

CLAIMS

1. A method of processing video data, comprising:
 - performing a conversion between a video and a bitstream of the video,
 - wherein the bitstream comprises one or more layers comprising one or more sublayers comprising one or more pictures comprising one or more subpictures according to a rule,
 - wherein the rule specifies a rewriting operation selectively performed on one or more syntax structures during a subpicture sub-bitstream extraction process by which an output target sub-bitstream is extracted from the bitstream,
 - wherein the one or more syntax elements include information of the output target sub-bitstream.
2. The method of claim 1, wherein the one or more syntax structures include: (a) a first syntax structure that indicates a coding level to which the output target sub-bitstream conforms, and (b) a second syntax structure that indicates coding levels to which sublayer sequences in the output target sub-bitstream having index values 0 to tldTarget-1 conform, where tldTarget is an integer representing a highest temporal layer identifier of sublayers in the output target sub-bitstream.
3. The method of claim 1, wherein the one or more syntax elements include: (a) a first syntax structure that is indicative of a coded picture buffer size of each sublayer sequence in the output target sub-bitstream, and (b) a second syntax structure that indicates a bitrate value of each sublayer sequence in the output target sub-bitstream.
4. The method of claim 1, wherein the one or more syntax elements include: (a) a first syntax structure that is indicative of whether each sublayer sequence in the output target sub-bitstream is handled as having a constant bitrate.
5. The method of claims 1-2, wherein the first syntax structure and the second syntax structure are included in a video parameter set references by the output target sub-bitstream.

6. The method of claims 1-2, wherein, in case that the output target sub-bitstream comprises a single layer, the first syntax structure and the second syntax structure are included in a sequence parameter set referenced by the output target sub-bitstream.
7. The method of any of above claims, wherein the video comprises a 360-degree video.
8. The method of any of claims 1 to 7, wherein the conversion comprises encoding the video into the bitstream.
9. The method of any of claims 1 to 7, wherein the conversion comprises decoding the bitstream to generate pixel values of the video.
10. A video decoding apparatus comprising a processor configured to implement a method recited in one or more of claims 1 to 9.
11. A video encoding apparatus comprising a processor configured to implement a method recited in one or more of claims 1 to 9.
12. A method of storing a bitstream representing a video to a computer-readable recording medium, comprising:
 - generating the bitstream from the video according to a method described in any one or more of claims 1 to 9; and
 - storing the bitstream in the computer-readable recording medium.
13. A computer readable medium that stores the bitstream generated according to any one or more of claims 1 to 9.
14. A computer program product having computer code stored thereon, the code, when executed by a processor, causes the processor to implement a method recited in any of claims 1 to 9.
15. A method, apparatus or system described in the present document.