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- (71) **Applicant:** QUALCOMM INCORPORATED [US/US];
ATTN: International IP Administration, 5775 Morehouse
Drive, San Diego, California 92121-1714 (US).
- (72) **Inventors:** WANG, Ye-Kui; 5775 Morehouse Drive, San
Diego, California 92121-1714 (US). CHEN, Ying; 5775
Morehouse Drive, San Diego, California 92121-1714 (US).
- (74) **Agent:** ERICKSON, Bryan F.; Shumaker & Sieffert,
P.A., 1625 Radio Drive, Suite 300, Woodbury, Minnesota
5125 (US).
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(54) **Title:** LOW-DELAY VIDEO BUFFERING IN VIDEO CODING

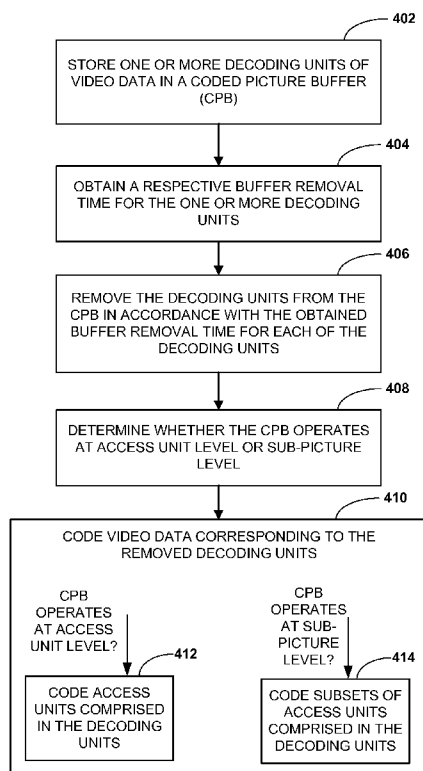


FIG. 6

(57) **Abstract:** As one example, a method of coding video data includes storing one or more decoding units of video data in a coded picture buffer (CPB). The method further includes obtaining a respective buffer removal time for the one or more decoding units. The method further includes removing the decoding units from the CPB in accordance with the obtained buffer removal time for each of the decoding units. The method further includes determining whether the CPB operates at access unit level or sub-picture level. The method further includes coding video data corresponding to the removed decoding units. If the CPB operates at access unit level, coding the video data comprises coding access units comprised in the decoding units. If the CPB operates at sub-picture level, coding the video data comprises coding subsets of access units comprised in the decoding units.



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