CLAIMS

1. A method of processing video data, comprising:

determining, for a conversion between a current block of a video and a bitstream of the video, that a first prediction mode is applied to the current block,

maintaining a predictor palette table,

constructing, in the first prediction mode, a current palette comprising one or more palette predictors for the current block based on the predictor palette table, and

performing the conversion based on the first prediction mode,

wherein in the first prediction mode, reconstructed samples of the current block are represented by a set of representative color values, and the set of representative color values comprises at least one of 1) palette predictors derived from the current palette, 2) escaped samples, or 3) palette information included in the bitstream,

wherein a maximum number of entries in the current palette is restricted to m×8, and a maximum number of entries in the predictor palette table are restricted to n×8, and wherein m and n are positive integers,

wherein the predictor palette table is initialized at beginning of each slice or each tile, otherwise the predictor palette table is initialized when a first set of conditions are satisfied and at least that a variable indicating availability of a spatial neighbouring block is not equal to 1, and

wherein the predictor palette table is initialized when the first set of conditions are not satisfied.

2. The method of claim 1, wherein m or n is equal to 4 or 8.

3. The method of claim 1, wherein the first set of conditions comprise that an entropy coding synchronization enabled flag is equal to 1.

4. The method of claim 1 or claim 2, wherein a syntax element indicating a parallel merge estimation level is included in the bitstream, and wherein the maximum value of the syntax element depends on a size of a coding tree unit (CTU).

5. The method of any one of claims 1-4, wherein the maximum value of the syntax element is constrained to be smaller than the size of the CTU.

6. The method of any one of claims 1-5, wherein the syntax element is coded by an exponential Golomb code.

7. The method of any one of claims 1-6, wherein the conversion includes encoding the current block into the bitstream.

8. The method of any one of claims 1-6, wherein the conversion includes decoding the current block from the bitstream.

9. An apparatus for processing video data comprising a processor and a non-transitory memory with instructions thereon, wherein the instructions upon execution by the processor, cause the processor to:

determine, for a conversion between a current block of a video and a bitstream of the video, that a first prediction mode is applied to the current block,

maintain a predictor palette table,

construct, in the first prediction mode, a current palette comprising one or more palette predictors for the current block based on the predictor palette table, and

perform the conversion based on the first prediction mode,

wherein in the first prediction mode, reconstructed samples of the current block are represented by a set of representative color values, and the set of representative color values comprises at least one of 1) palette predictors derived from the current palette, 2) escaped samples, or 3) palette information included in the bitstream,

wherein a maximum number of entries in the current palette is restricted to m×8, and a maximum number of entries in the predictor palette table are restricted to n×8, and wherein m and n are positive integers,

wherein the predictor palette table is initialized at beginning of each slice or each tile, otherwise the predictor palette table is initialized when a first set of conditions are satisfied and at least that a variable indicating availability of a spatial neighbouring block is not equal to 1, and

wherein the predictor palette table is initialized when the first set of conditions are not satisfied.

10. The apparatus of claim 9, wherein m or n is equal to 4 or 8.

11. The apparatus of claim 9 or claim 10, wherein a syntax element indicating a parallel merge estimation level is included in the bitstream, and wherein the maximum value of the syntax element depends on a size of a coding tree unit (CTU).

12. The apparatus of any one of claims 9-11, wherein the maximum value of the syntax element is constrained to be smaller than the size of the CTU.

13. The apparatus of any one of claims 9-12, wherein the syntax element is coded by an exponential Golomb code.

14. The apparatus of any one of claims 9-13, wherein the conversion includes encoding the current block into the bitstream.

15. The apparatus of any one of claims 9-13, wherein the conversion includes decoding the current block from the bitstream.

16. A non-transitory computer-readable storage medium storing instructions that cause a processor to:

determine, for a conversion between a current block of a video and a bitstream of the video, that a first prediction mode is applied to the current block,

maintain a predictor palette table,

construct, in the first prediction mode, a current palette comprising one or more palette predictors for the current block based on the predictor palette table, and

perform the conversion based on the first prediction mode,

wherein in the first prediction mode, reconstructed samples of the current block are represented by a set of representative color values, and the set of representative color values comprises at least one of 1) palette predictors derived from the current palette, 2) escaped samples, or 3) palette information included in the bitstream,

wherein a maximum number of entries in the current palette is restricted to m×8, and a maximum number of entries in the predictor palette table are restricted to n×8, and wherein m and n are positive integers,

wherein the predictor palette table is initialized at beginning of each slice or each tile, otherwise the predictor palette table is initialized when a first set of conditions are satisfied and at least that a variable indicating availability of a spatial neighbouring block is not equal to 1, and

wherein the predictor palette table is initialized when the first set of conditions are not satisfied.

17. The non-transitory computer-readable storage medium of claim 16, wherein a syntax element indicating a parallel merge estimation level is included in the bitstream, and wherein the maximum value of the syntax element depends on a size of a coding tree unit (CTU).

18. The non-transitory computer-readable storage medium of claim 16 or claim 17, wherein the maximum value of the syntax element is constrained to be smaller than the size of the CTU.

19. The non-transitory computer-readable storage medium of any one of claims 16-18, wherein the syntax element is coded by an exponential Golomb code.

20. 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:

determining that a first prediction mode is applied to a current block of a video,

maintaining a predictor palette table,

constructing, in the first prediction mode, a current palette comprising one or more palette predictors for the current block based on the predictor palette table, and

generating the bitstream based on the first prediction mode,

wherein in the first prediction mode, reconstructed samples of the current block are represented by a set of representative color values, and the set of representative color values comprises at least one of 1) palette predictors derived from the current palette, 2) escaped samples, or 3) palette information included in the bitstream,

wherein a maximum number of entries in the current palette is restricted to m×8, and a maximum number of entries in the predictor palette table are restricted to n×8, and wherein m and n are positive integers,

wherein the predictor palette table is initialized at beginning of each slice or each tile, otherwise the predictor palette table is initialized when a first set of conditions are satisfied and at least that a variable indicating availability of a spatial neighbouring block is not equal to 1, and

wherein the predictor palette table is initialized when the first set of conditions are not satisfied.