

FIG. 1 (Prior Art)

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

101

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)
}		

102

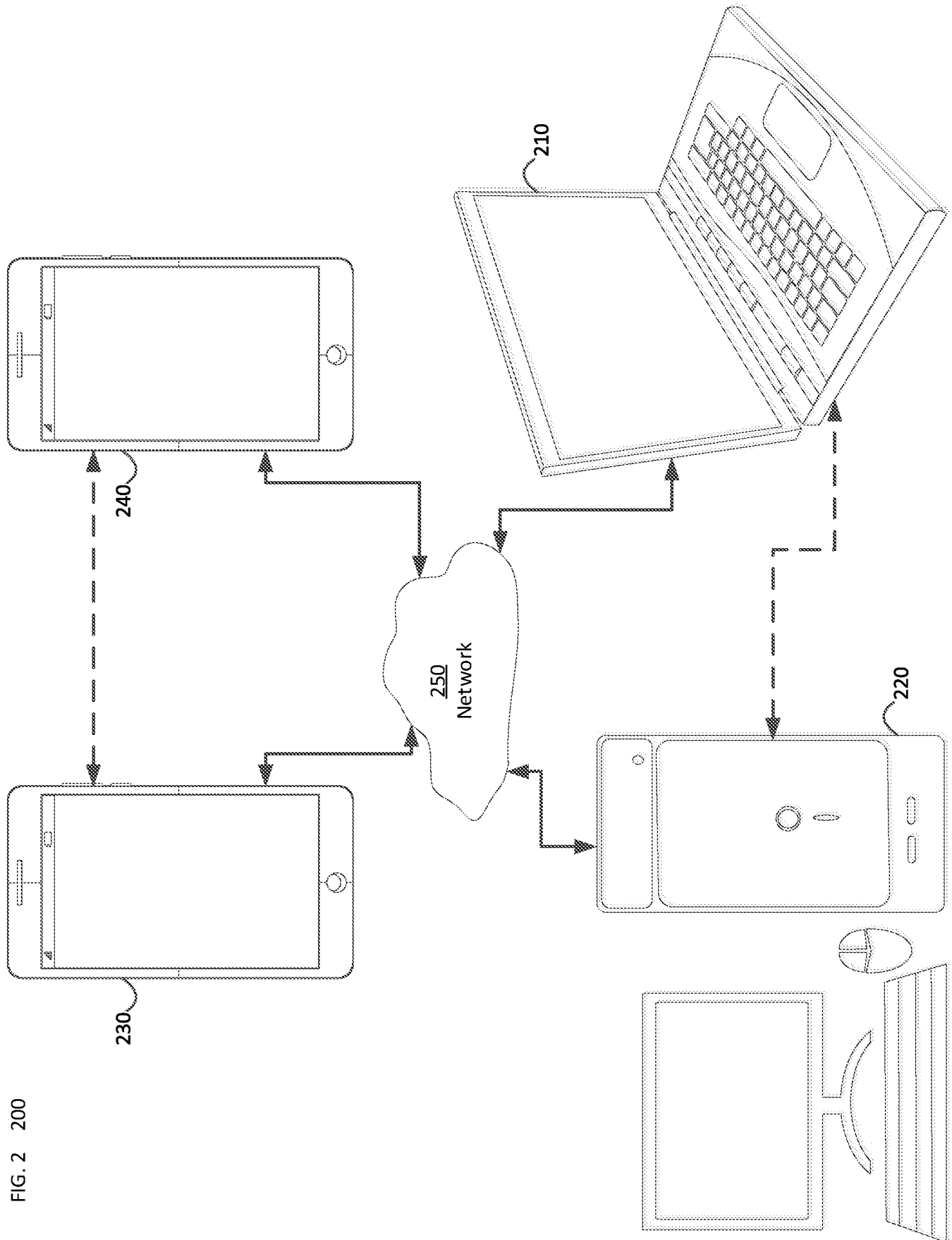


FIG. 2 200

FIG. 3 Streaming System 300

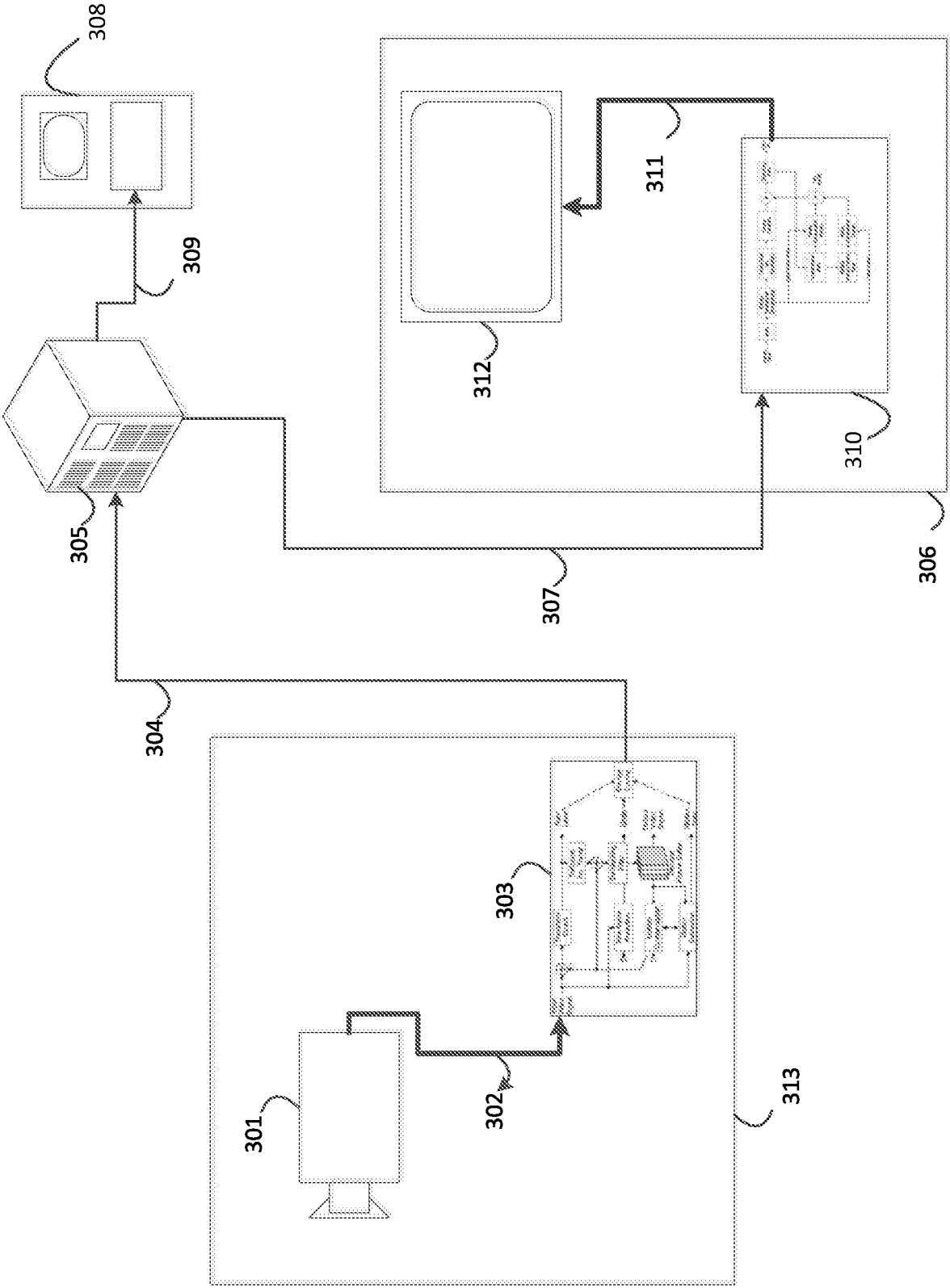


FIG. 4 Decoder 310

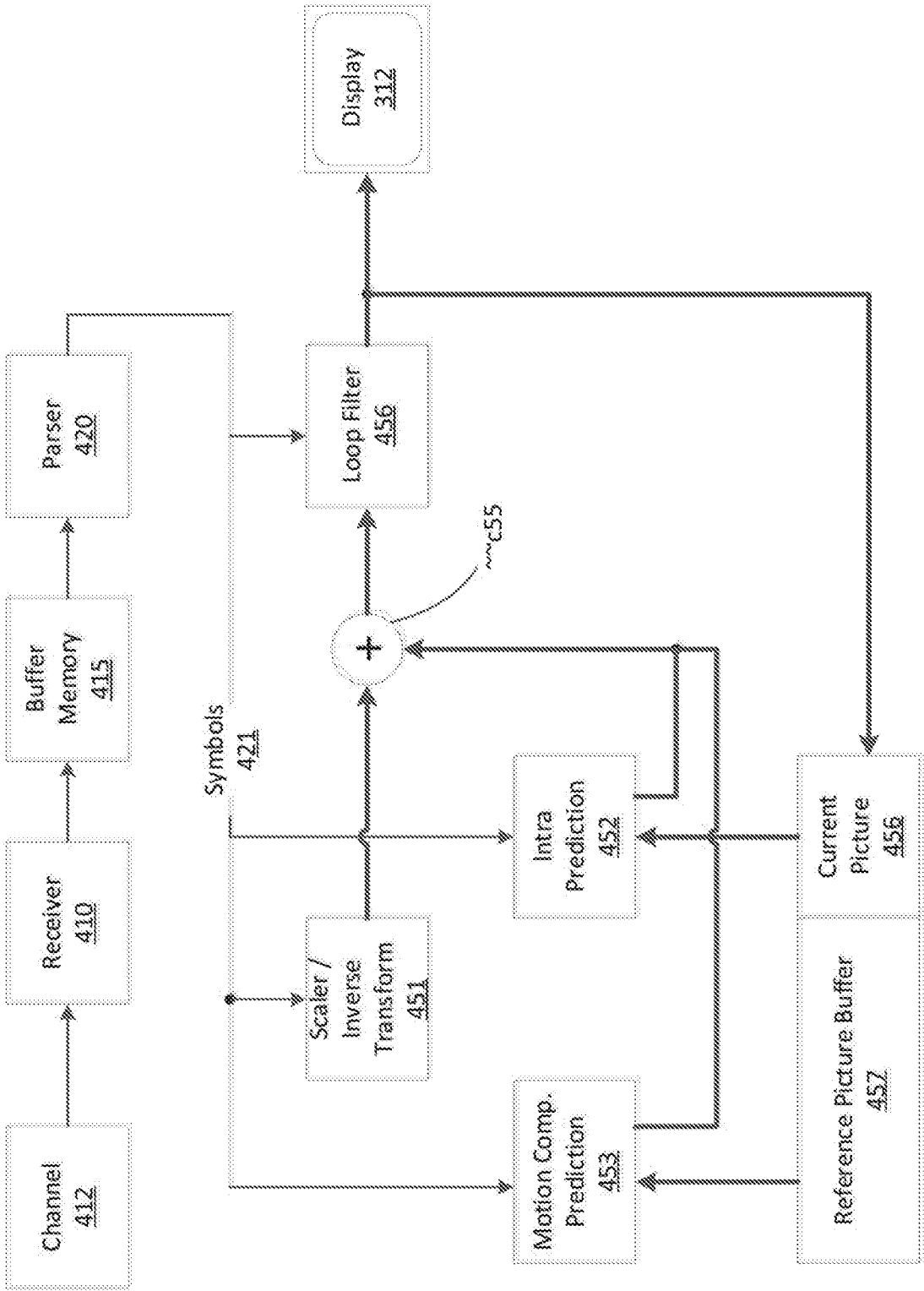


FIG. 5 Encoder 303

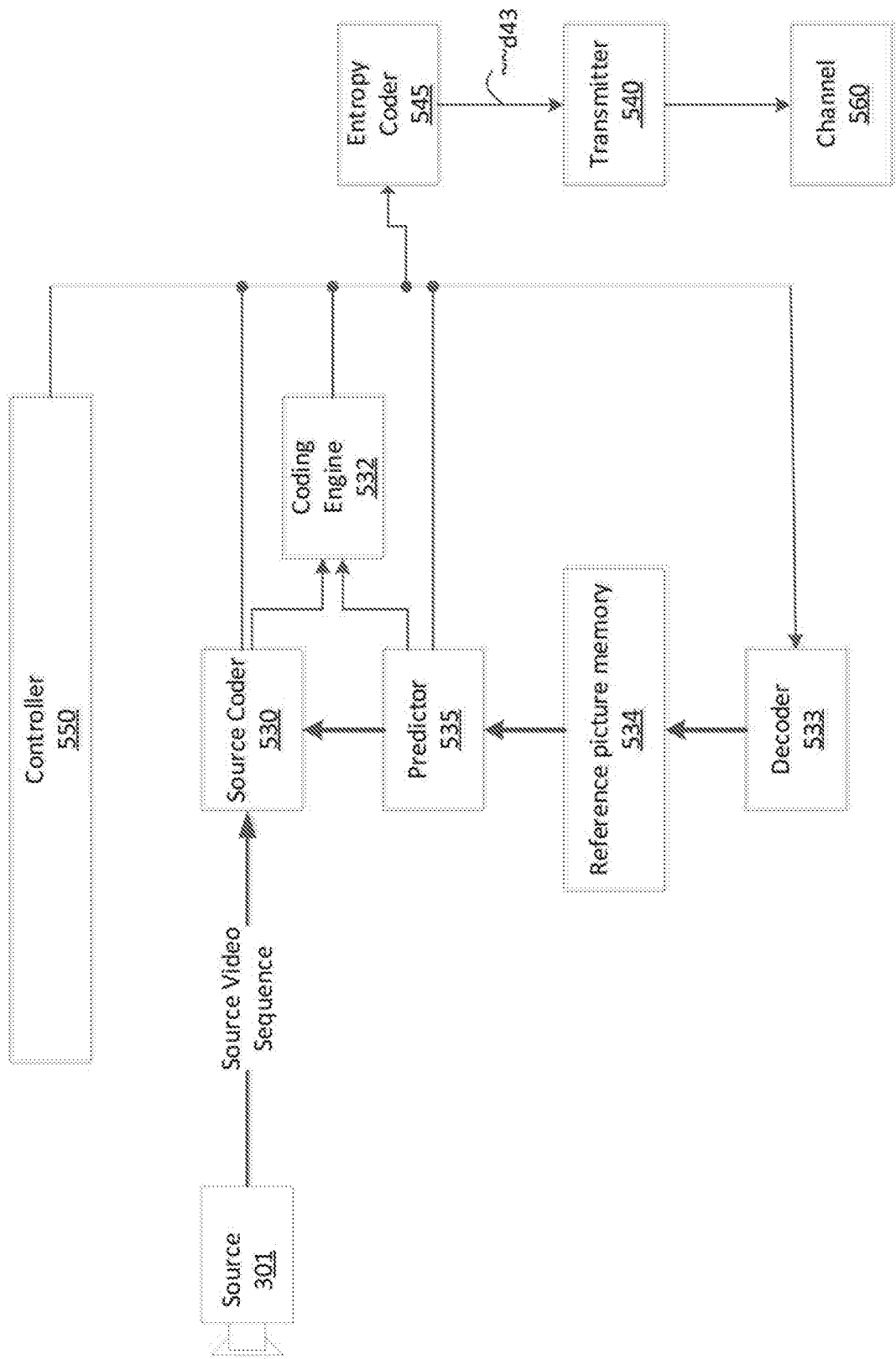


Fig. 6

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

FIG. 7

701	seq_parameter_set_fbsp() {	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)
	}	
	...	
	}	

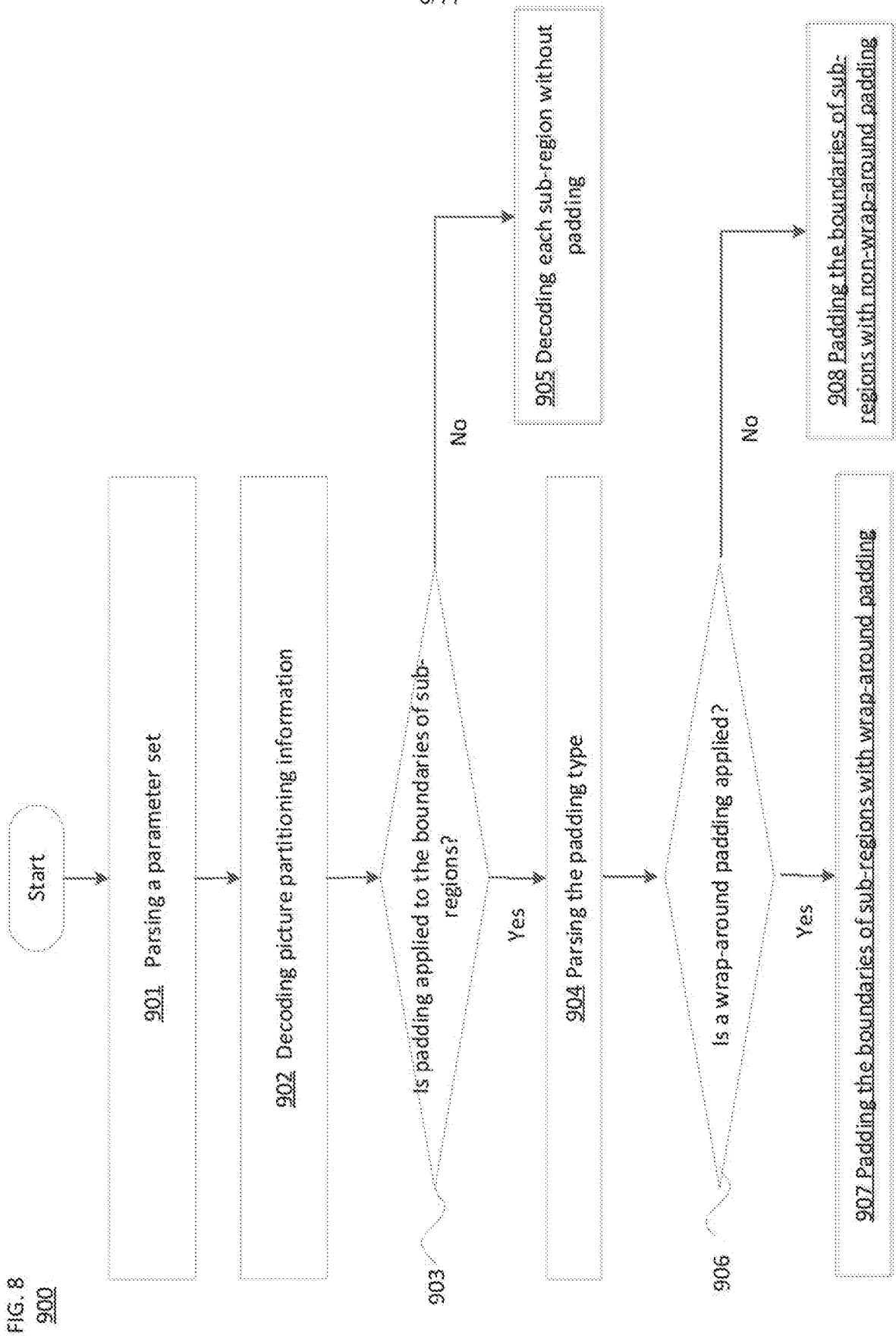


FIG. 9

	Descriptor
seq_parameter_set_rbsp() {	
...	
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 rbsp() {
	...
u(1)	sps ref wraparound enabled flag
	iff sps_ref_wraparound_enabled_flag {
ue(v)	sps_ref_wraparound_offset_minus1
u(1)	subpics_present_flag
	iff subpics_present_flag {
u(8)	max_subpics_minus1
u(v)	subpic_grid_col_width_minus1
u(v)	subpic_grid_row_height_minus1
	for(j = 0; j < NumSubPicGridRows; j++)
	for(i = 0; i < NumSubPicGridCols; i++)
u(v)	subpic_grid_idx[i][j]
u(1)	all_sub_pic_treated_as_pic_flag
	iff all_sub_pic_treated_as_pic_flag {
u(1)	all_subpic_ref_wraparound_enabled_flag[i]
	iff(all_subpic_ref_wraparound_enabled_flag[i])
ue(v)	all_subpic_ref_wraparound_offset_minus1[i]
	}
	for(i = 0; i <= NumSubPics; i++) {
	iff(all_sub_pic_treated_as_pic_flag) {
u(1)	subpic_treated_as_pic_flag[i]
	iff subpic_treated_as_pic_flag[i] {
u(1)	subpic_ref_wraparound_enabled_flag[i]
	iff subpic_ref_wraparound_enabled_flag[i] {
ue(v)	subpic_ref_wraparound_offset_minus1[i]
	}
	}
u(1)	loop_filter_across_subpic_enabled_flag[i]
	}
	...
	}

