

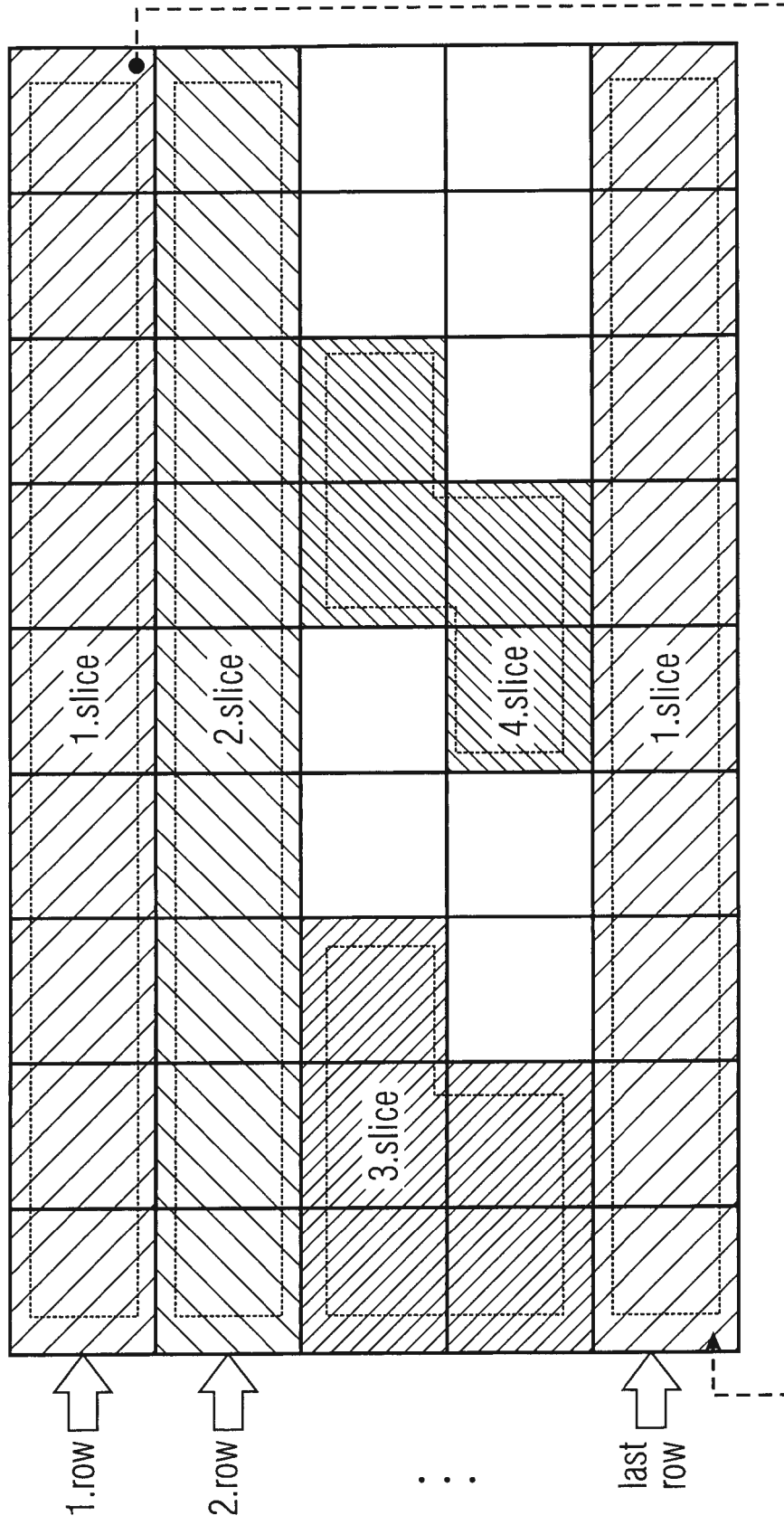


FIG 1

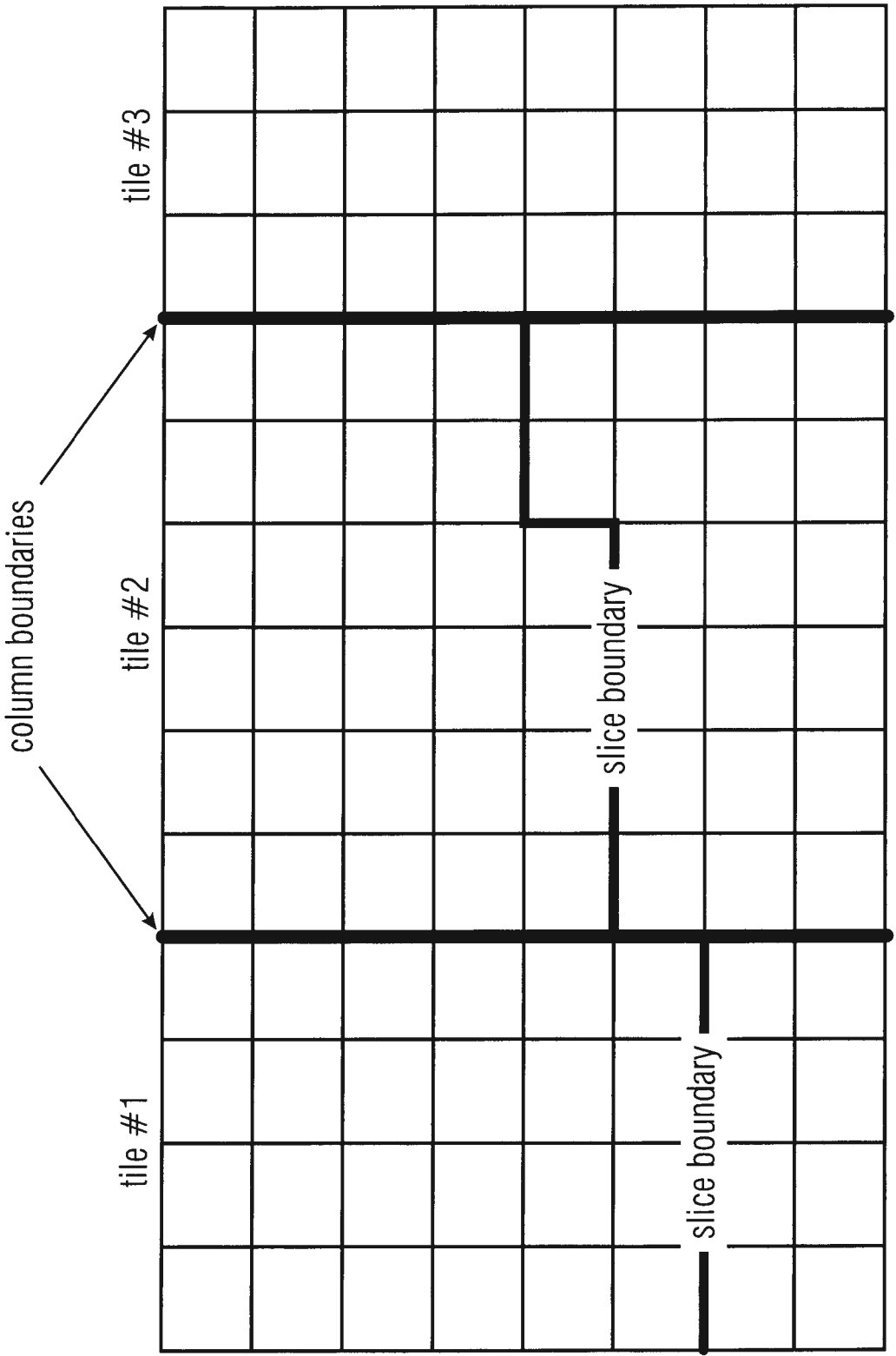


FIG 2

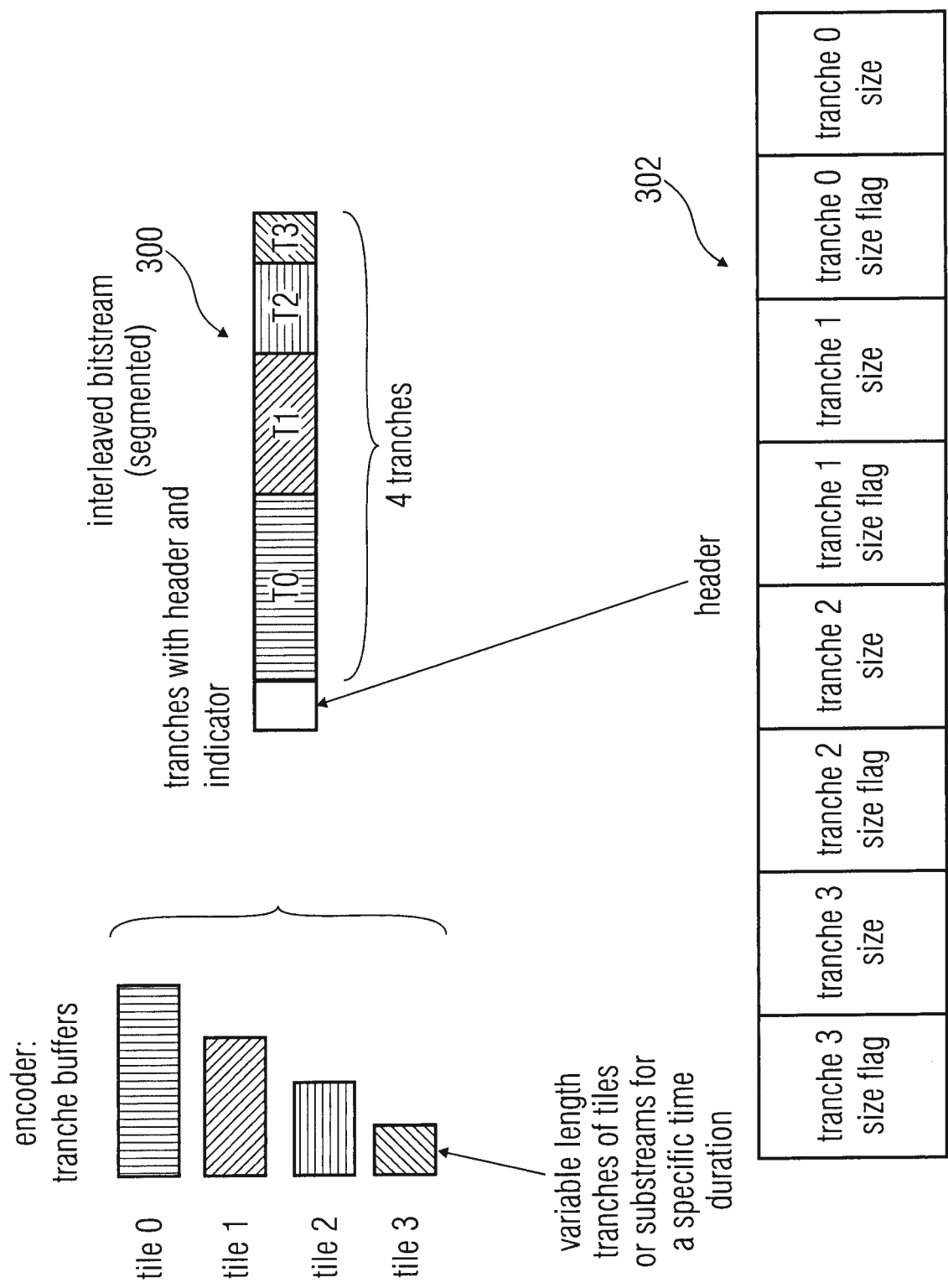


FIG 3

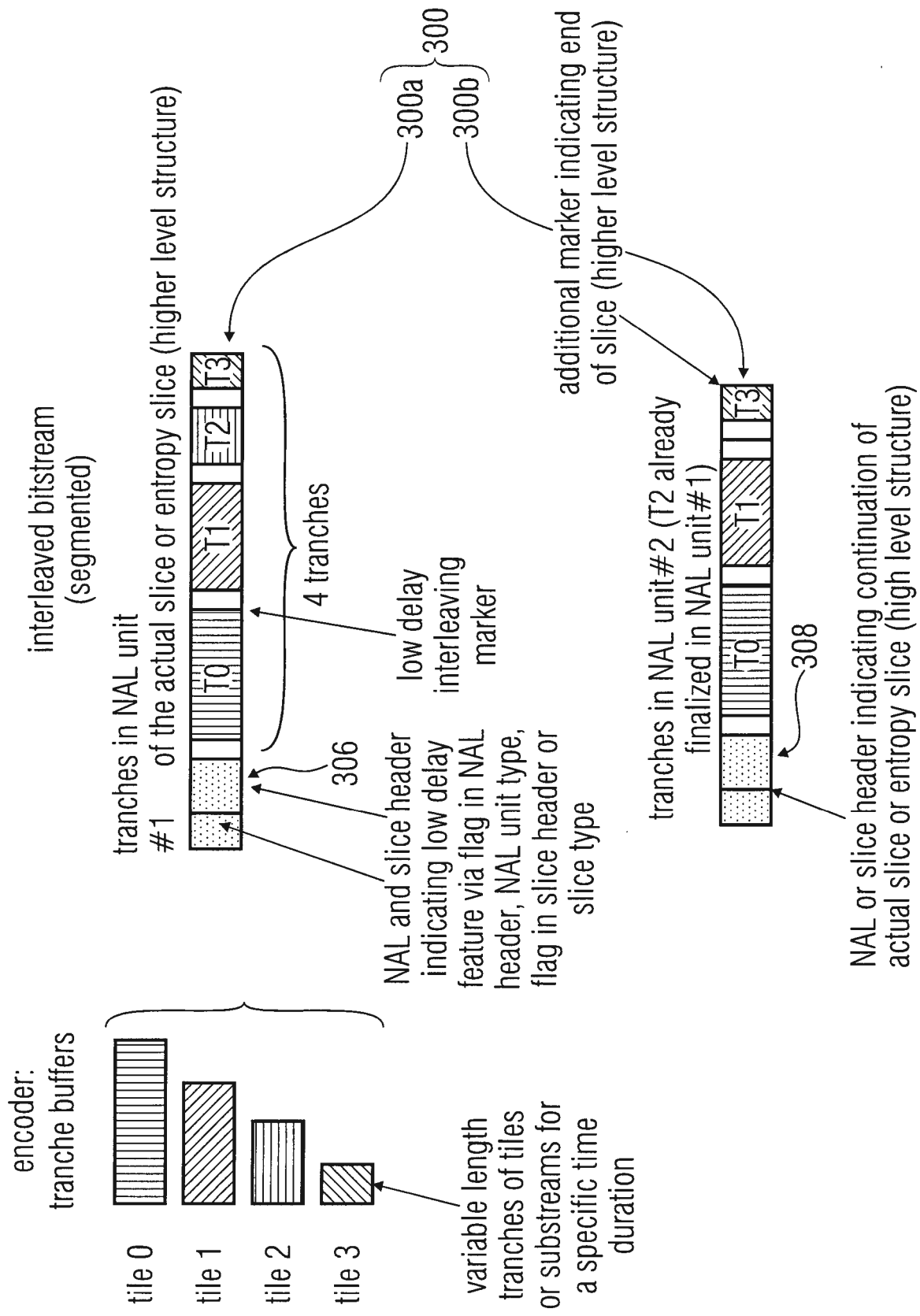


FIG 5

nal unit(NumBytesInNALunit, num_low_delay_tranches) {	Descriptor
forbidden_zero_bit	f(1)
nal_ref_flag	u(1)
fnal_unit_type	u(6)
NumBytesInRBSP=0	
nalUnitHeaderBytes=1	
if(nal_unit_type==1 nal_unit_type== 4 nal_unit_type== 5) {	
temporal_id	u(3)
output_flag	u(1)
low_delay_encapsulation_flag	u(1)
low_delay_cyclic_flag	u(1)
reserved_one_2bits	u(2)
nalUnitHeaderBytes += 1	
}	
if(low_delay_encapsulation_flag != 1)	
{	
for(i=nalUnitHeaderBytes; i<NumBytesInNALunit; i++) {	
if(i+2<NumBytesInNALunit && next_bits(24) == 0x000003) {	
rbsp_byte [NumBytesInRBSP++]	b(8)
rbsp_byte [NumBytesInRBSP++]	b(8)
i += 2	
emulation_prevention_three_byte /* equal to 0x03 */	f(8)
} else	
rbsp_byte [NumBytesInRBSP++]	b(8)
}	
}	
else{	
for (i=0, i++, i<num_low_delay_tranches){	
NumLDBytesInRBSP[i]=0	
}	

FIG 6

FIG 6A

FIG 6B

FIG 6A

<pre> tranche_id=-1 for (i=0, i++, i<num_low_delay_tranches){ NumBytesInRBSP[i]=0 } for(i=nalUnitHeaderBytes;i<NumBytesInNALUnit;i++) { if(i+2<NumBytesInNALUnit && next_bits(24) == 0x000002) { if(low_delay_cyclic_flag) { tranche_id=(tranche_id++) % num_low_delay_tranches i+=2 } else{ tranche_id i+=3 } } else if(i+2<NumBytesInNALUnit && next_bits(24) == 0x000003) { LD_rbsp_byte[NumLDBytesInRBSP[tranche_id]++] [tranche_id] LD_rbsp_byte[NumLDBytesInRBSP[tranche_id]++] [tranche_id] i+=2 emulation_prevention_three_byte /* equal to 0x03 */ } else LD_rbsp_byte[NumLDBytesInRBSP[tranche_id]++] [tranche_id] } for (i=0, i++, i<num_low_delay_tranches){ for (i=0, i++, i< NumLDBytesInRBSP[i]){ rbsp_byte[NumBytesInRBSP++]=LD_rbsp_byte[i][i] } } } </pre>	u(8) b(8) b(8) f(8) b(8)
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FIG 6B

FIG 6

FIG 6A

FIG 6B

<pre> ... low_delay_encapsulaiton_present_flag if(low_delay_encapsulaiton_present_flag ==1){ low_delay_cyclic_flag num_low_delay_tranches_flag if (num_low_delay_tranches_flag==1){ num_low_delay_tranches for (i=0; i < num_low_delay_tranches; i++){ low_delay_tranche_lenght_minus1 [i] } } } ... </pre>	<pre> u(1) u(1) u(1) ue(v) ue(v) </pre>
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FIG 7

<pre> low_delay_slice_layer_rbsp() { slice_header() tranche_id=0 for (i=0, i++, i<num_low_delay_tranches){ <u>tranche_slice_data()</u> } rbsp_slice_trailing_bits() </pre>	Descriptor
--	-------------------

FIG 8

<pre> slice_header(){ entropy_slice_flag low_delay_slice_flag first_slice_in_pic_flag if(first_slice_in_pic_flag==0){ slice_adress if(low_delay_slice_flag==1) no_cabac_reset_flag } if(slice_type==P slice_type==B) 5_minus_max_num_merge_cand for(i=0; i<num_substreams_minus1+1; i++){ substream_length_mode substream_length[i] } } </pre>	Descriptor u(1) u(1) u(1) u(v) u(1) u(v) u(2) u(v)
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FIG 9

<pre> substream_marker(gradual_decoder_refresh_steps){ forbidden_zero_bit nal_ref_flag nal_unit_type substream_ID if(gradual_decoder_refresh_steps< 1) is_intra reserved_one_7bits } } </pre>	Descriptor f(1) u(1) u(6) u(8) u(1) u(7)
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FIG 10

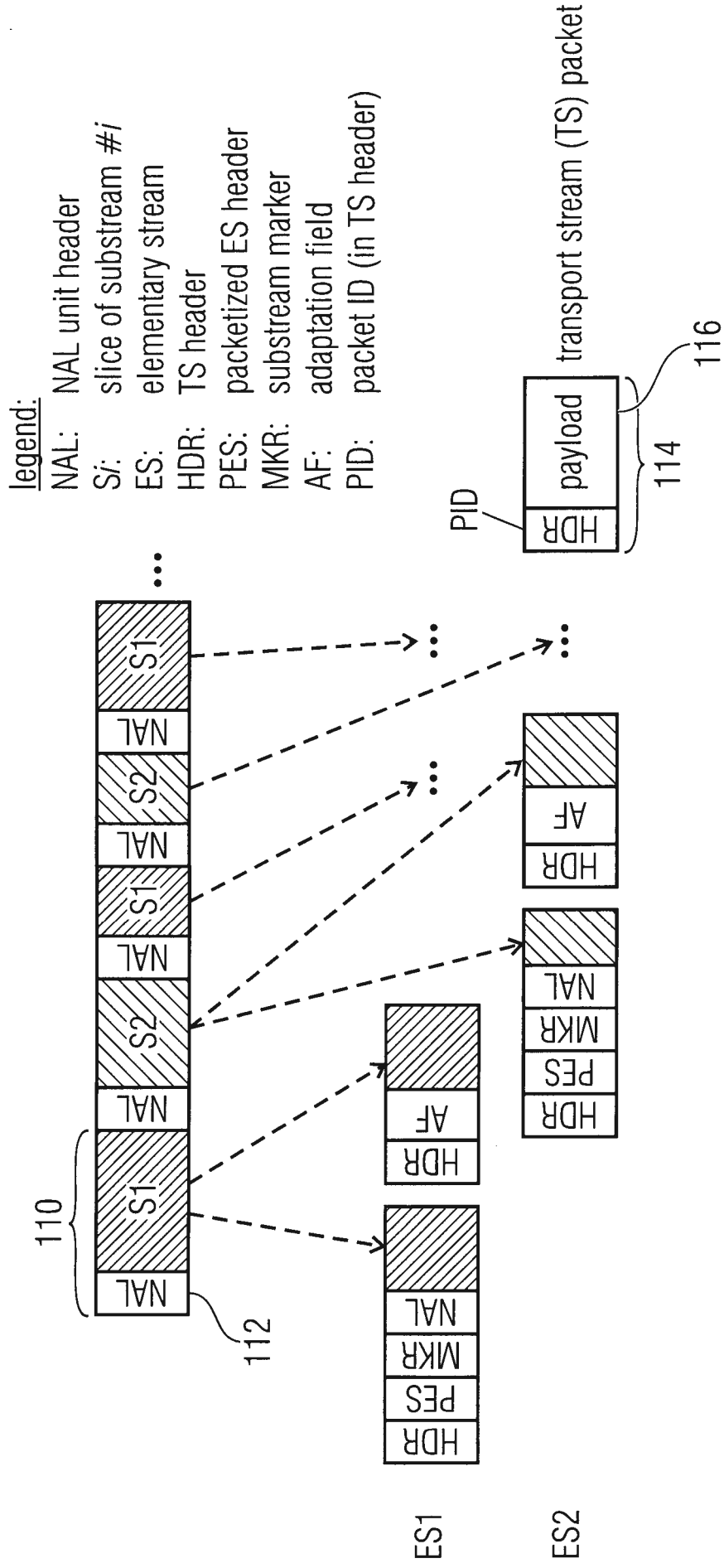


FIG 11

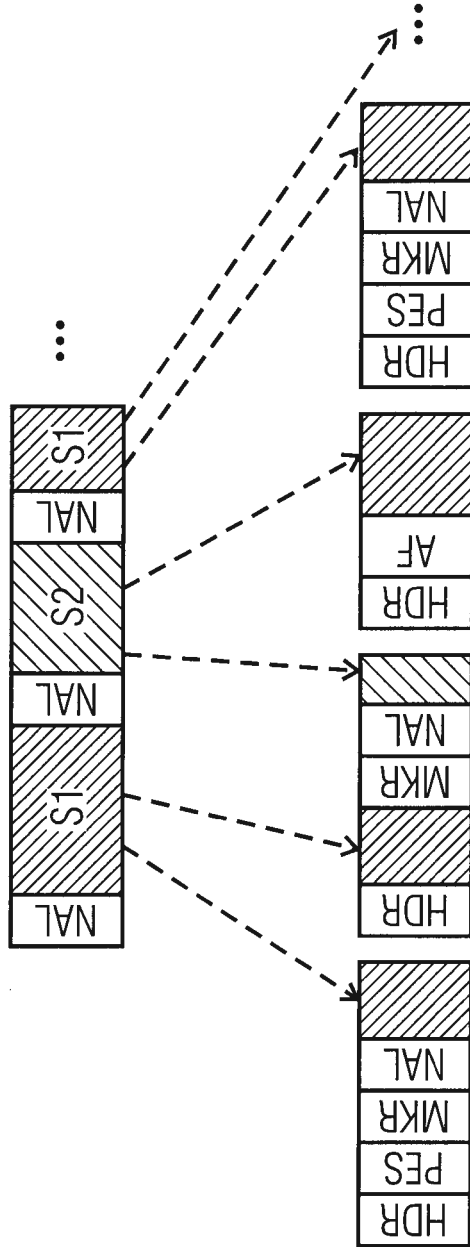


FIG 12

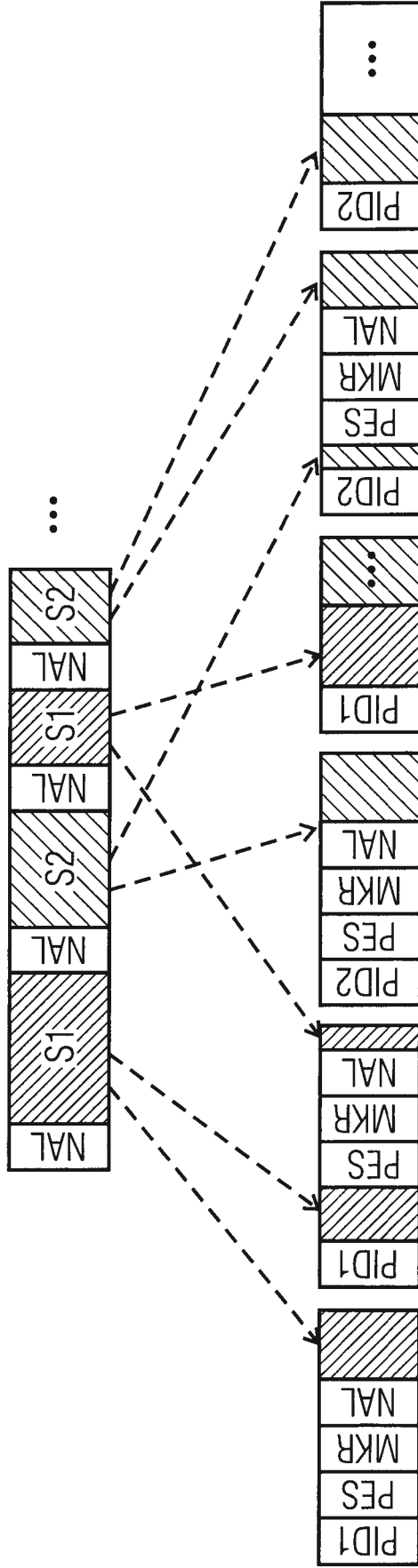


FIG 13

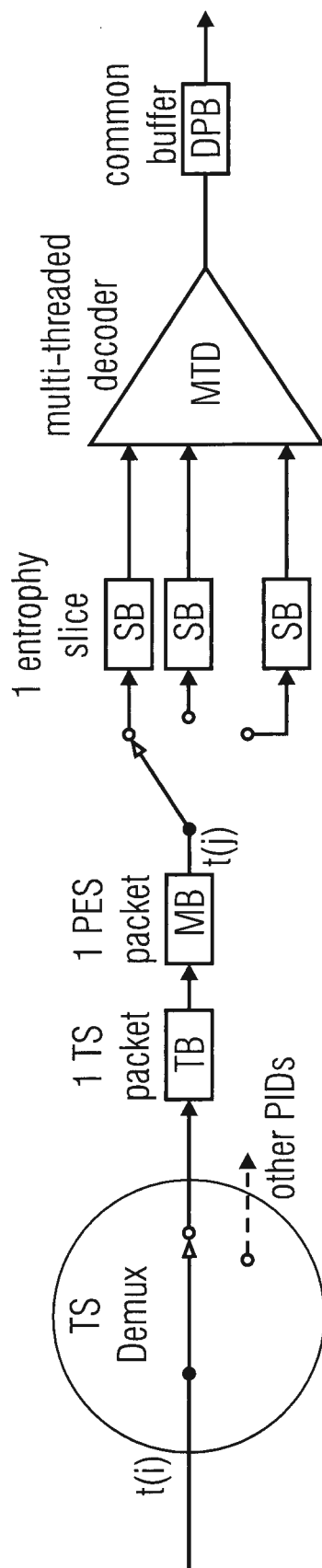


FIG 14

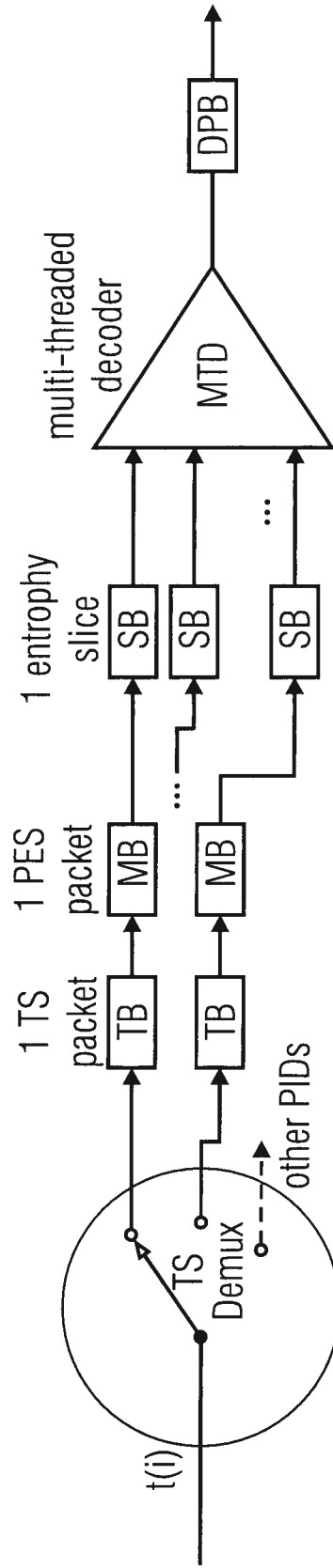


FIG 15

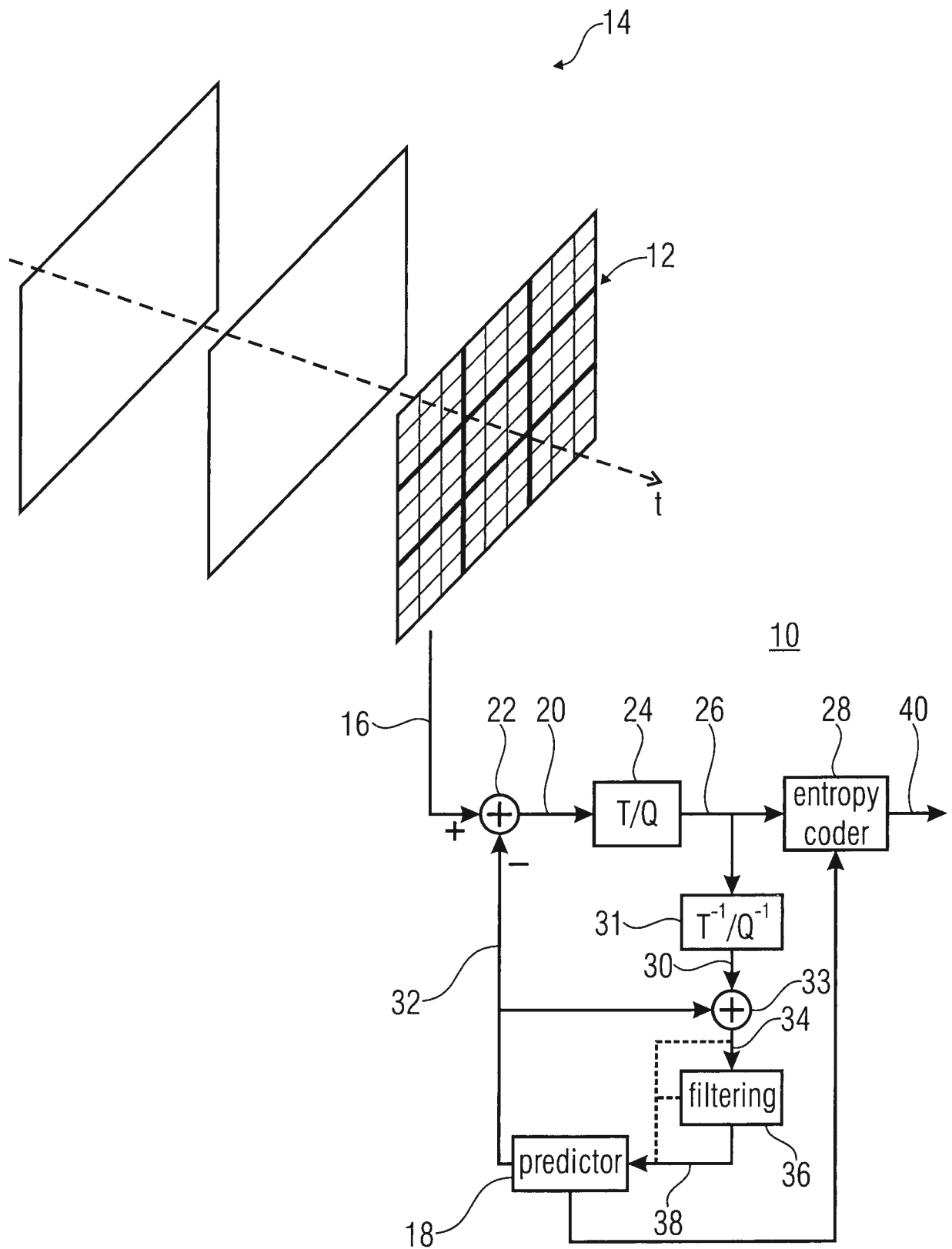


FIG 16

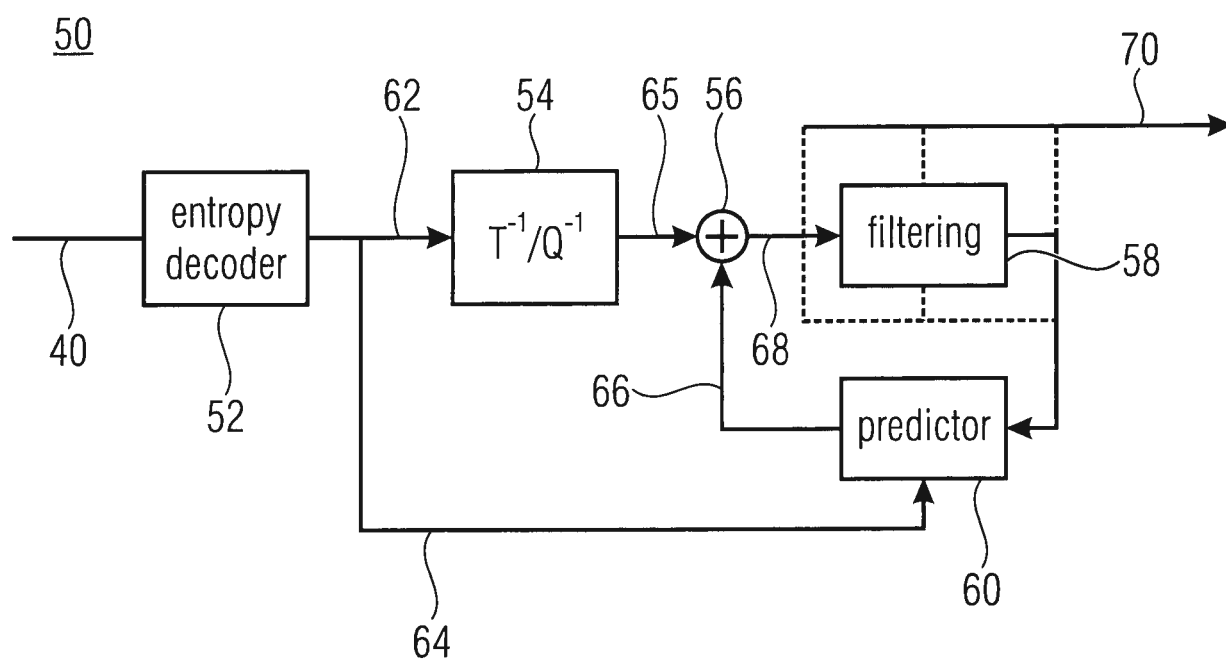


FIG 17

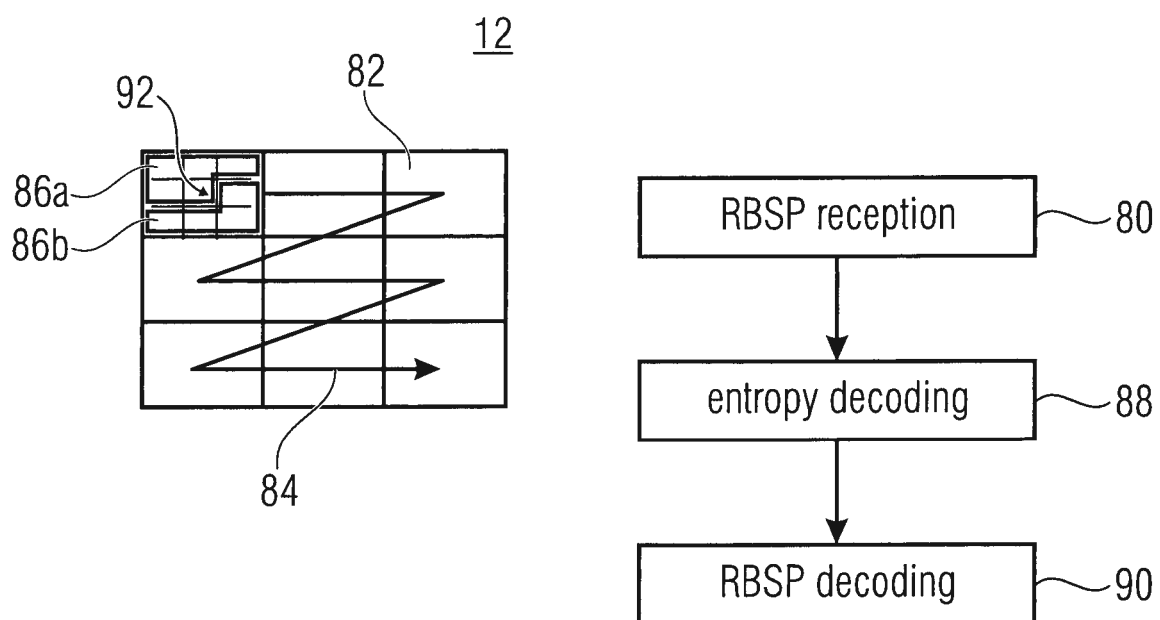


FIG 18

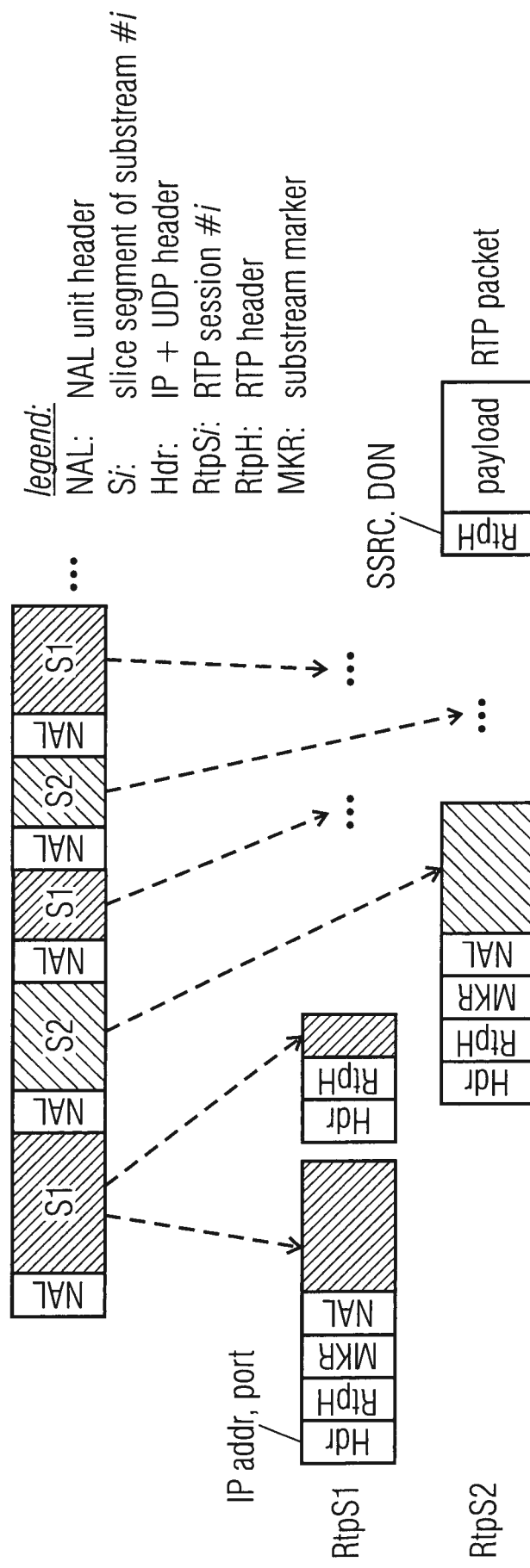


FIG 19