

WHAT IS CLAIMED IS:

1. A method of video processing, comprising:
performing a conversion between a video comprising one or more pictures in one or more video layers and a bitstream of a video,
wherein the bitstream comprises a coded video sequence that includes one or more access units, and
wherein the bitstream further comprises a first syntax element indicating whether an access unit includes a picture for each video layer making up the coded video sequence.
2. The method of claim 1, wherein the access unit is configured to start a new coded video sequence.
3. The method of claim 2, wherein the picture for each video layer is an intra random access point picture or a gradual decoding refresh picture.
4. The method of claim 1, wherein the first syntax element is included in an access unit delimiter network abstraction layer unit.
5. The method of claim 4, wherein the first syntax element is a flag indicating whether an access unit containing an access unit delimiter is an intra random access point access unit or a gradual decoding refresh access unit.
6. The method of claim 5, wherein the first syntax element is `irap_or_gdr_au_flag`.
7. The method of claim 4, wherein the access unit delimiter network abstraction layer unit is the only access unit delimiter network abstraction layer unit present in each intra random access point access unit or gradual decoding refresh access unit when a second syntax element, which is indicative of a number of video layers specified by a video parameter set, is greater than one.
8. The method of claim 7, wherein the second syntax element indicates a maximum allowed number of layers in each coded video sequence that refers to the video parameter set.

9. The method of claim 1, wherein the first syntax element equaling one is indicative of all slices in the access unit comprising an identical network abstraction layer unit type in a range of IDR_W_RADL to GDR_NUT, inclusive.
10. The method of claim 9, wherein the first syntax element equaling one and the network abstraction layer unit type being IDR_W_RADL or IDR_N_LP is indicative of the access unit being a coded video sequence start access unit.
11. The method of claim 9, wherein a variable for each of the pictures in the access unit equaling one and the network abstraction layer unit type being CRA_NUT or GDR_NUT is indicative of the access unit being a coded video sequence start access unit.
12. The method of claim 11, wherein the variable indicates whether pictures in a decoded picture buffer prior to a current picture in decoding order are output before the pictures are recovered.
13. The method of claim 11, wherein the variable is NoOutputBeforeRecoveryFlag.
14. The method of claim 1, wherein the first syntax element is included in a network abstraction layer unit header.
15. The method of claim 1, wherein the first syntax element is included in a new network abstraction layer unit.
16. The method of claim 15, wherein the new network abstraction layer unit is the only new network abstraction layer unit present in each intra random access point access unit or gradual decoding refresh access unit when a second syntax element, which is indicative of a number of video layers specified by a video parameter set, is greater than one.
17. The method of claim 1, wherein the first syntax element is included in a supplementary enhancement information message.
18. The method of claim 17, wherein the supplementary enhancement information message is the only supplementary enhancement information message present in each intra random access

point access unit or gradual decoding refresh access unit when a second syntax element, which is indicative of a number of video layers specified by a video parameter set, is greater than zero.

19. A method of video processing, comprising:
 - performing a conversion between a video comprising one or more pictures in one or more video layers and a bitstream of the video,
 - wherein the bitstream comprises a coded video sequence that includes one or more access units, and
 - wherein the bitstream conforms to a format rule that specifies that each picture in a given access unit carries a layer identifier that is equal to a layer identifier of a first access unit of the coded video sequence comprising the one or more video layers.
20. A method of video processing, comprising:
 - performing, a conversion between a video comprising one or more pictures in one or more video layers and a bitstream of a video,
 - wherein the bitstream comprises a coded video sequence that includes one or more access units, and
 - wherein the bitstream further comprises a first syntax element indicative of an access unit of the one or more access units starting a new coded video sequence.
21. The method of claim 20, wherein the first syntax element is included in an access unit delimiter network abstraction layer unit.
22. The method of claim 20, wherein the first syntax element is included in a network abstraction layer unit header.
23. The method of claim 20, wherein the first syntax element is included in a new network abstraction layer unit.
24. The method of claim 20, wherein the first syntax element is included in a supplementary enhancement information message.
25. A method of video processing, comprising:

performing a conversion between a video comprising one or more pictures in one or more video layers and a bitstream of the video,

wherein the bitstream comprises a coded video sequence that includes one or more access units, and

wherein the bitstream conforms to a format rule that specifies that a coded video sequence start access unit, which starts a new coded video sequence, comprises a picture for each video layer specified in a video parameter set.

26. A method of video processing, comprising:

performing a conversion between a video comprising one or more pictures in one or more video layers and a bitstream of the video,

wherein the bitstream comprises a coded video sequence that includes one or more access units, and

wherein the bitstream conforms to a format rule that specifies that a given access unit is identified as a coded video sequence start access unit based on the given access unit being a first access unit in the bitstream or an access unit previous to the given access unit comprising end of sequence network abstraction layer units.

27. A method of video processing, comprising:

performing, based on a rule, a conversion between a video comprising one or more pictures in one or more video layers and a bitstream of the video,

wherein the bitstream comprises a coded video sequence that includes one or more access units, and

wherein the rule specifies that side information is used to indicate whether an access unit of the one or more access units is a coded video sequence start access unit.

28. The method of any of claims 1 to 27, wherein the conversion comprises decoding the video from the bitstream.

29. The method of any of claims 1 to 27, wherein the conversion comprises encoding the video into the bitstream.

30. 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 27; and
 - storing the bitstream in the computer-readable recording medium.
31. A video processing apparatus comprising a processor configured to implement a method recited in any one or more of claims 1 to 30.
32. A computer-readable medium having instructions stored thereon, the instructions, when executed, causing a processor to implement a method recited in one or more of claims 1 to 30.
33. A computer readable medium that stores the bitstream generated according to any one or more of claims 1 to 30.
34. A video processing apparatus for storing a bitstream, wherein the video processing apparatus is configured to implement a method recited in any one or more of claims 1 to 30.