

## CLAIMS

1. A video processing method, comprising:  
performing a conversion between a video comprising a video picture comprising a video tile including one or more slices and a bitstream of the video according to a rule;  
wherein the rule specifies that a second slice in a tile that includes a first slice in a picture has a height that is represented in a unit of coding tree units, wherein the first slice has a first slice index, wherein the second slice has a second slice index that is determined based on the first slice index and a number of explicitly provided slice heights in the video tile, and wherein the height of the second slice is determined based on the first slice index and the second slice index.
2. The method of claim 1, wherein the first slice index is represented as  $i$ ,  
wherein the second slice index is represented as  $(\text{num\_exp\_slices\_in\_tile}[i] - 1)$ , where  $\text{num\_exp\_slices\_in\_tile}$  specifies a number of explicitly provided slice heights in the video tile, and  
wherein the height of the second slice is determined based on  $\text{exp\_slice\_height\_in\_ctus\_minus1}[i][\text{num\_exp\_slices\_in\_tile}[i] - 1] + 1$ , where  $\text{exp\_slice\_height\_in\_ctus\_minus1}$  specifies slice heights in the unit of coding tree units in the video tile.
3. The method of claim 1 or 2, wherein a height of uniform slices that partition the video tile is indicated by a last entry of  $\text{exp\_slice\_height\_in\_ctus\_minus1}$ .
4. The method of any of claims 1 to 3, wherein the second slice always exists in the picture.
5. The method of any of claims 1 to 4, wherein the height of the second slice is disallowed to be reset for the conversion.

6. The method of any of claims 1 to 4, wherein a height of a third slice having an index greater than  $(\text{num\_exp\_slices\_in\_tile}[i] - 1)$  is determined based on  $\text{exp\_slice\_height\_in\_ctus\_minus1}[i][\text{num\_exp\_slices\_in\_tile}[i] - 1]$ .
7. The method of any of claims 1 to 3, wherein the second slice does not exist in the video tile.
8. The method of any of claims 1 to 7, wherein the height of the second slice is smaller than or equal to  $\text{exp\_slice\_height\_in\_ctus\_minus1}[i][\text{num\_exp\_slices\_in\_tile}[i] - 1] + 1$ .
9. The method of any of claims 1 to 8, wherein the conversion includes encoding the video into the bitstream.
10. The method of any of claims 1 to 8, wherein the conversion includes decoding the video from the bitstream.
11. A method for storing bitstream of a video, comprising:  
generating a bitstream of the video from a block according to a rule, wherein the video comprises a video tile including one or more slices, and wherein the rule specifies that a second slice in a tile that includes a first slice in a picture has a height that is represented in a unit of coding tree units, wherein the first slice has a first slice index, wherein the second slice has a second slice index that is determined based on the first slice index and a number of explicitly provided slice heights in the video tile, and wherein the height of the second slice is determined based on the first slice index and the second slice index; and  
storing the bitstream in a non-transitory computer-readable recording medium.
12. A video decoding apparatus comprising a processor configured to implement a method recited in one or more of claims 1 to 11.

13. A video encoding apparatus comprising a processor configured to implement a method recited in one or more of claims 1 to 11.
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 11.
15. A non-transitory computer-readable recording medium storing a bitstream of a video which is generated by a method performed by a video processing apparatus, wherein the method comprises:
- generating a bitstream of the video from a block according to a rule, wherein the video comprises a video tile including one or more slices, and wherein the rule specifies that a second slice in a tile that includes a first slice in a picture has a height that is represented in a unit of coding tree units, wherein the first slice has a first slice index, wherein the second slice has a second slice index that is determined based on the first slice index and a number of explicitly provided slice heights in the video tile, and wherein the height of the second slice is determined based on the first slice index and the second slice index.
16. A method, an apparatus, a bitstream generated according to a method, or a system described in the present document.