

DRAWINGS

FIG. 1

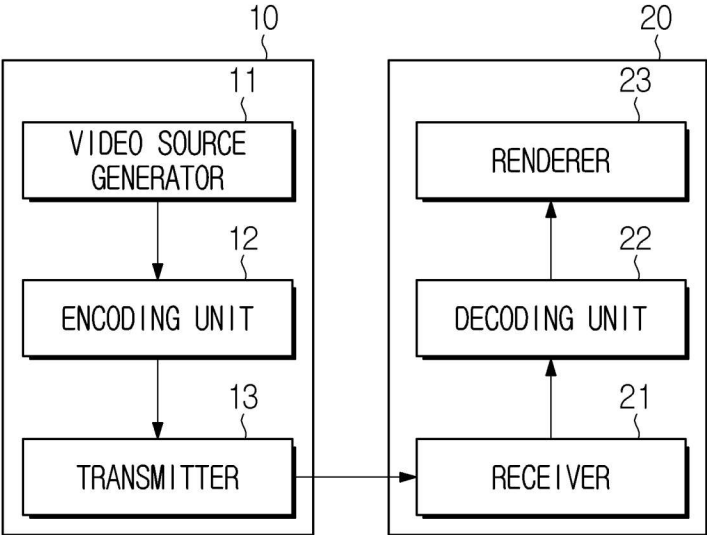


FIG. 2

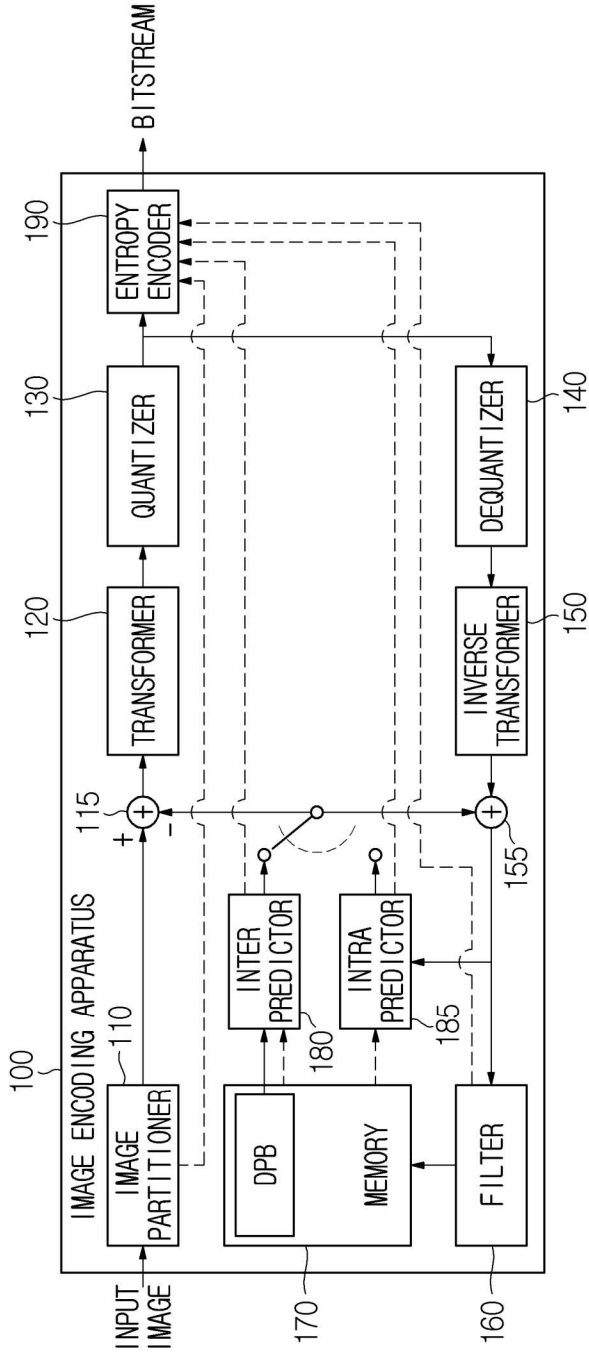


FIG. 3

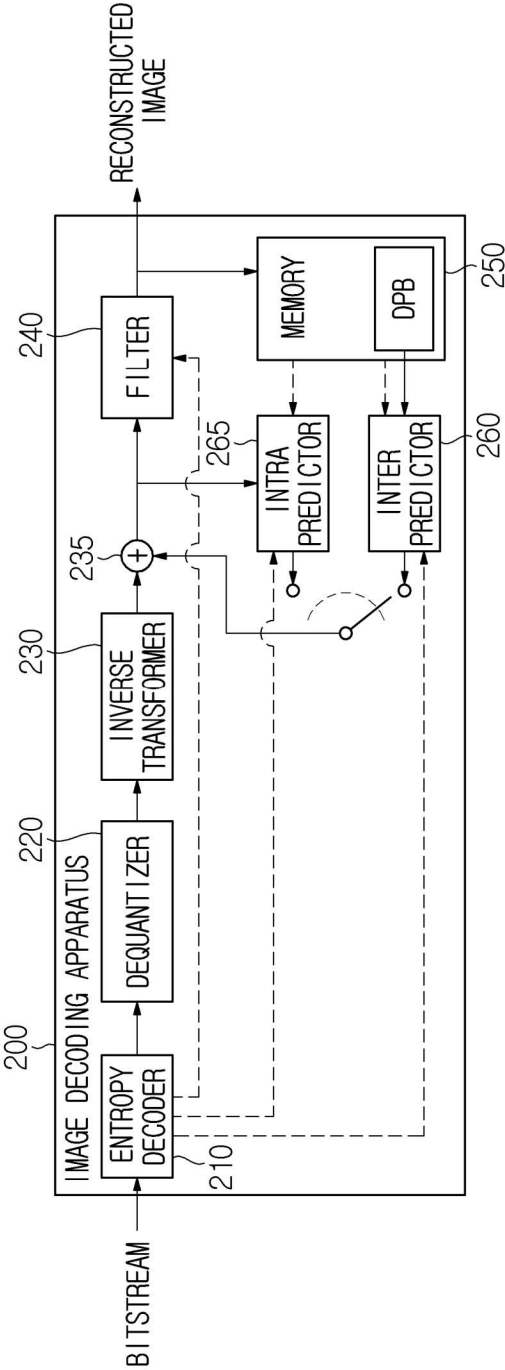


FIG. 4

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)
}	
}	
}	
...	
}	

FIG. 5

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)
...	
}	

FIG. 6

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)
...	
}	

FIG. 7

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>	
...	
}	
...	
}	

FIG. 8

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>	
...	
}	
...	
}	

FIG. 9

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)
...	
}	
...	
}	

FIG. 10

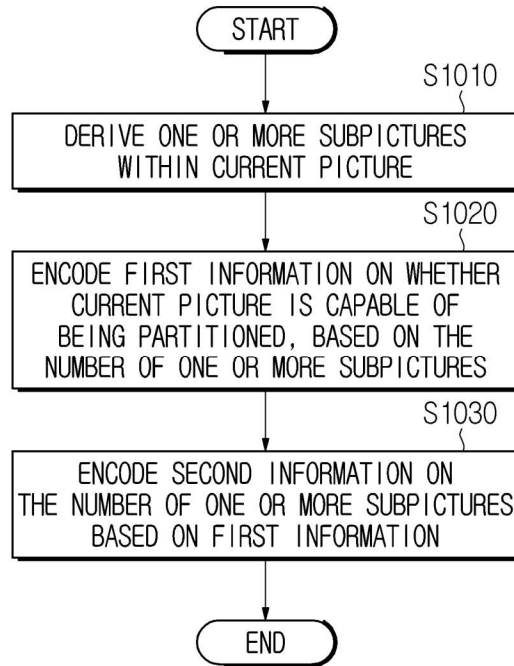


FIG. 11

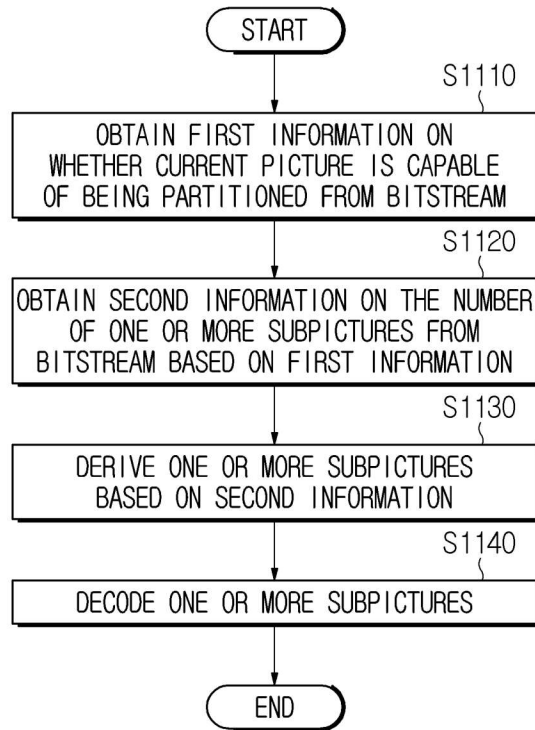


FIG. 12

