

CLAIMS

What is claimed is:

1. A method of video coding, executable by a processor, the method comprising:
receiving video data having a coding tree unit size;
signaling the coding tree unit size associated with the video data by setting two or more flags; and
coding the video data based on the flags corresponding to the signaled coding tree unit size.
2. The method of claim 1, wherein the two or more flags comprises two or more from among a 32-pixel coding tree unit size flag, a 64-pixel coding tree unit size flag, and a 128-pixel coding tree unit size flag.
3. The method of claim 2, wherein the 32-pixel coding tree unit size flag is signaled first, and wherein the 64-pixel coding tree unit size flag is signaled based on the 32-pixel coding tree unit size flag being not equal to 1.
4. The method of claim 2, wherein the 64-pixel coding tree unit size flag is signaled first, and wherein the 32-pixel coding tree unit size flag is signaled based on the 64-pixel coding tree unit size flag being not equal to 1.
5. The method of claim 2, wherein the 32-pixel coding tree unit size flag is signaled first, and wherein the 128-pixel coding tree unit size flag is signaled based on the 32-pixel coding tree unit size flag being not equal to 1.
6. The method of claim 2, wherein the 128-pixel coding tree unit size flag is signaled first, and wherein the 32-pixel coding tree unit size flag is signaled based on the 128-pixel coding tree unit size flag being not equal to 1.
7. The method of claim 2, wherein the 64-pixel coding tree unit size flag is signaled first, and wherein the 128-pixel coding tree unit size flag is signaled based on the 64-pixel coding tree

unit size flag being not equal to 1.

8. The method of claim 2, wherein the 128-pixel coding tree unit size flag is signaled first , and wherein the 64-pixel coding tree unit size flag is signaled based on the 128-pixel coding tree unit size flag being not equal to 1.

9. The method of claim 2, wherein a 64-pixel max luma transform size flag is signaled based on the coding tree unit size associated with the video data being greater than or equal to 64 pixels by 64 pixels.

10. The method of claim 9, wherein based on the 32-pixel coding tree unit size flag being signaled first and being equal to 1, the 64-pixel max luma transform size flag is not signaled.

11. The method of claim 9, wherein based on the 64-pixel coding tree unit size flag being signaled first and being equal to 0, the 32-pixel coding tree unit size flag is signaled and set equal to 1, and the 64-pixel max luma transform size flag is not signaled.

12. The method of claim 9, wherein based on the 128-pixel coding tree unit size flag being signaled first and being equal to 0, the 32-pixel coding tree unit size flag is signaled and set equal to 1, and the 64-pixel max luma transform size flag is not signaled.

13. The method of claim 1, wherein a first flag and a second flag from among the two or more flags correspond to a sequence parameter set associated with the video data, the first flag indicating whether a smallest coding tree unit size is applied and the second flag indicating whether a largest coding tree unit size is applied.

14. The method of claim 13, wherein the first flag is signaled first, and wherein the second flag is signaled based on the smallest coding tree unit size not being applied.

15. The method of claim 13, wherein second flag is signaled first, and wherein the first flag is signaled based on the largest coding tree unit size not being applied.

16. The method of claim 13, wherein a 64-pixel max luma transform size flag is signaled based on the smallest coding tree unit size not being applied.
17. A computer system for coding video data, the computer system comprising:
one or more computer-readable non-transitory storage media configured to store computer program code; and
one or more computer processors configured to access said computer program code and operate as instructed by said computer program code, said computer program code including:
receiving code configured to cause the one or more computer processors to receive video data having a coding tree unit size;
signaling code configured to cause the one or more computer processors to signal the coding tree unit size associated with the video data by setting two or more flags; and
coding code configured to cause the one or more computer processors to code the video data based on the flags corresponding to the signaled coding tree unit size.
18. The computer system of claim 17, wherein the two or more flags comprises two or more from among a 32-pixel coding tree unit size flag, a 64-pixel coding tree unit size flag, and a 128-pixel coding tree unit size flag.
19. A non-transitory computer readable medium having stored thereon a computer program for coding video data, the computer program configured to cause one or more computer processors to:
receive video data having a coding tree unit size;
signal the coding tree unit size associated with the video data by setting two or more flags; and
code the video data based on the flags corresponding to the signaled coding tree unit size.
20. The computer readable medium of claim 19, wherein the two or more flags comprises two or more from among a 32-pixel coding tree unit size flag, a 64-pixel coding tree unit size flag, and a 128-pixel coding tree unit size flag.