

Claims

1. A video decoding method comprising:
 - obtaining, from a bitstream, information about a maximum size of a coding unit;
 - obtaining, from the bitstream, first information indicating whether a dependent slice segment is permitted to be included in a picture;
 - determining at least one maximum coding unit included in a first slice segment, based on a maximum coding unit size, which is determined by using the information about the maximum size;
 - obtaining, from the bitstream, second information indicating whether a current maximum coding unit is at an end of the first slice segment or not;
 - storing a context variable of the first slice segment if the first information indicates that a dependent slice segment is permitted to be included in the picture and the second information indicates that the current maximum coding unit is at the end of the first slice segment;
 - obtaining sixth information, from the bitstream, which indicates whether a second slice segment is a dependent slice segment or not; and
 - decoding the second slice segment by using the stored context variable when the sixth information indicates that the second slice segment is a dependent slice segment;
 - wherein the second slice segment is located next to the first slice segment.
2. The video decoding method of claim 1, wherein the storing of the context variable comprises storing context variables of the current maximum coding unit if a dependent slice segment is permitted to be included in the picture .
3. The video decoding method of claim 1, wherein the storing of the context variable comprises storing a context variable of the current maximum coding unit finally decoded in the first slice segment if the second information indicates that the current maximum coding unit is at the end of the first slice segment.

4. The video decoding method of claim 1 further comprising
determining whether a dependent slice segment of the picture can be included or not based on the first information obtained from a picture parameter set of the bitstream;
determining whether the current maximum coding unit is a final maximum coding unit or not based on the second information obtained from data of the current maximum coding unit among data of each of slice segments of the bitstream; and
obtaining a bin string from the data of the current maximum coding unit.

5. The video decoding method of claim 1 further comprising
determining a number of entry points of subsets, which are included in the slice segment, based on third information obtained from a slice segment header of the bitstream; and
determining positions of entry points by using an offset which is 1 larger than a number which fourth information indicates;
wherein the number and the positions of the entry points are determined if a tile can be included in a slice segment of the picture or synchronization can be performed for context variables of the current maximum coding unit included in the picture.

Claims

1. A video decoding method comprising:

obtaining, from a bitstream, information about a maximum size of a coding unit;

obtaining, from the bitstream, first information indicating whether a dependent slice segment is permitted to be included in a picture;

determining at least one maximum coding unit included in a first slice segment, based on a maximum coding unit size, which is determined by using the information about the maximum size;

obtaining, from the bitstream, second information indicating whether a current maximum coding unit is at an end of the first slice segment or not;

determining a number of entry points of subsets, which are included in the slice segment, based on third information obtained from a slice segment header of the bitstream;

determining positions of entry points by using an offset which is 1 larger than a number which fourth information indicates;

storing a context variable of the first slice segment if the first information indicates that a dependent slice segment is permitted to be included in the picture and the second information indicates that the current maximum coding unit is at the end of the first slice segment;

obtaining sixth information, from the bitstream, which indicates whether a second slice segment is a dependent slice segment or not; and

decoding the second slice segment by using the stored context variable when the sixth information indicates that the second slice segment is a dependent slice segment,

wherein the second slice segment is located next to the first slice segment, and

wherein the number and the positions of the entry points are determined if a tile can be included in a slice segment of the picture or synchronization can be performed for context variables of the current maximum coding unit included in the picture.

2. The video decoding method of claim 1, wherein the storing of the context variable comprises storing context variables of the current maximum coding unit if a dependent slice segment is permitted to be included in the picture .

3. The video decoding method of claim 1, wherein the storing of the context variable comprises storing a context variable of the current maximum coding unit finally decoded in the first slice segment if the second information indicates that the current maximum coding unit is at the end of the first slice segment.

4. The video decoding method of claim 1 further comprising
determining whether a dependent slice segment of the picture can be included or not based on the first information obtained from a picture parameter set of the bitstream;

determining whether the current maximum coding unit is a final maximum coding unit or not based on the second information obtained from data of the current maximum coding unit among data of each of slice segments of the bitstream; and

obtaining a bin string from the data of the current maximum coding unit.