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.

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

3. 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).

4. The method of any one of claims 1-3, wherein the maximum value of the syntax element is constrained to be smaller than the size of the CTU.

5. The method of any one of claims 1-4, wherein the syntax element is coded by an exponential Golomb code.

6. The method of any one of claims 1-5, wherein the conversion includes encoding the current block into the bitstream.

7. The method of any one of claims 1-5, wherein the conversion includes decoding the current block from the bitstream.

8. 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.

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

10. The apparatus of claim 8 or claim 9, 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).

11. The apparatus of any one of claims 8-10, wherein the maximum value of the syntax element is constrained to be smaller than the size of the CTU.

12. The apparatus of any one of claims 8-11, wherein the syntax element is coded by an exponential Golomb code.

13. The apparatus of any one of claims 8-12, wherein the conversion includes encoding the current block into the bitstream.

14. The apparatus of any one of claims 8-12, wherein the conversion includes decoding the current block from the bitstream.

15. 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.

16. The non-transitory computer-readable storage medium of claim 15, 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).

17. The non-transitory computer-readable storage medium of claim 15 or claim 16, wherein the maximum value of the syntax element is constrained to be smaller than the size of the CTU.

18. Th non-transitory computer-readable storage medium of any one of claims 15-17, wherein the syntax element is coded by an exponential Golomb code.

19. 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.

20. The non-transitory computer-readable recording medium of claim 19, 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),

wherein the maximum value of the syntax element is constrained to be smaller than the size of the CTU.