

FIG. 1 (Prior Art)

101

nal_unit(NumBytesInNALunit) {		
forbidden_zero_bit	All	r(1)
nal_ref_idc	All	u(2)
nal_unit_type	All	u(5)
...		
}		

102

nal_unit_header() {		Descriptor
forbidden_zero_bit		r(1)
nal_unit_type		u(6)
nuh_layer_id		u(6)
nuh_temporal_id_plus1		u(3)
}		

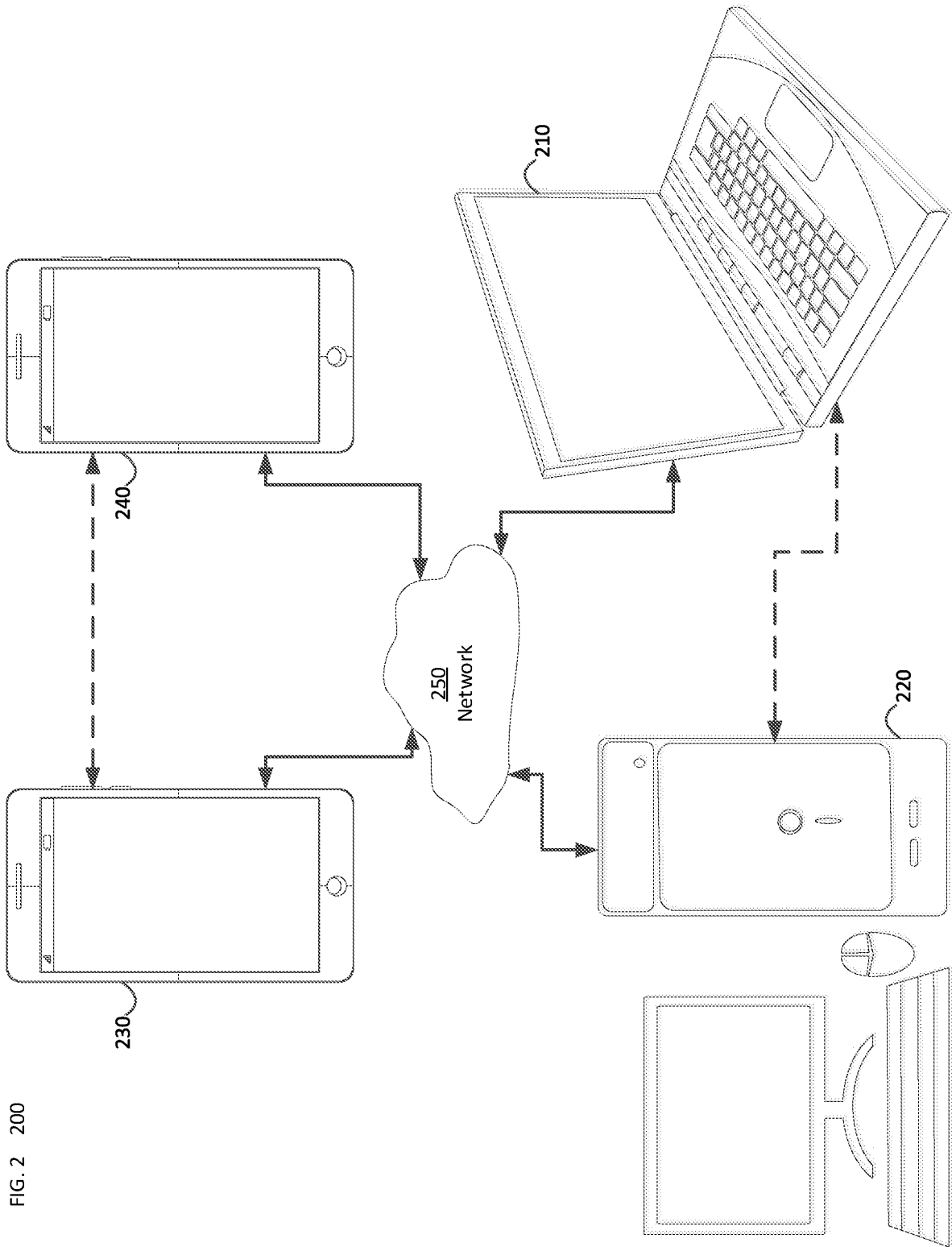


FIG. 2 200

FIG. 3 Streaming System 300

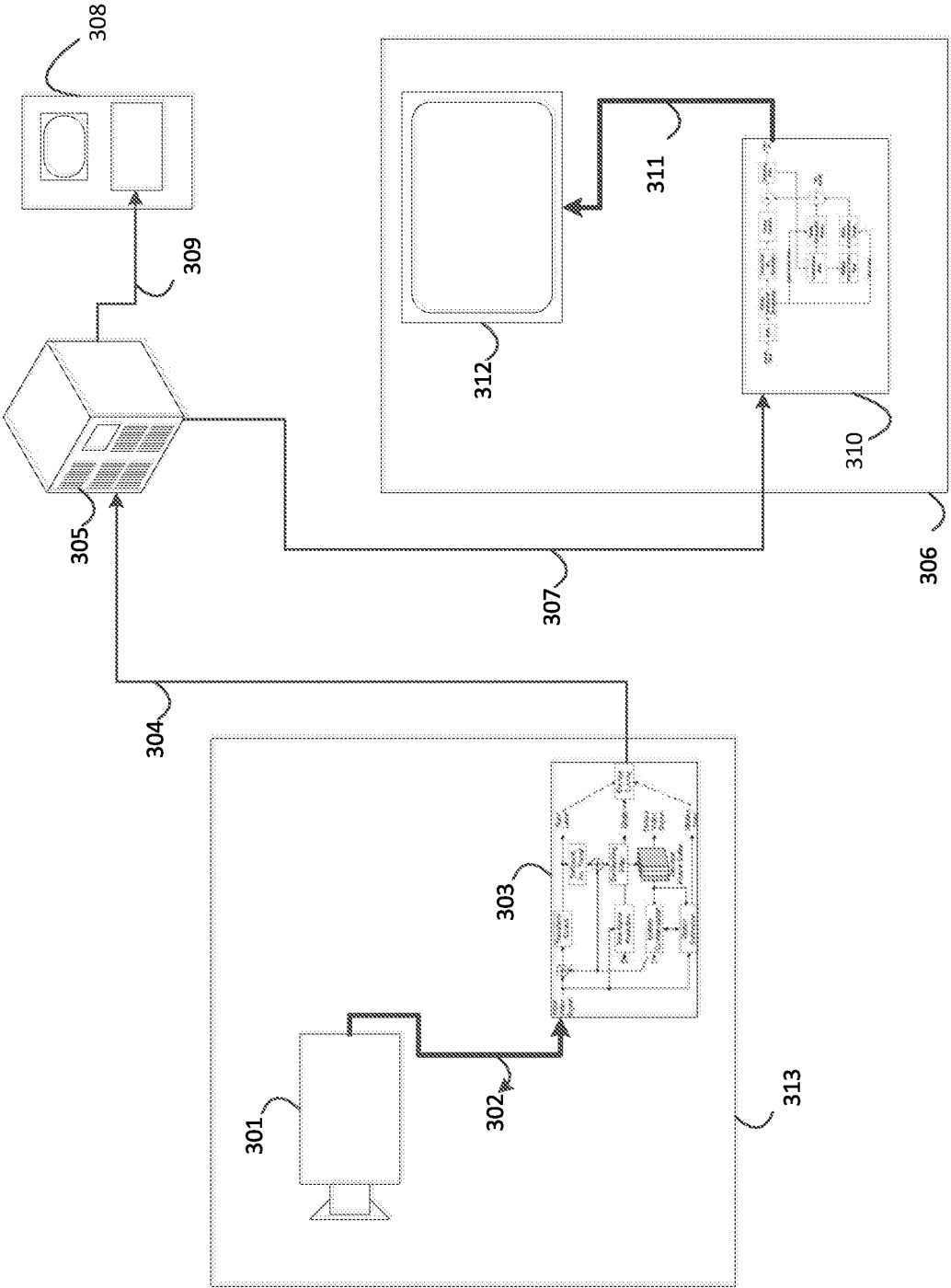


FIG. 4 Decoder 310

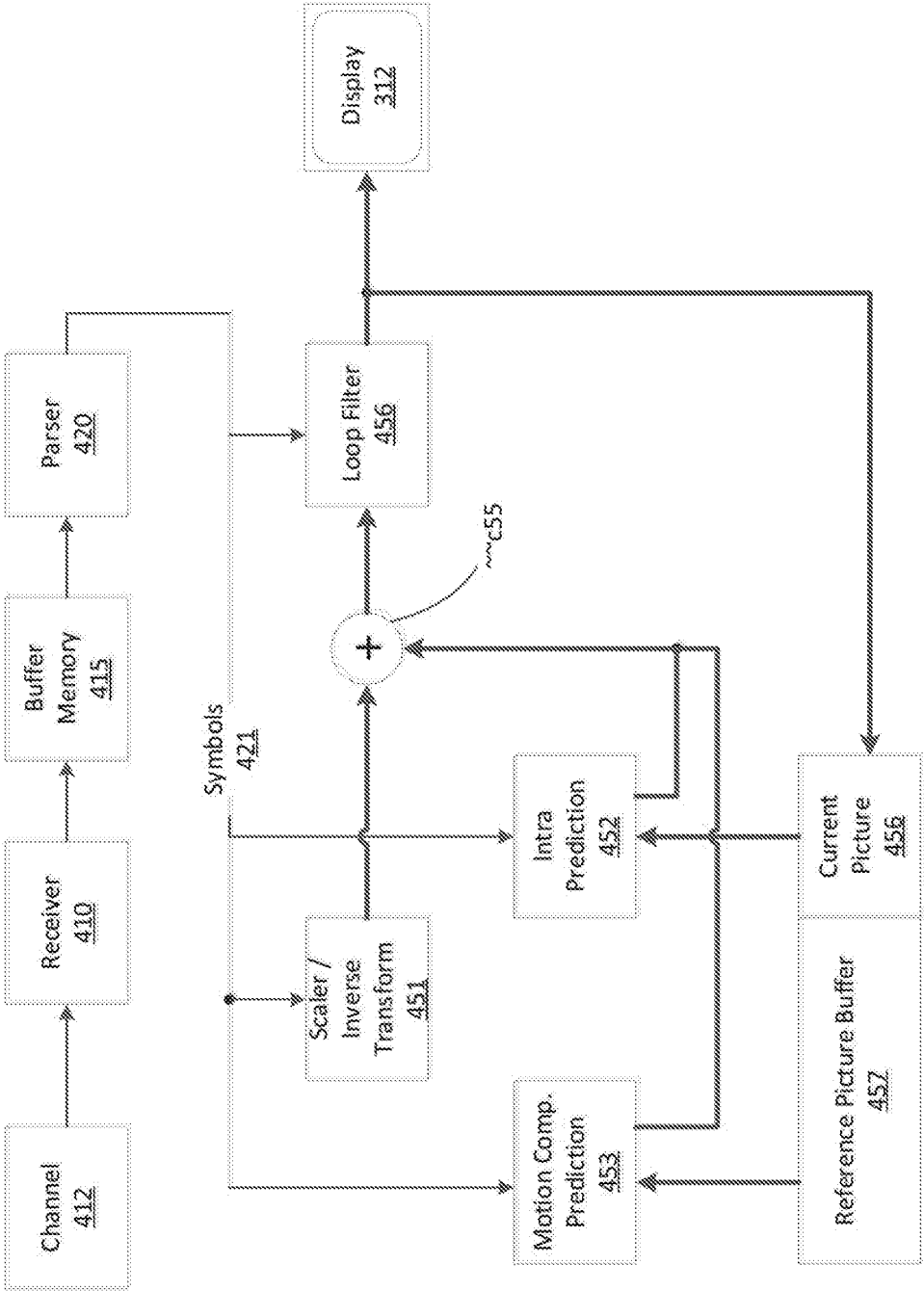


FIG. 5 Encoder 303

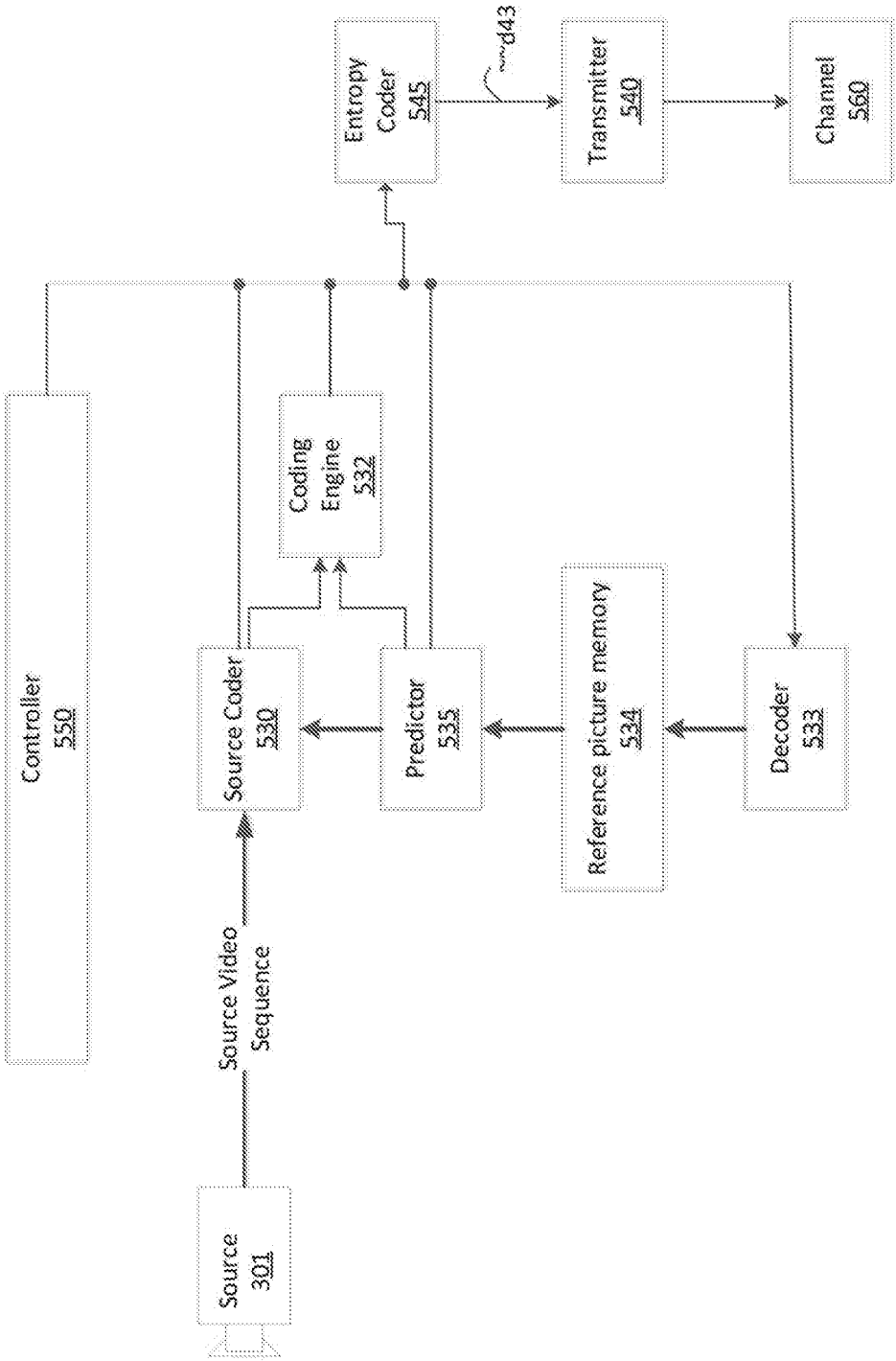


Fig. 6

601	seq_parameter_set_rsp() {	Descriptor
	...	
602	aps_ref_wraparound_enabled_flag	u(1)
	if(aps_ref_wraparound_enabled_flag)	
603	ref_wraparound_offset	ue(v)
	...	
	}	

FIG. 7

701	seq_parameter_set_rbsp() {	Descriptor
	...	
702	sps_ref_wraparound_enabled_flag	u(1)
	if(sps_ref_wraparound_enabled_flag)	
	{	
703	left_wraparound_padding_width	ue(v)
704	right_wraparound_padding_width	ue(v)
	}	
	...	
	}	

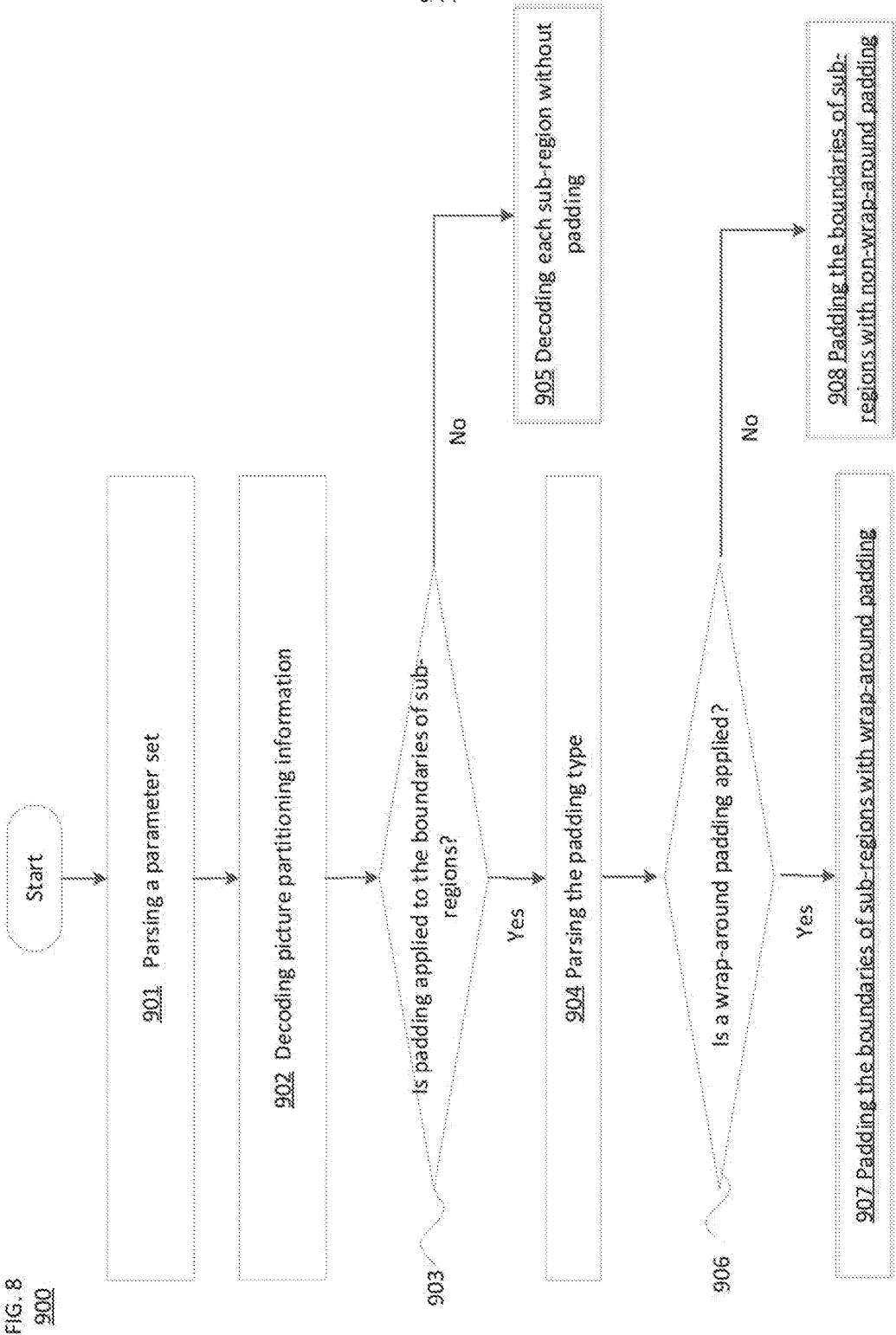


FIG. 9

	Descriptor
seq_parameter_set_thsp() {	
...	
sps_ref_wraparound_enabled_flag	u(1)
if(sps_ref_wraparound_enabled_flag)	
sps_ref_wraparound_offset_minus1	ue(v)
subpics_present_flag	u(1)
if(subpics_present_flag) {	
max_subpics_minus1	u(8)
subpic_grid_col_width_minus1	u(v)
subpic_grid_row_height_minus1	u(v)
for(i = 0; i < NumSubPicGridRows; i++)	
for(j = 0; j < NumSubPicGridCols; j++)	
subpic_grid_idx[i][j]	u(v)
for(i = 0; i <= NumSubPics; i++) {	
subpic_treated_as_pic_flag[i]	u(1)
if(subpic_treated_as_pic_flag[i]) {	
subpic_ref_wraparound_enabled_flag[i]	u(1)
if(subpic_ref_wraparound_enabled_flag[i])	
subpic_ref_wraparound_offset_minus1[i]	u(1)
}	
loop_filter_across_subpic_enabled_flag[i]	u(1)
}	
}	
...	
}	

FIG. 10

	Descriptor
seq parameter set rsp() {	
...	
sps ref wraparound enabled flag	u(1)
if(sps ref wraparound enabled flag)	
sps ref wraparound offset minus1	ue(v)
subpics present flag	u(1)
if(subpics present flag) {	
max subpics minus1	u(8)
subpic grid col width minus1	u(v)
subpic grid row height minus1	u(v)
for(i = 0; i < NumSubPicGridRows; i++)	
for(j = 0; j < NumSubPicGridCols; j++)	
subpic grid idx[i][j]	u(v)
all sub pic treated as pic flag	u(1)
if(all sub pic treated as pic flag) {	
all subpic ref wraparound enabled flag[i]	u(1)
if(all subpic ref wraparound enabled flag[i])	
all subpic ref wraparound offset minus1[i]	ue(v)
}	
for(i = 0; i <= NumSubPics; i++) {	
if(!all sub pic treated as pic flag) {	
subpic treated as pic flag[i]	u(1)
if(subpic treated as pic flag[i]) {	
subpic ref wraparound enabled flag[i]	u(1)
if(subpic ref wraparound enabled flag[i])	
subpic ref wraparound offset minus1[i]	ue(v)
}	
}	
loop filter across subpic enabled flag[i]	u(1)
}	
}	
...	
}	

