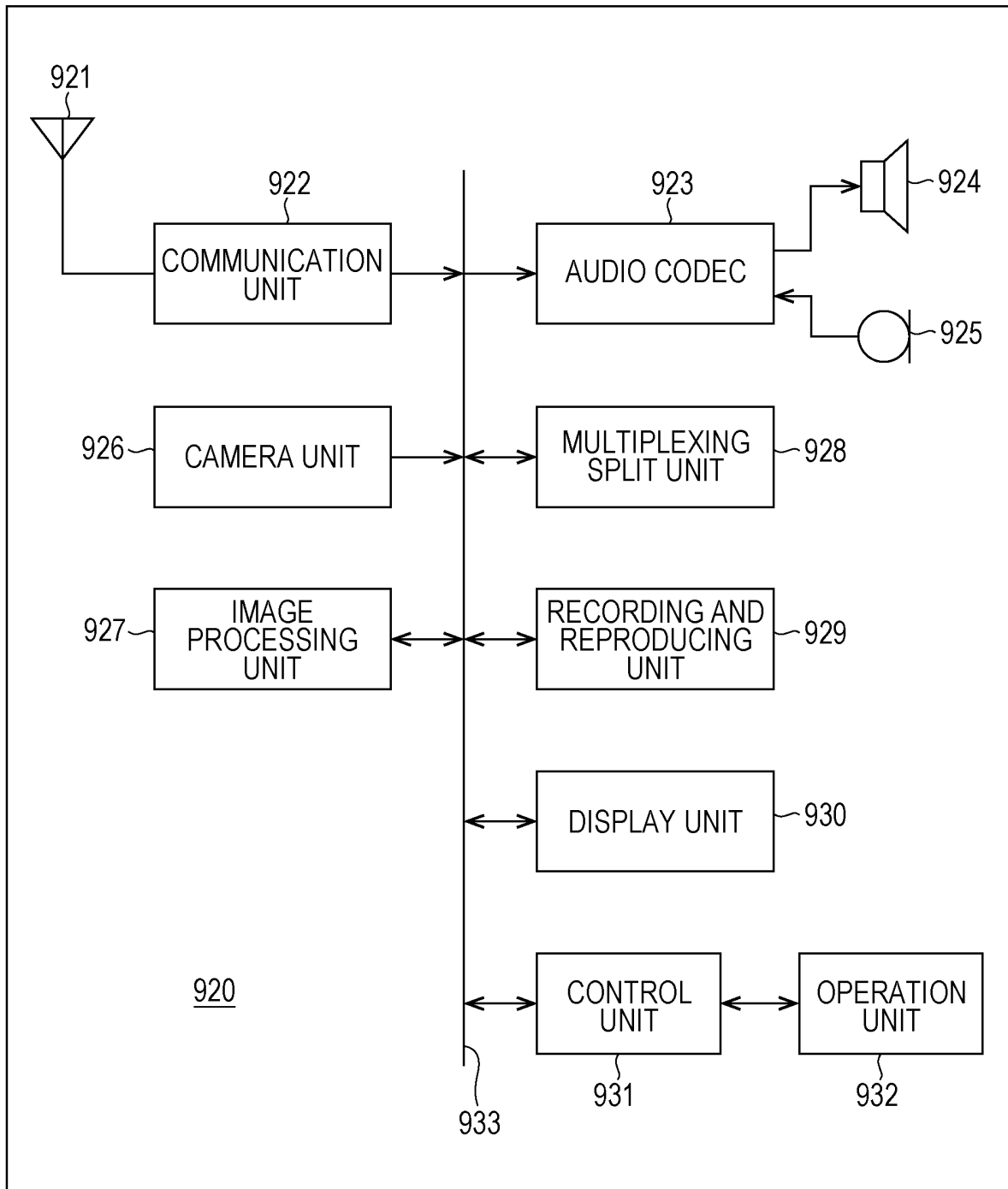
FIG. 36

FIG. 37

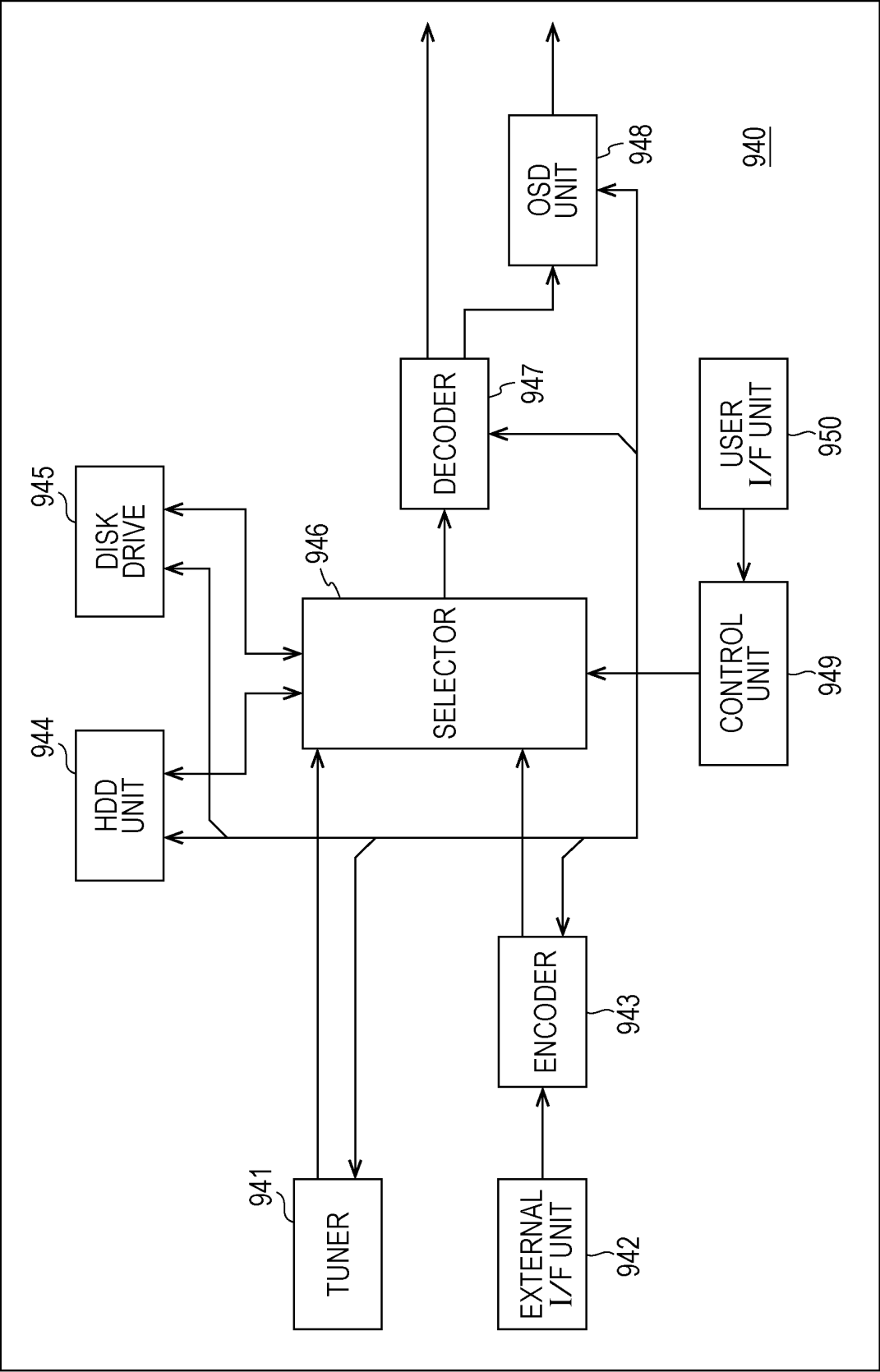


FIG. 38

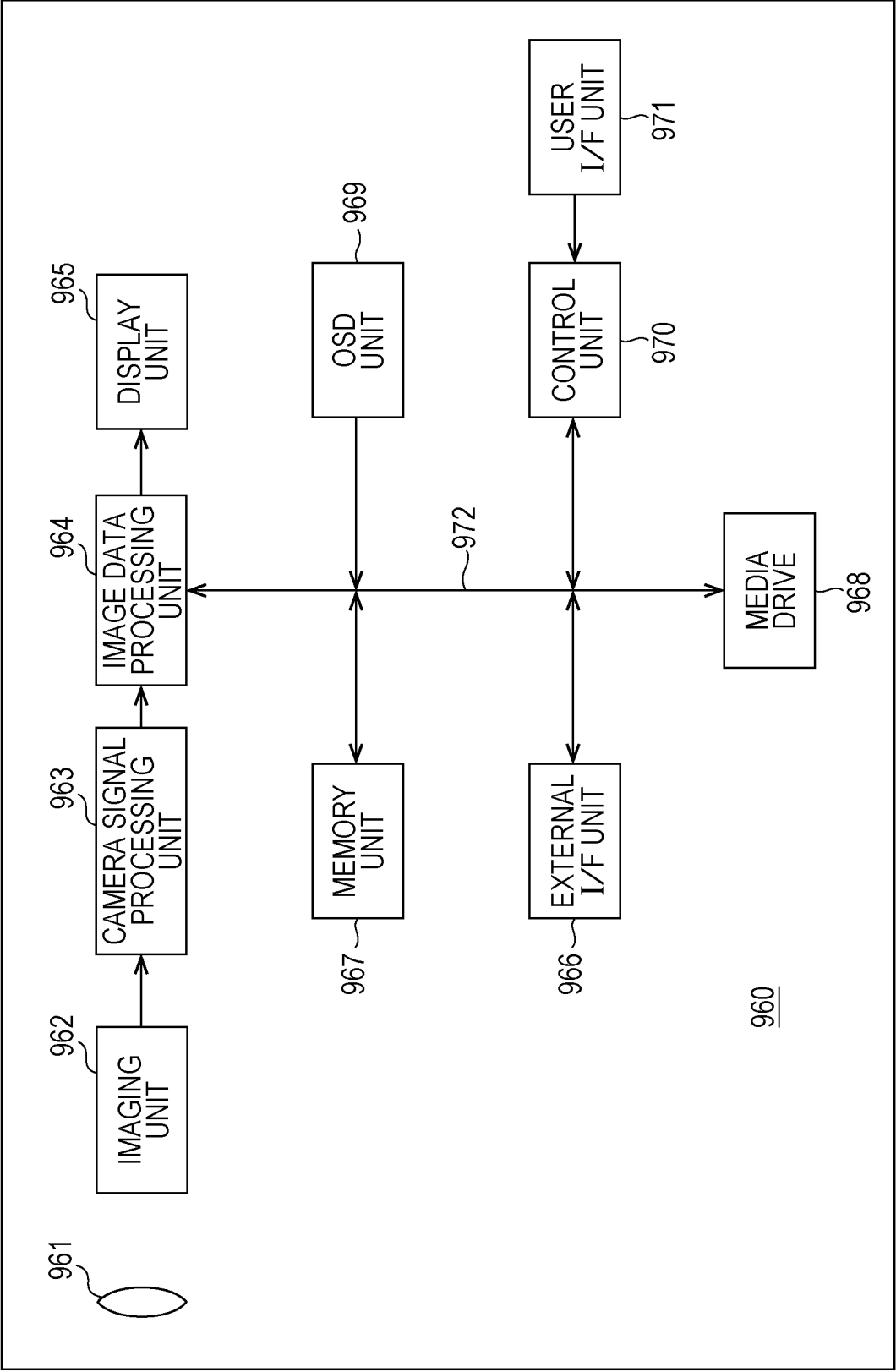


FIG. 39

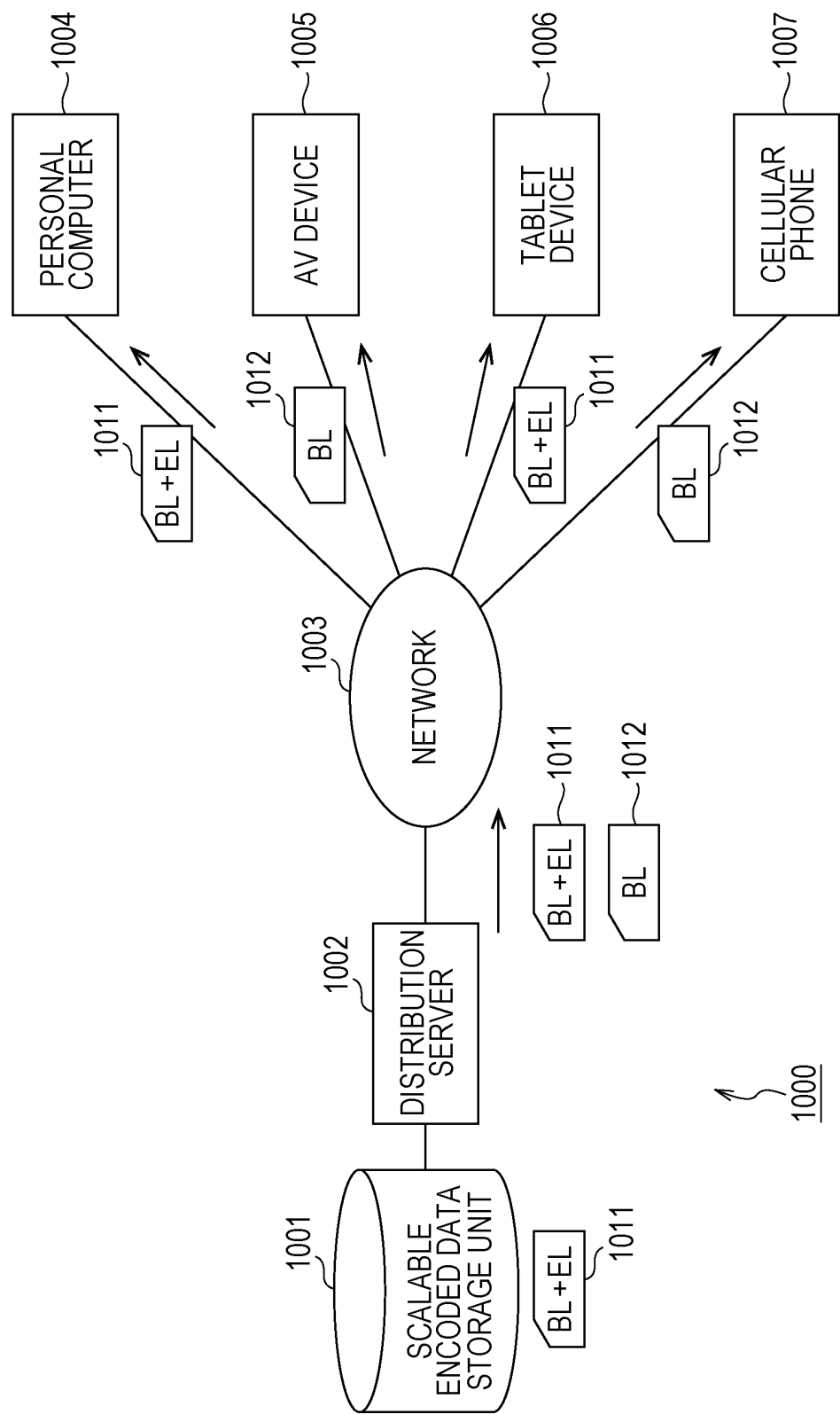


FIG. 40

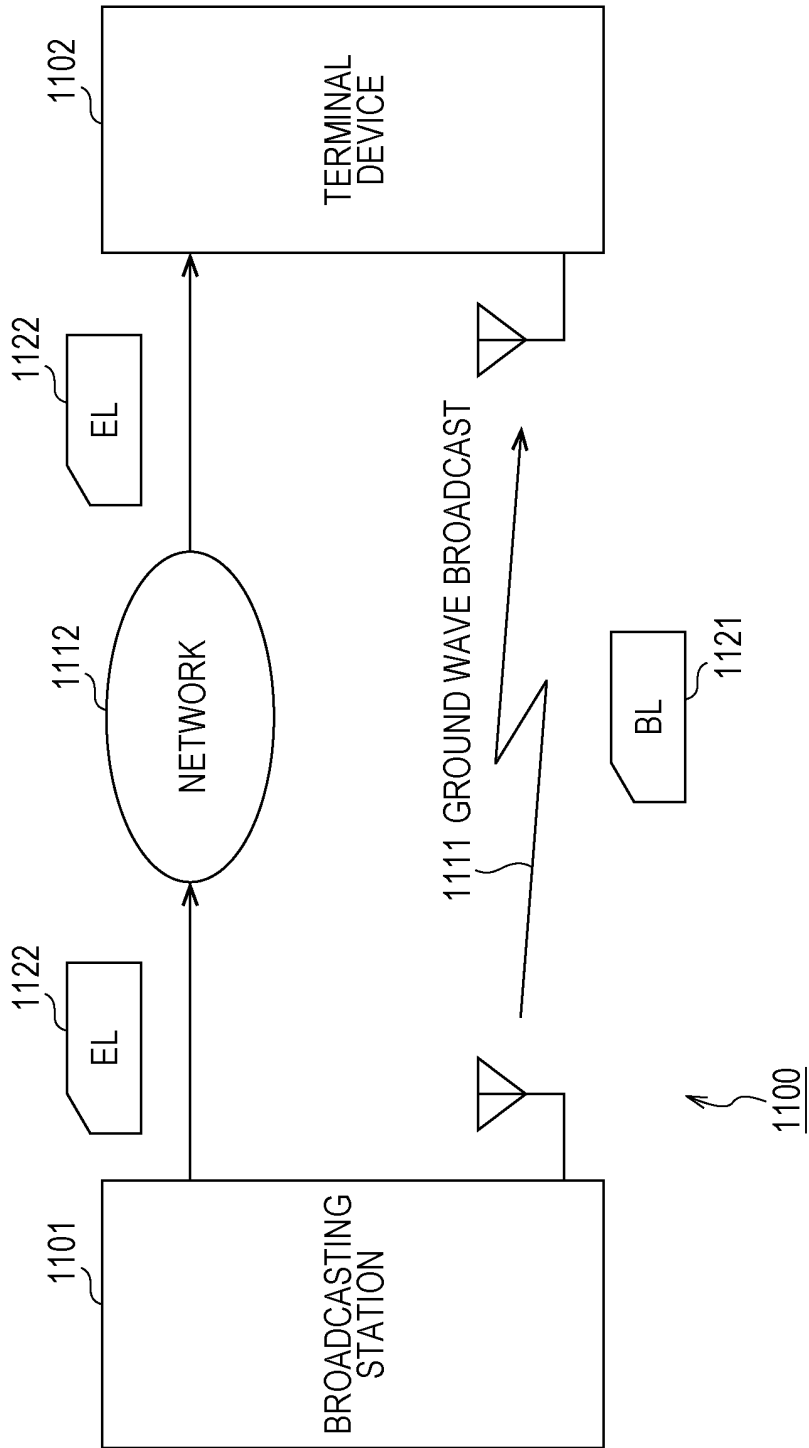


FIG. 41

