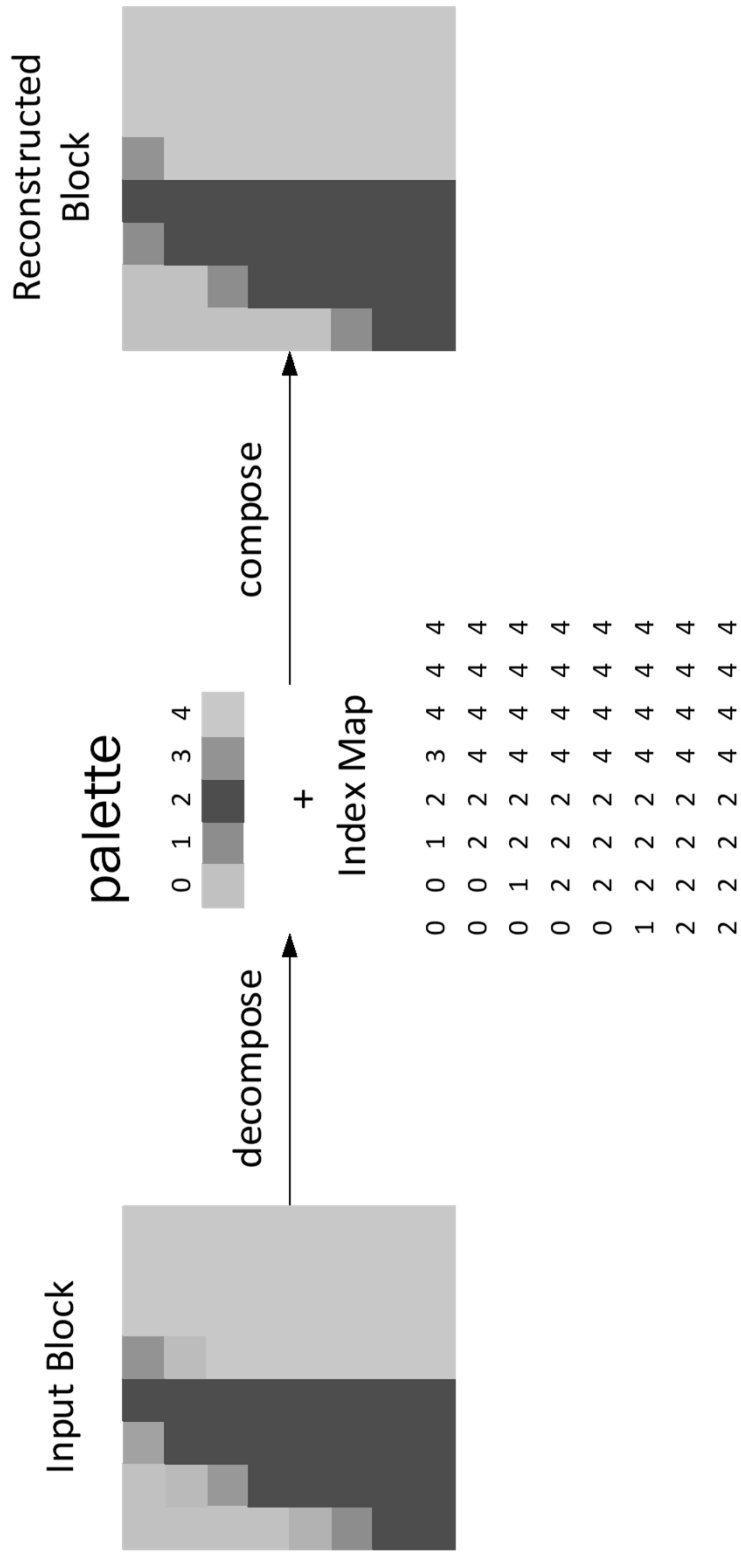

Input Block
decompose
palette
0 1 2 3 4
+
Index Map
0 0 1 2 3 4 4 4
0 0 2 2 4 4 4 4
0 1 2 2 4 4 4 4
0 2 2 2 4 4 4 4
0 2 2 2 4 4 4 4
1 2 2 2 4 4 4 4
2 2 2 2 4 4 4 4
2 2 2 2 4 4 4 4
compose
Reconstructed Block

FIG. 1

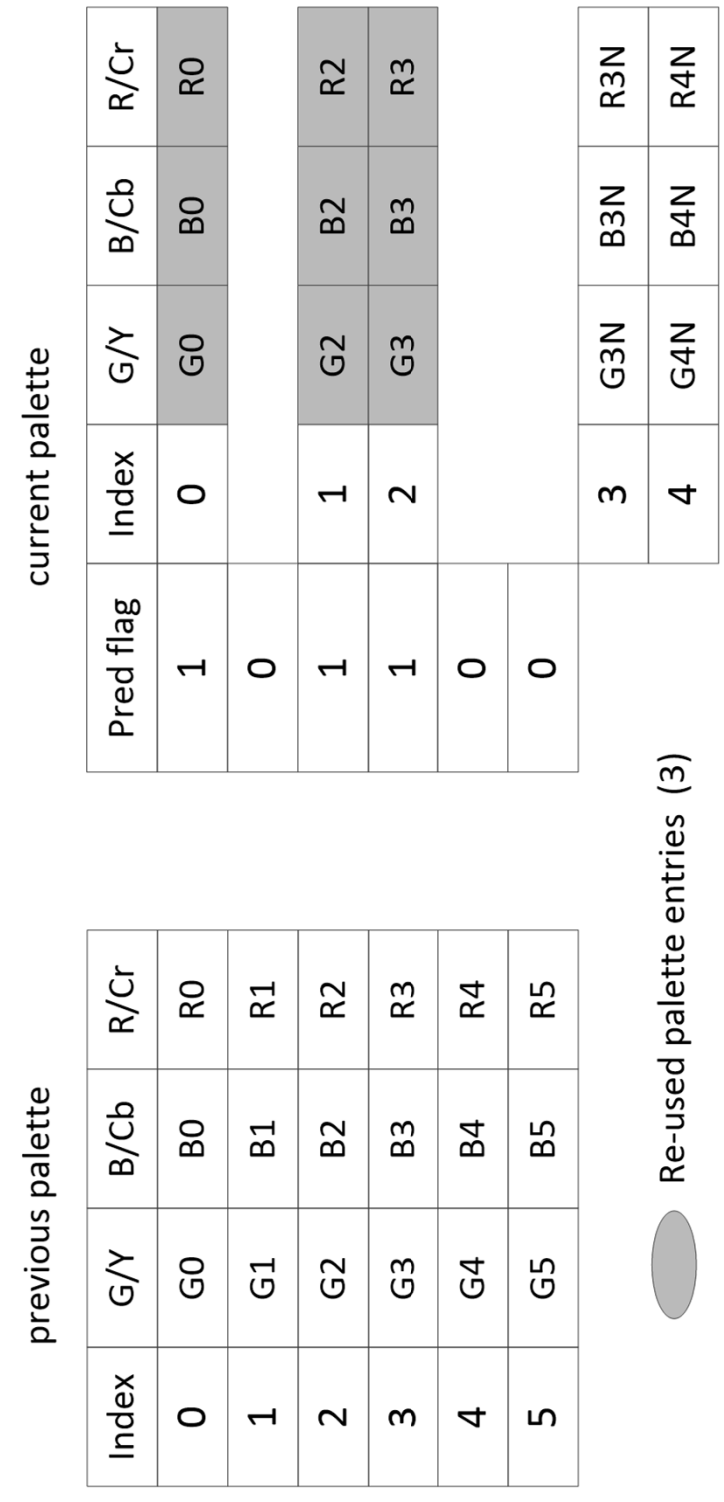

previous palette
Index
G/Y
B/Cb
R/Cr
0
G0
B0
R0
1
G1
B1
R1
2
G2
B2
R2
3
G3
B3
R3
4
G4
B4
R4
5
G5
B5
R5
current palette
Pred flag
Index
G/Y
B/Cb
R/Cr
1
0
G0
B0
R0
0
1
G2
B2
R2
1
2
G3
B3
R3
0
3
G3N
B3N
R3N
0
4
G4N
B4N
R4N
Re-used palette entries (3)
New palette entries (2), signalled

FIG. 2

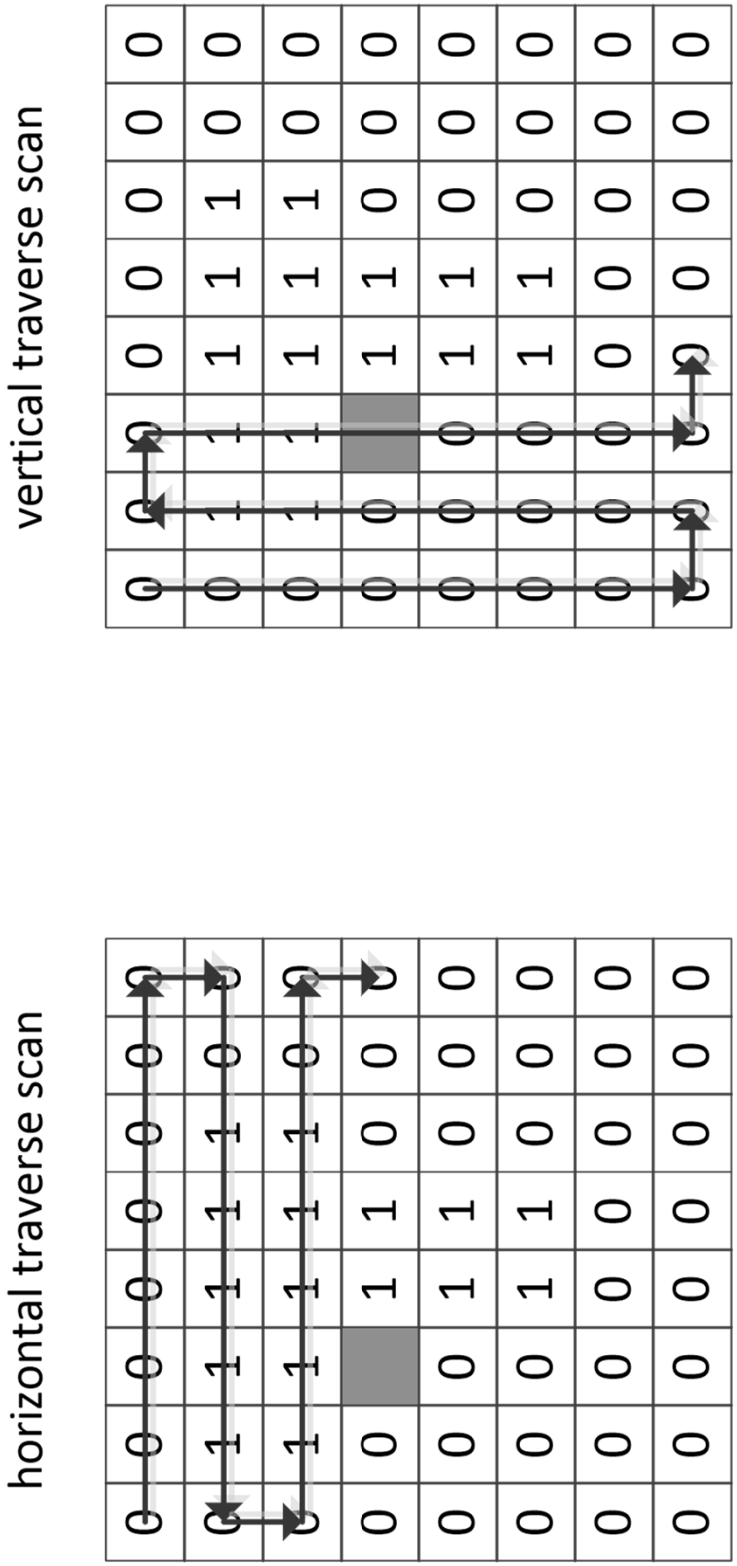
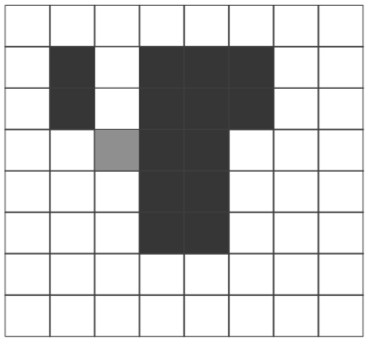


FIG. 3



input CU

0	0	0	0	0	0	0	0
0	1	0	1	1	1	0	0
0	1	0	1	1	1	0	0
0	0	2	1	1	0	0	0
0	0	0	1	1	0	0	0
0	0	0	1	1	0	0	0
0	0	0	0	0	0	0	0
0	0	0	0	0	0	0	0

palette indices Block

palette

	G/Y	B/Cb	R/Cr
0			
1			
2	escape		

0	0	0	0	0	0	0	0
0	1	0	1	1	1	0	0
0	1	0	1	1	1	0	0
0	0	2	1	1	0	0	0
0	0	0	1	1	0	0	0
0	0	0	1	1	0	0	0
0	0	0	0	0	0	0	0
0	0	0	0	0	0	0	0

run Length = 4

1	0	1	1	1
1	0	1	1	1

'copy above' mode + run-length

0	0	0	0	0	0	0	0
0	1	0	1	1	1	0	0
0	1	0	1	1	1	0	0
0	0	2	1	1	0	0	0
0	0	0	1	1	0	0	0
0	0	0	1	1	0	0	0
0	0	0	0	0	0	0	0
0	0	0	0	0	0	0	0

run Length = 2

1	1	1

'index' mode + run-length

2 escape: 'index' mode

FIG. 4

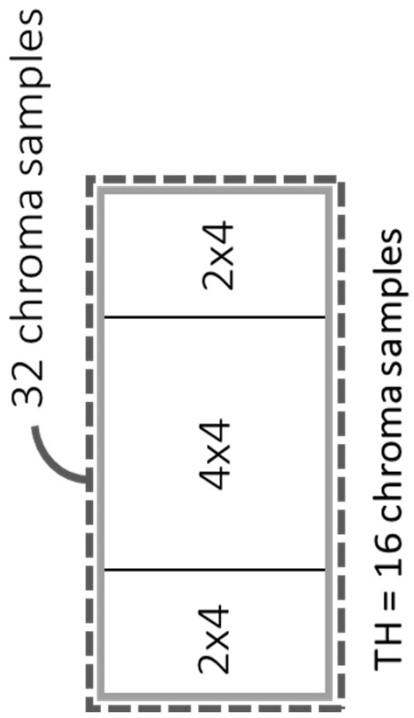

32 chroma samples
2x4
4x4
2x4
TH = 16 chroma samples

FIG. 5A

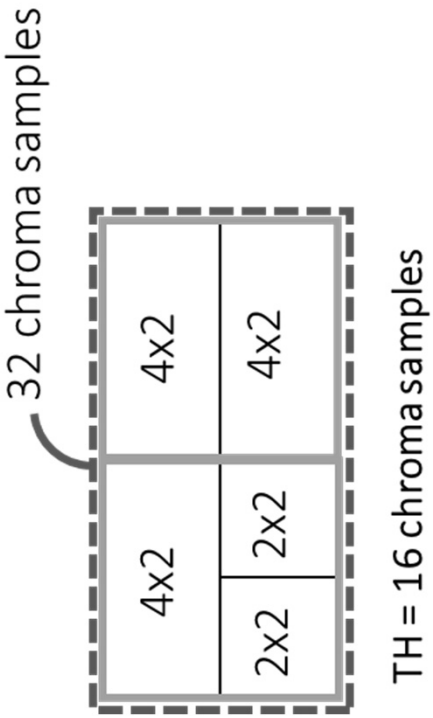

32 chroma samples
4x2
4x2
4x2
2x2
2x2
TH = 16 chroma samples

FIG. 5B

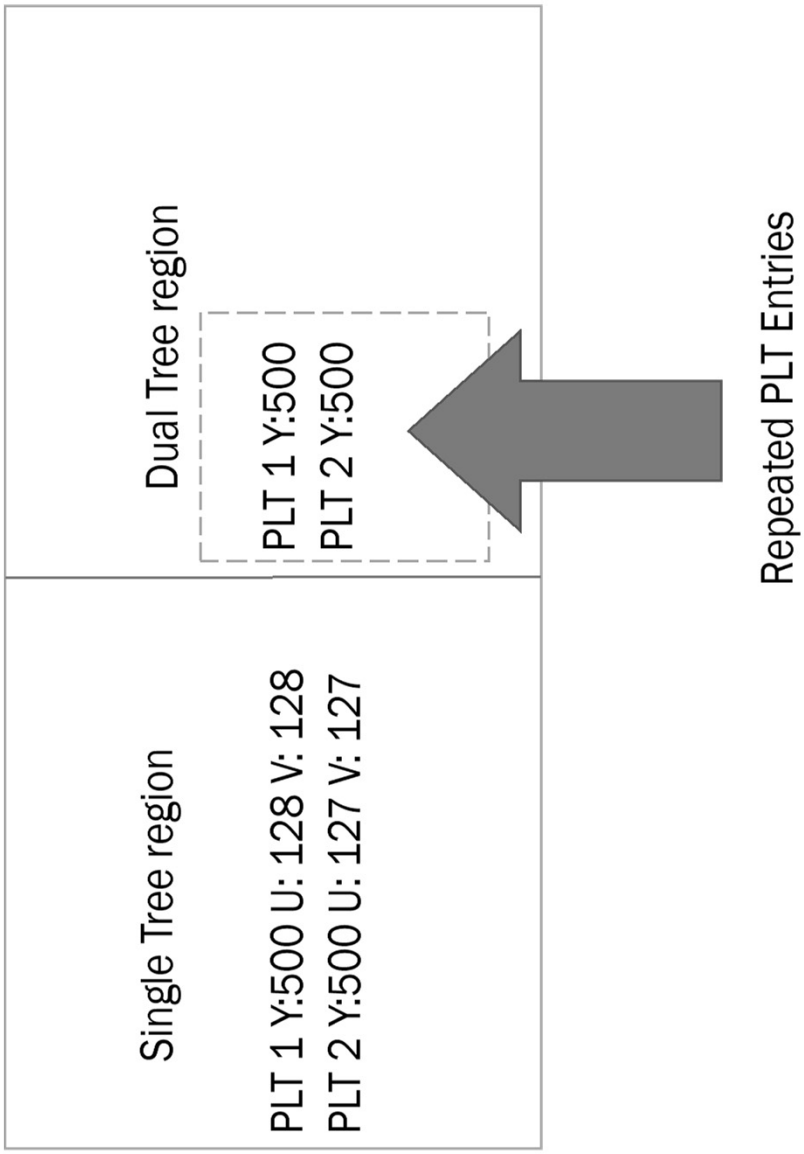

Dual Tree region
PLT 1 Y:500
PLT 2 Y:500
Repeated PLT Entries
Single Tree region
PLT 1 Y:500 U: 128 V: 128
PLT 2 Y:500 U: 127 V: 127

FIG. 6

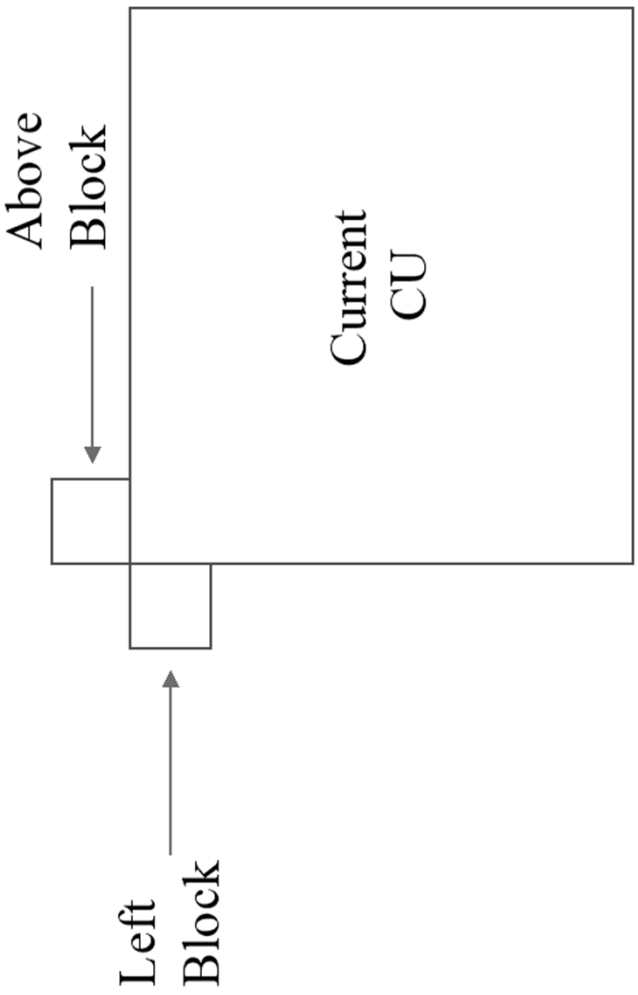


FIG. 7

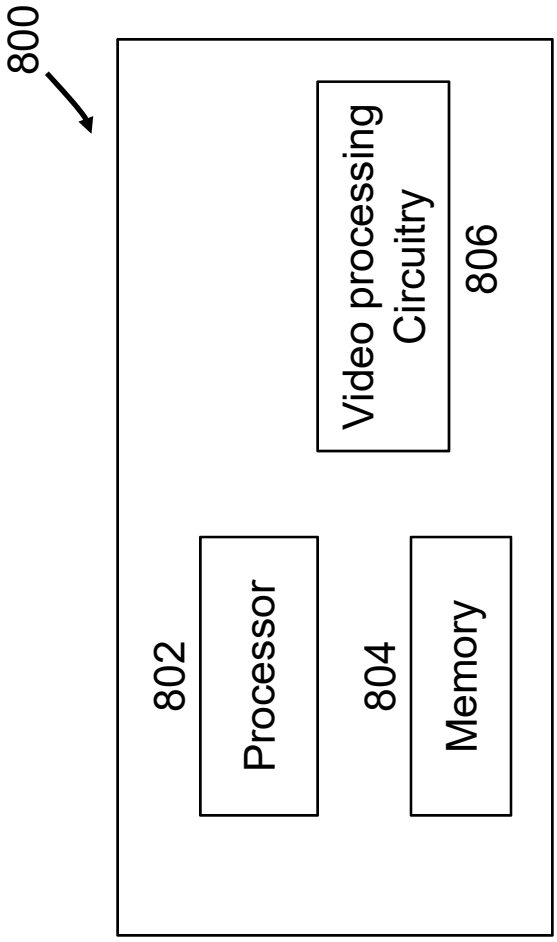

800
Video processing Circuitry
806
802
Processor
804
Memory

FIG. 8

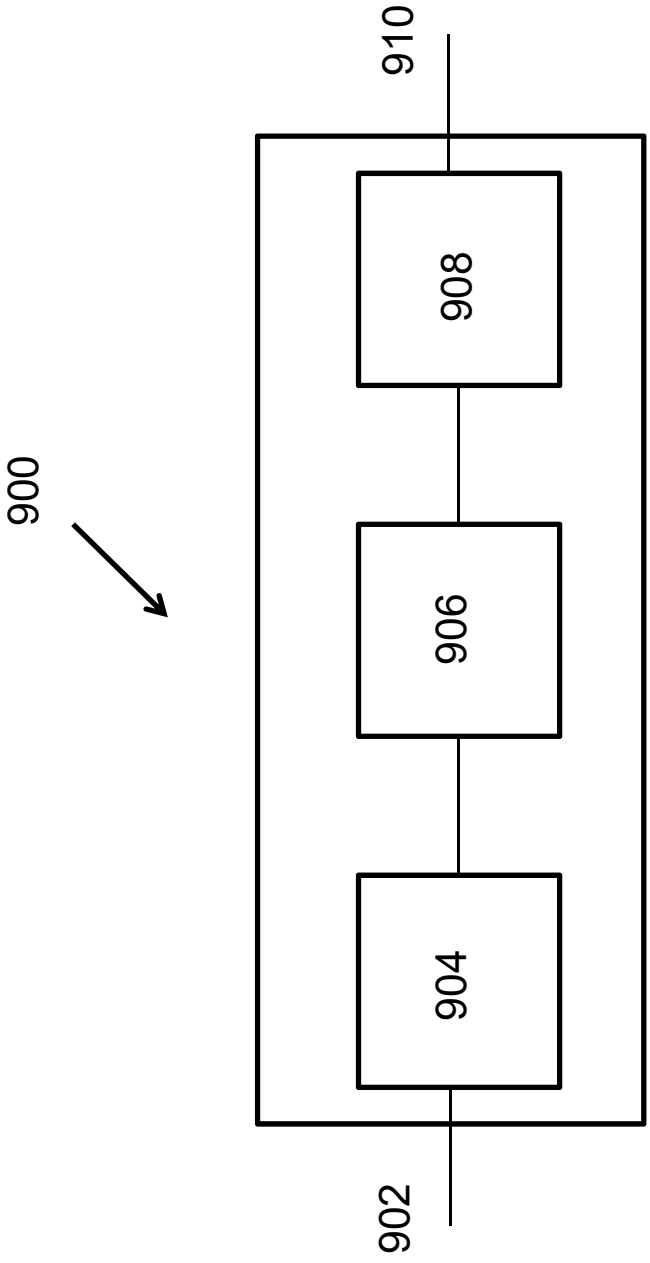


FIG. 9

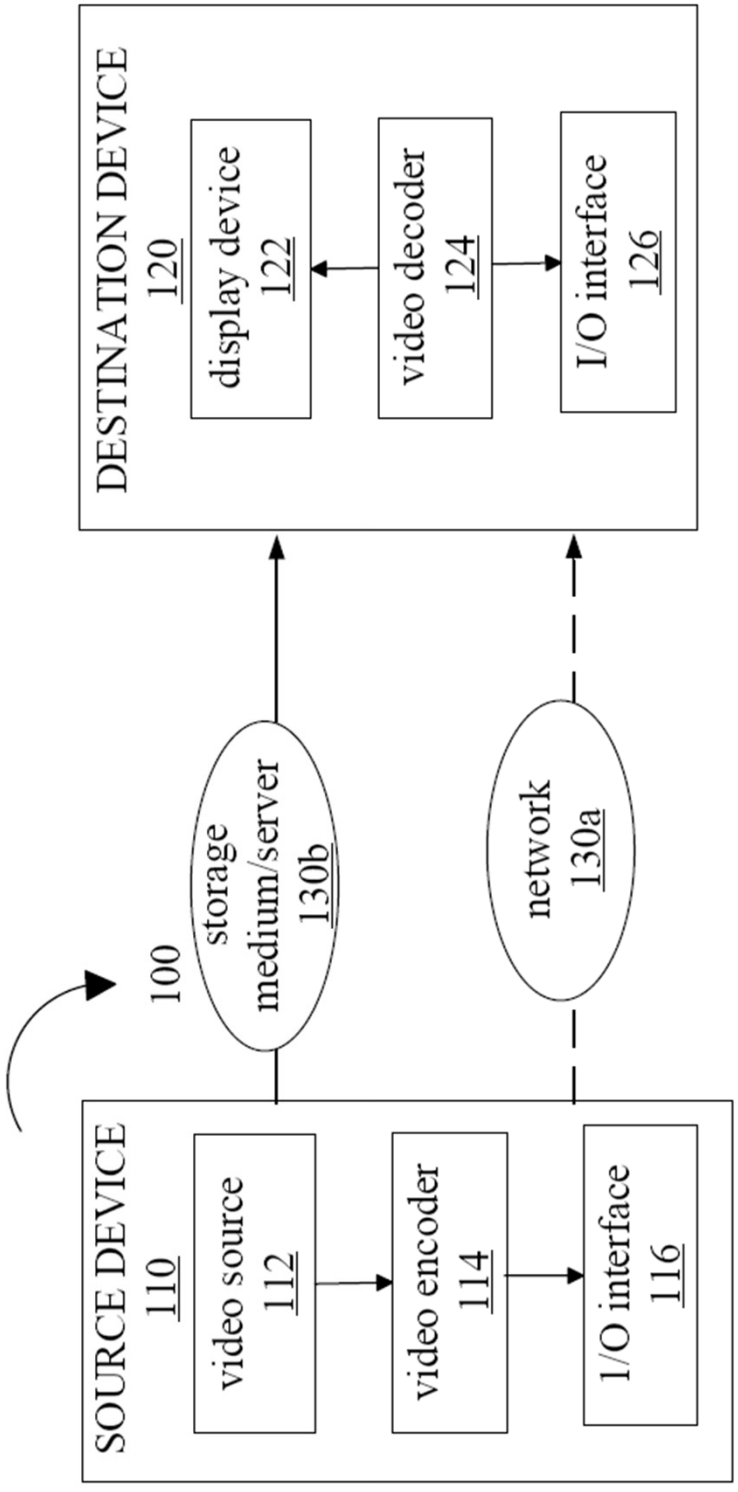

SOURCE DEVICE
110
video source
112
video encoder
114
I/O interface
116
100
storage
medium/server
130b
network
130a
DESTINATION DEVICE
120
display device
122
video decoder
124
I/O interface
126

FIG. 10

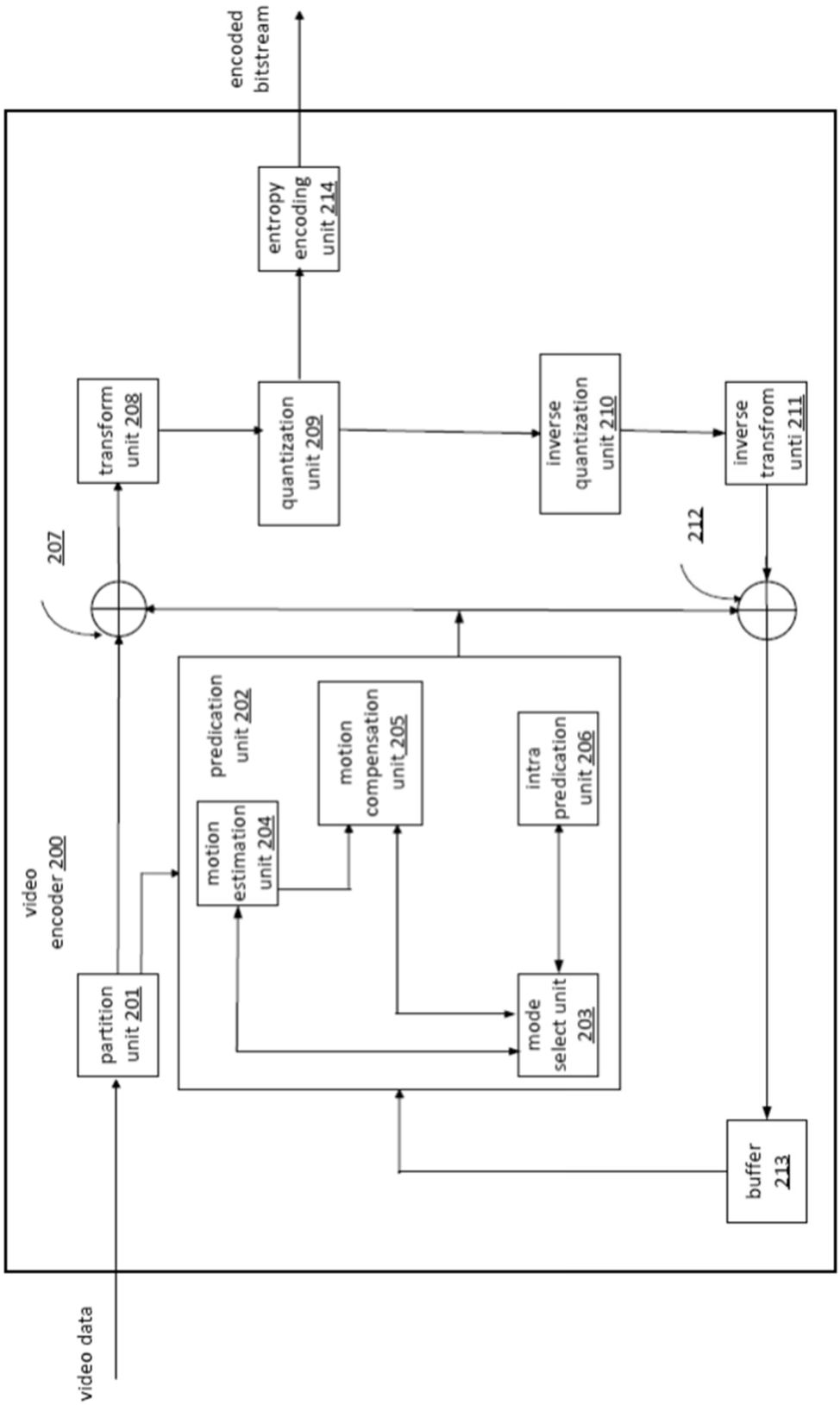

video data
video encoder 200
partition unit 201
predication unit 202
motion estimation unit 204
motion compensation unit 205
intra predication unit 206
mode select unit 203
207
transform unit 208
quantization unit 209
entropy encoding unit 214
encoded bitstream
inverse quantization unit 210
inverse transfrom unti 211
212
buffer 213

FIG. 11

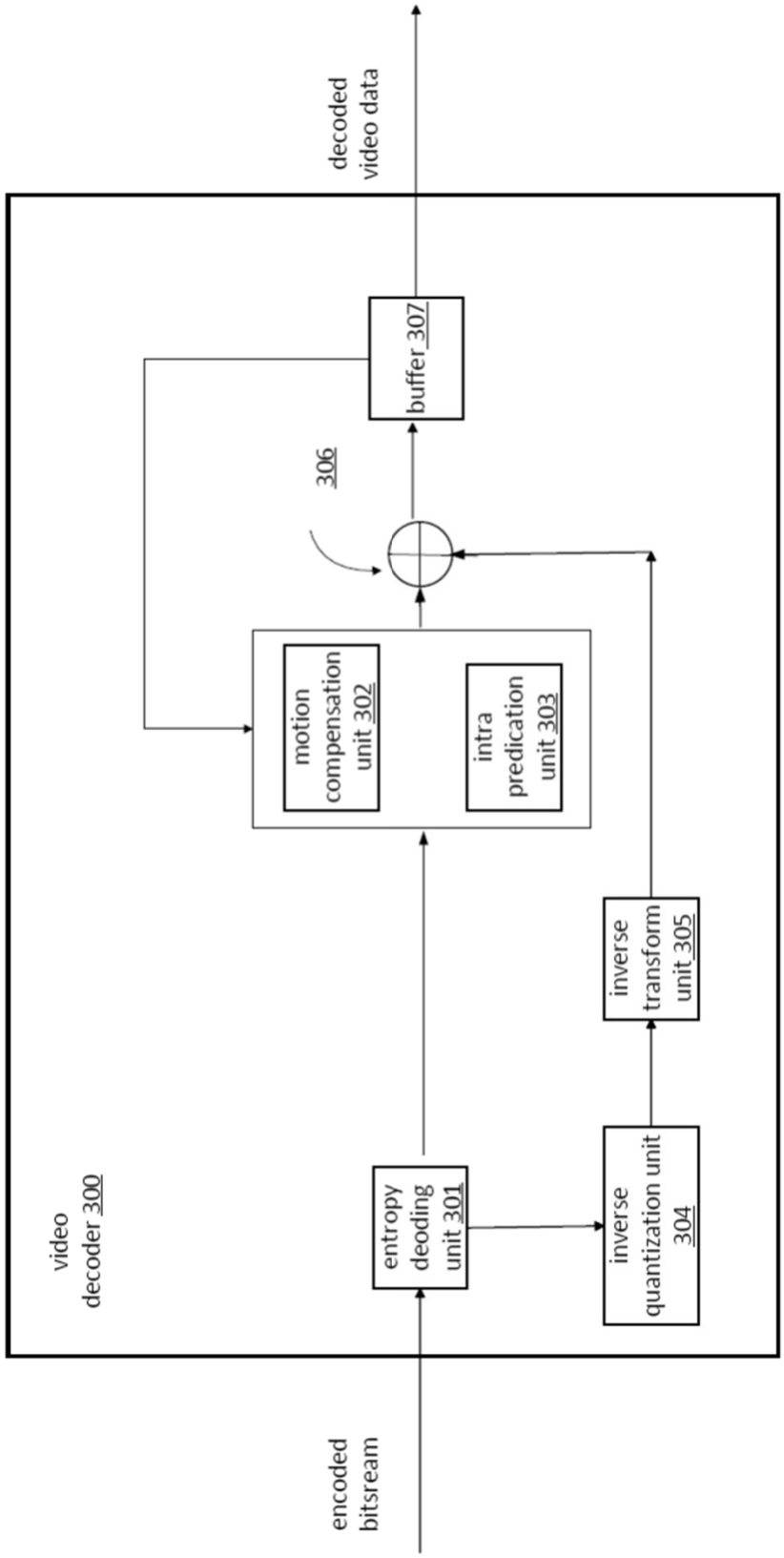

encoded bitsream
video decoder 300
entropy deoding unit 301
inverse quantization unit 304
inverse transform unit 305
motion compensation unit 302
intra predication unit 303
306
buffer 307
decoded video data

FIG. 12

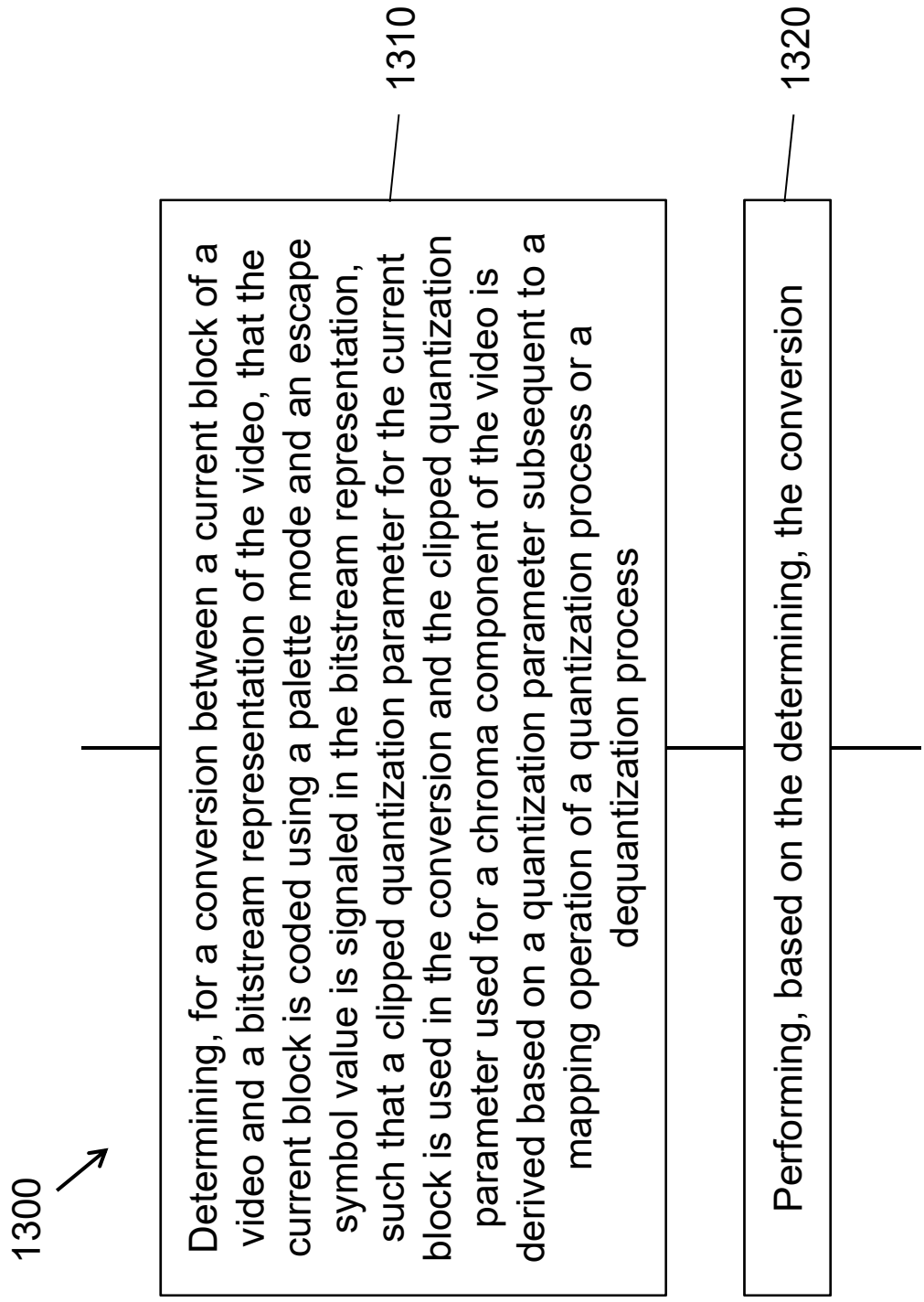

1300
Determining, for a conversion between a current block of a video and a bitstream representation of the video, that the current block is coded using a palette mode and an escape symbol value is signaled in the bitstream representation, such that a clipped quantization parameter for the current block is used in the conversion and the clipped quantization parameter used for a chroma component of the video is derived based on a quantization parameter subsequent to a mapping operation of a quantization process or a dequantization process
1310
Performing, based on the determining, the conversion
1320

FIG. 13

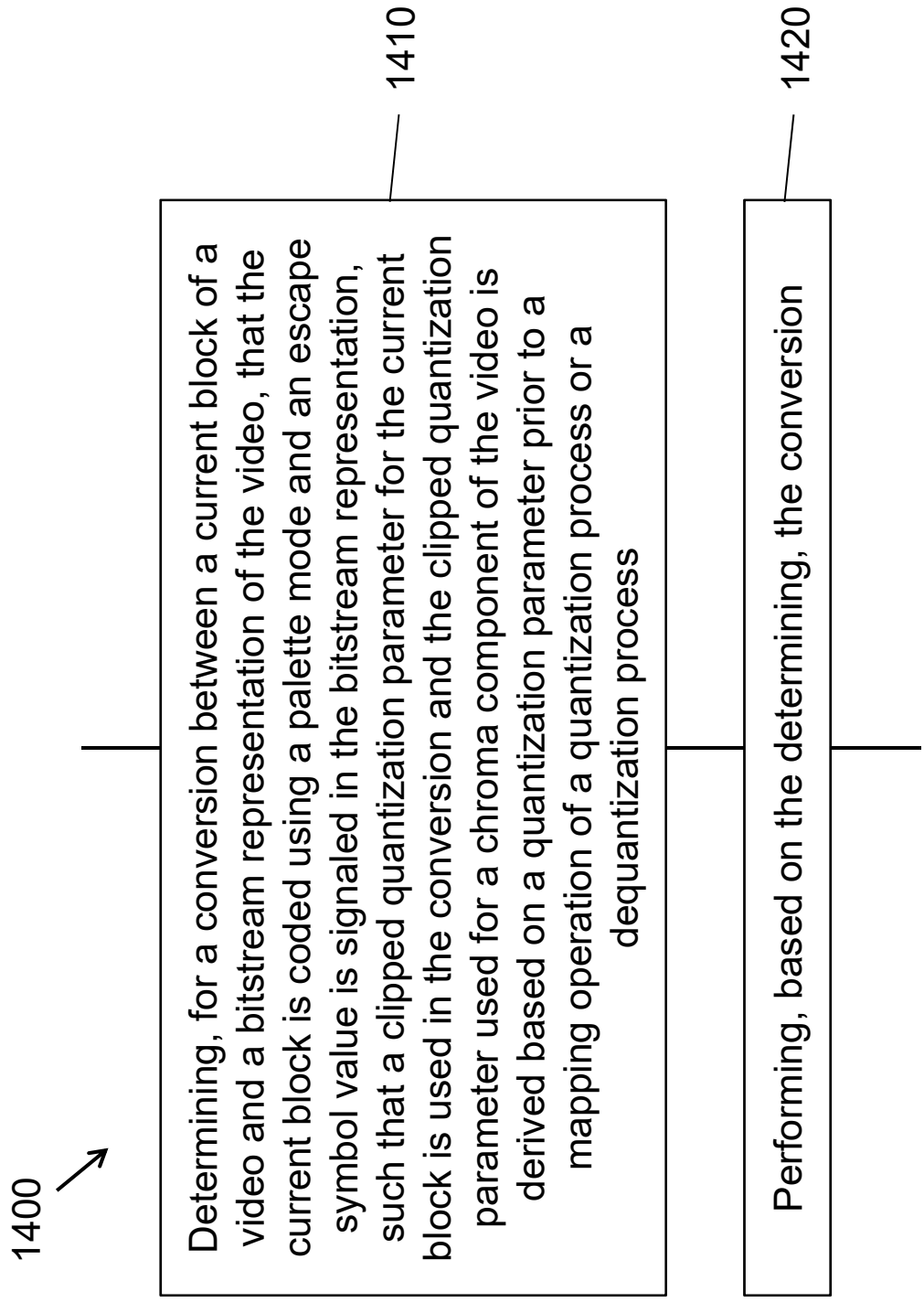

1400
Determining, for a conversion between a current block of a video and a bitstream representation of the video, that the current block is coded using a palette mode and an escape symbol value is signaled in the bitstream representation, such that a clipped quantization parameter for the current block is used in the conversion and the clipped quantization parameter used for a chroma component of the video is derived based on a quantization parameter prior to a mapping operation of a quantization process or a dequantization process
1410
Performing, based on the determining, the conversion
1420

FIG. 14