

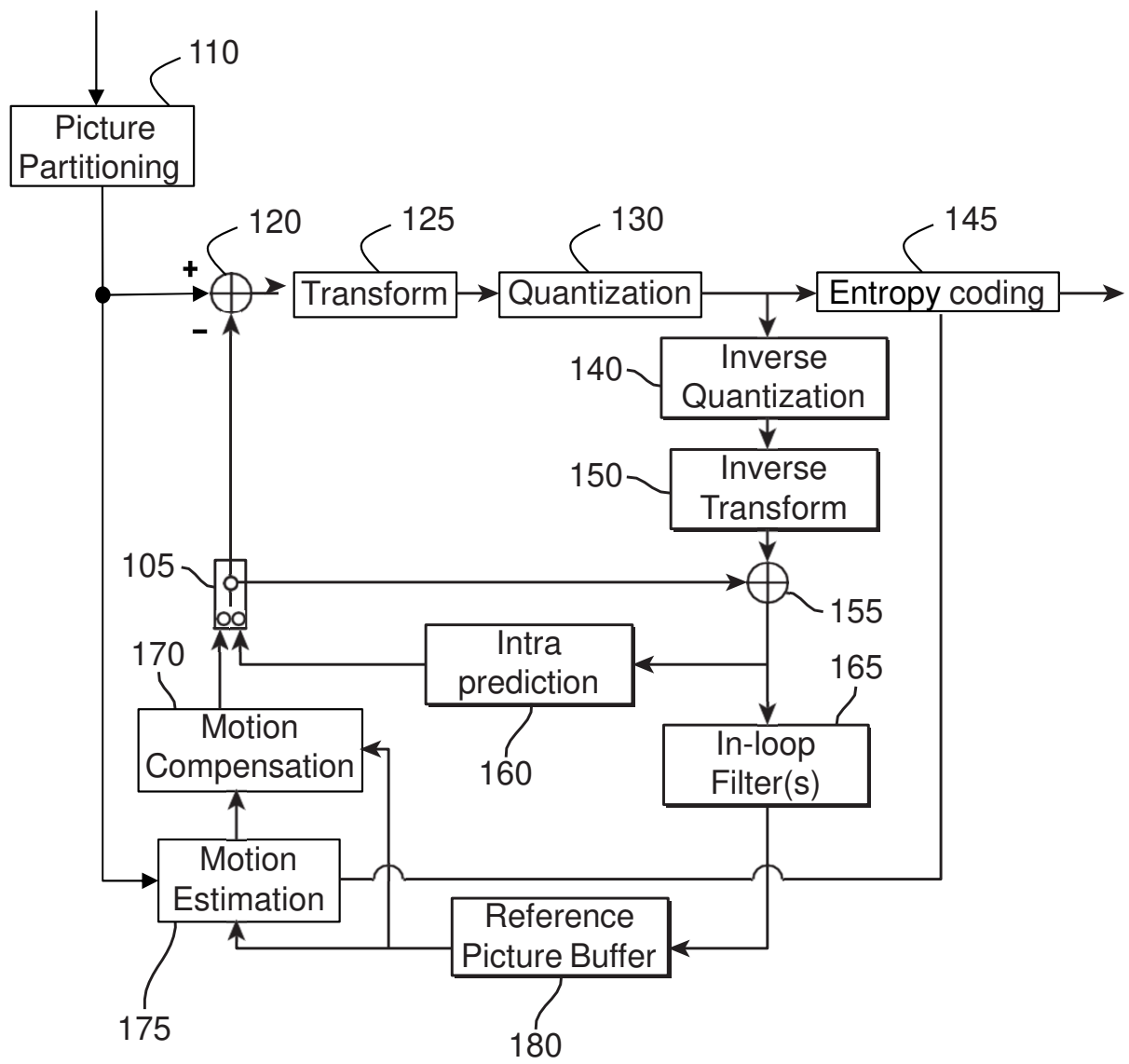
100

Fig. 1

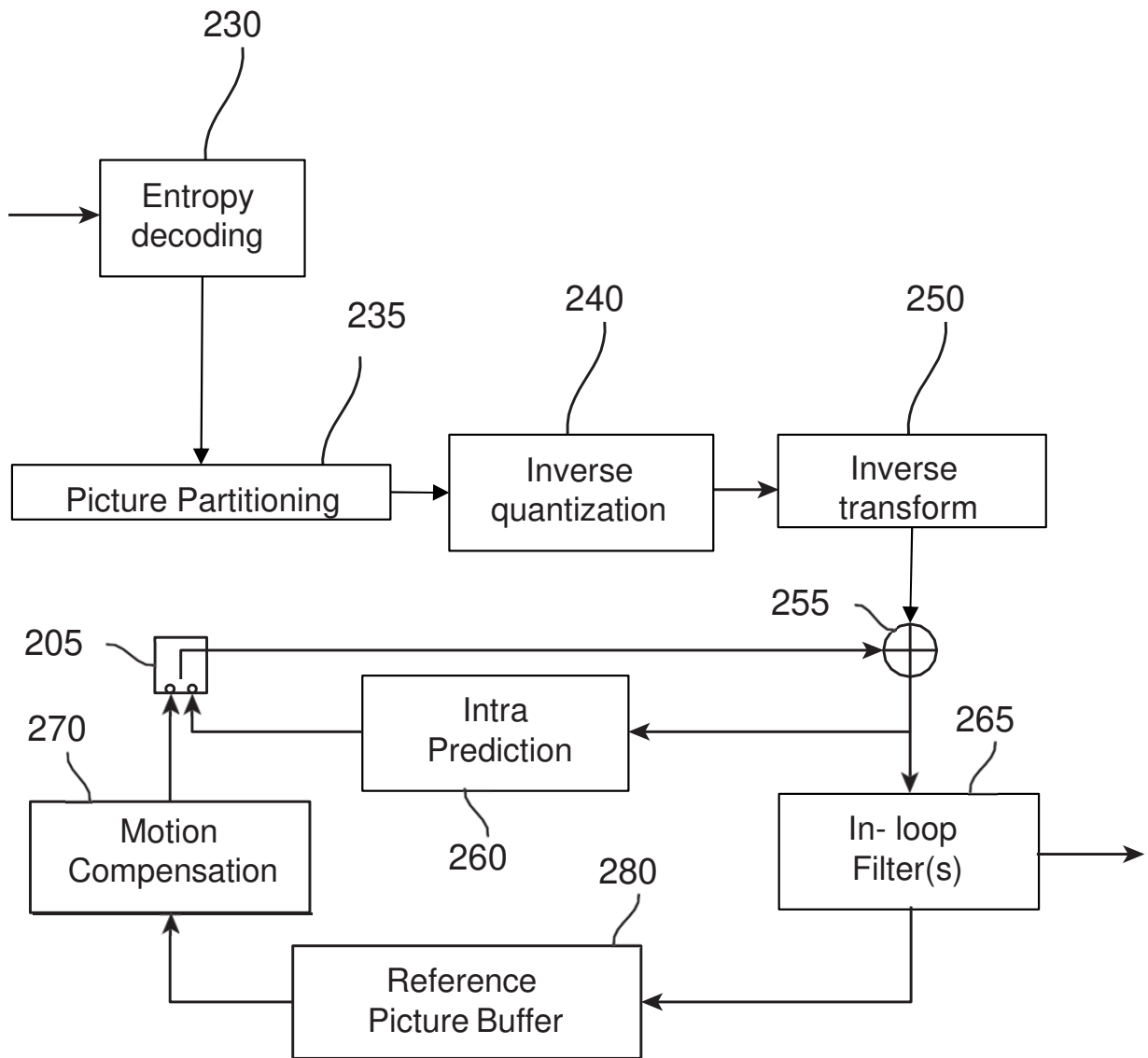
200

Fig. 2

<code>general_constraint_info() {</code>	Descriptor
<code>general_progressive_source_flag</code>	<code>u(1)</code>
<code>general_interlaced_source_flag</code>	<code>u(1)</code>
<code>general_non_packed_constraint_flag</code>	<code>u(1)</code>
<code>general_frame_only_constraint_flag</code>	<code>u(1)</code>
<code>intra_only_constraint_flag</code>	<code>u(1)</code>
<code>max_bitdepth_constraint_idc</code>	<code>u(4)</code>
<code>max_chroma_format_constraint_idc</code>	<code>u(2)</code>
<code>frame_only_constraint_flag</code>	<code>u(1)</code>
<code>no_qtbt_dual_tree_intra_constraint_flag</code>	<code>u(1)</code>
<code>no_partition_constraints_override_constraint_flag</code>	<code>u(1)</code>
<code>no_sao_constraint_flag</code>	<code>u(1)</code>
<code>no_alf_constraint_flag</code>	<code>u(1)</code>
<code>no_pcm_constraint_flag</code>	<code>u(1)</code>
<code>no_ref_wraparound_constraint_flag</code>	<code>u(1)</code>
<code>no_temporal_mvp_constraint_flag</code>	<code>u(1)</code>
<code>no_sbtmvp_constraint_flag</code>	<code>u(1)</code>
<code>no_amvr_constraint_flag</code>	<code>u(1)</code>
<code>no_bdof_constraint_flag</code>	<code>u(1)</code>
<code>no_dmvr_constraint_flag</code>	<code>u(1)</code>
<code>no_cclm_constraint_flag</code>	<code>u(1)</code>
<code>no_mts_constraint_flag</code>	<code>u(1)</code>
<code>no_sbt_constraint_flag</code>	<code>u(1)</code>
<code>no_affine_motion_constraint_flag</code>	<code>u(1)</code>
<code>no_gbi_constraint_flag</code>	<code>u(1)</code>
<code>no_ibc_constraint_flag</code>	<code>u(1)</code>
<code>no_ciip_constraint_flag</code>	<code>u(1)</code>
<code>no_fpel_mmvd_constraint_flag</code>	<code>u(1)</code>
<code>no_triangle_constraint_flag</code>	<code>u(1)</code>
<code>no_ladf_constraint_flag</code>	<code>u(1)</code>
<code>no_transform_skip_constraint_flag</code>	<code>u(1)</code>
<code>no_qp_delta_constraint_flag</code>	<code>u(1)</code>
<code>no_dep_quant_constraint_flag</code>	<code>u(1)</code>
<code>no_sign_data_hiding_constraint_flag</code>	<code>u(1)</code>
<code>// ADD reserved bits for future extensions</code>	
<code>while(!byte_aligned())</code>	
<code>gci_alignment_zero_bit</code>	<code>f(1)</code>
<code>}</code>	

Fig. 3

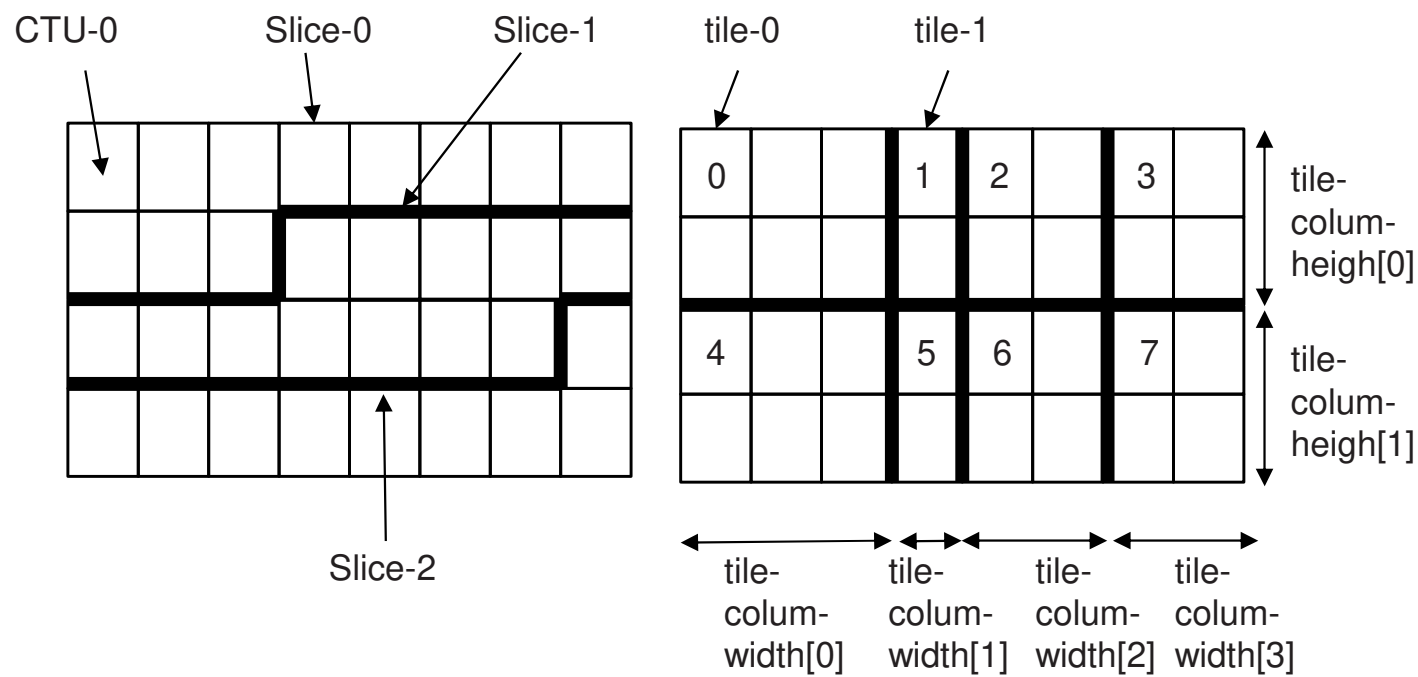
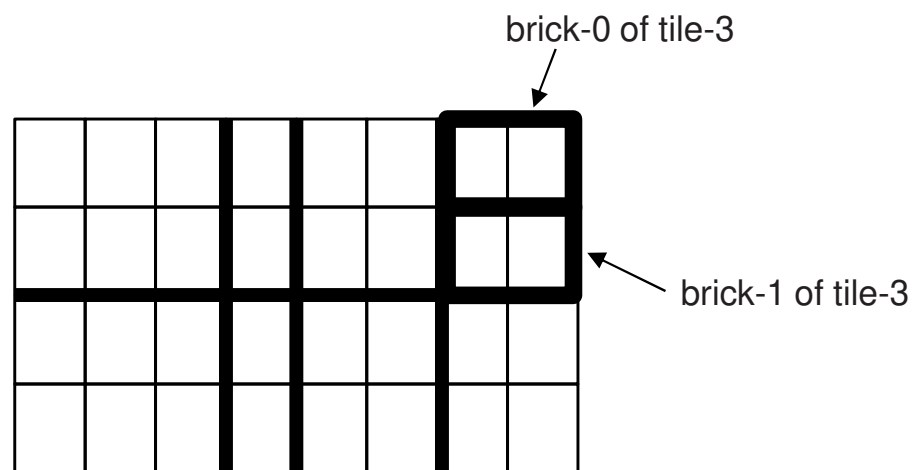


Fig. 4

pic_parameter_set_rbsp() {	Descriptor
...	
single_tile_in_pic_flag	u(1)
if(!single_tile_in_pic_flag) {	
num_tile_columns_minus1	ue(v)
num_tile_rows_minus1	ue(v)
uniform_tile_spacing_flag	u(1)
if(!uniform_tile_spacing_flag) {	
for(i = 0; i < num_tile_columns_minus1; i++)	
tile_column_width_minus1[i]	ue(v)
for(i = 0; i < num_tile_rows_minus1; i++)	
tile_row_height_minus1[i]	ue(v)
}	
single_tile_per_tile_group_flag	u(1)
if(!single_tile_per_tile_group_flag)	
rect_tile_group_flag	u(1)
if(rect_tile_group_flag && !single_tile_per_tile_group_flag) {	
num_tile_groups_in_pic_minus1	ue(v)
for(i = 0; i <= num_tile_groups_in_pic_minus1; i++) {	
if(i > 0)	
top_left_tile_idx[i]	u(v)
bottom_right_tile_idx_delta[i]	u(v)
}	
}	
...	

Fig. 5

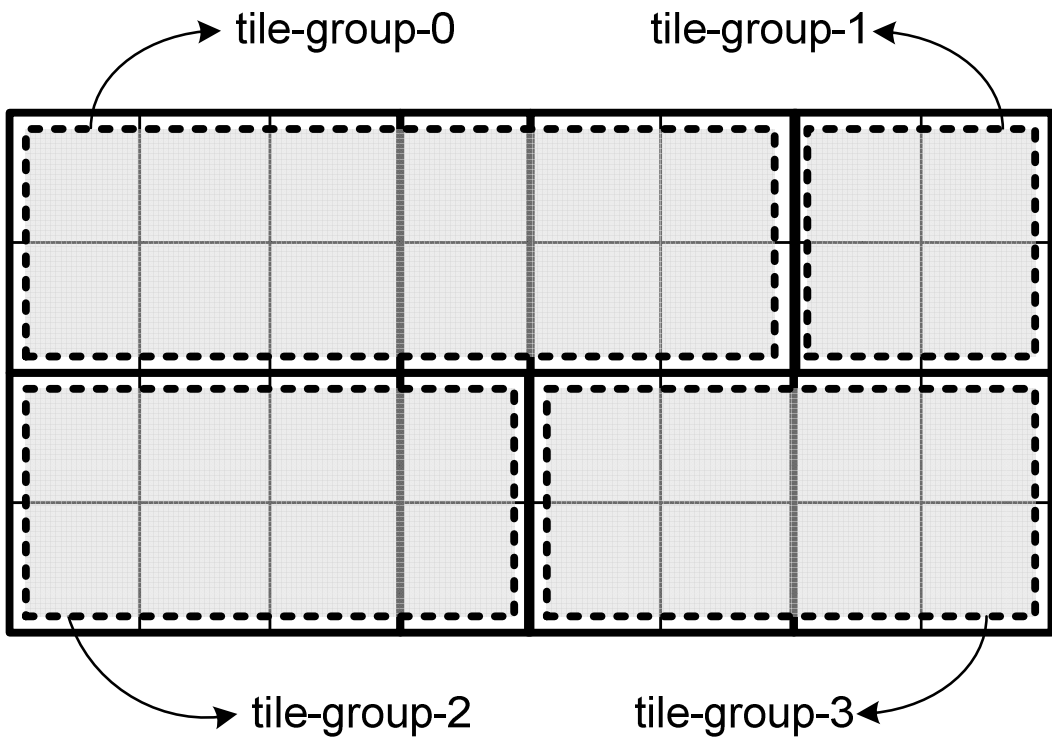


Fig. 6

tile-group index	tile index list	top_left_tile_idx	bottom_right_tile_idx	bottom_right_tile_idx_delta
0	0, 1, 2	0	2	2
1	3	3	3	0
2	4, 5	4	5	1
3	6, 7	6	7	1

Fig. 7

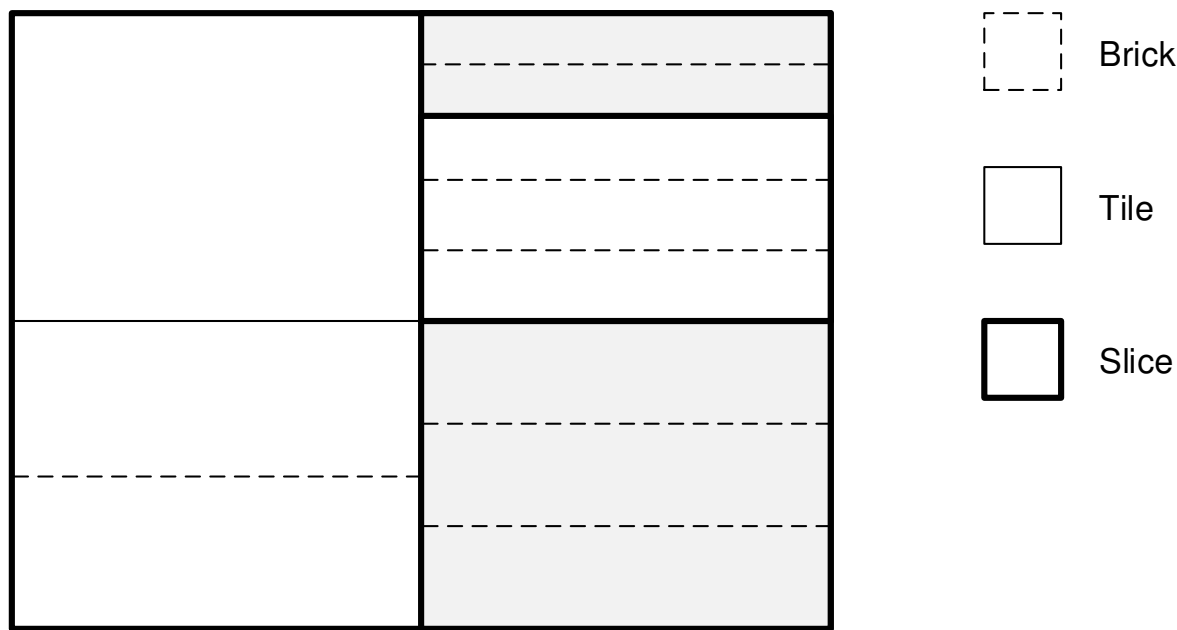


Fig. 7a

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800

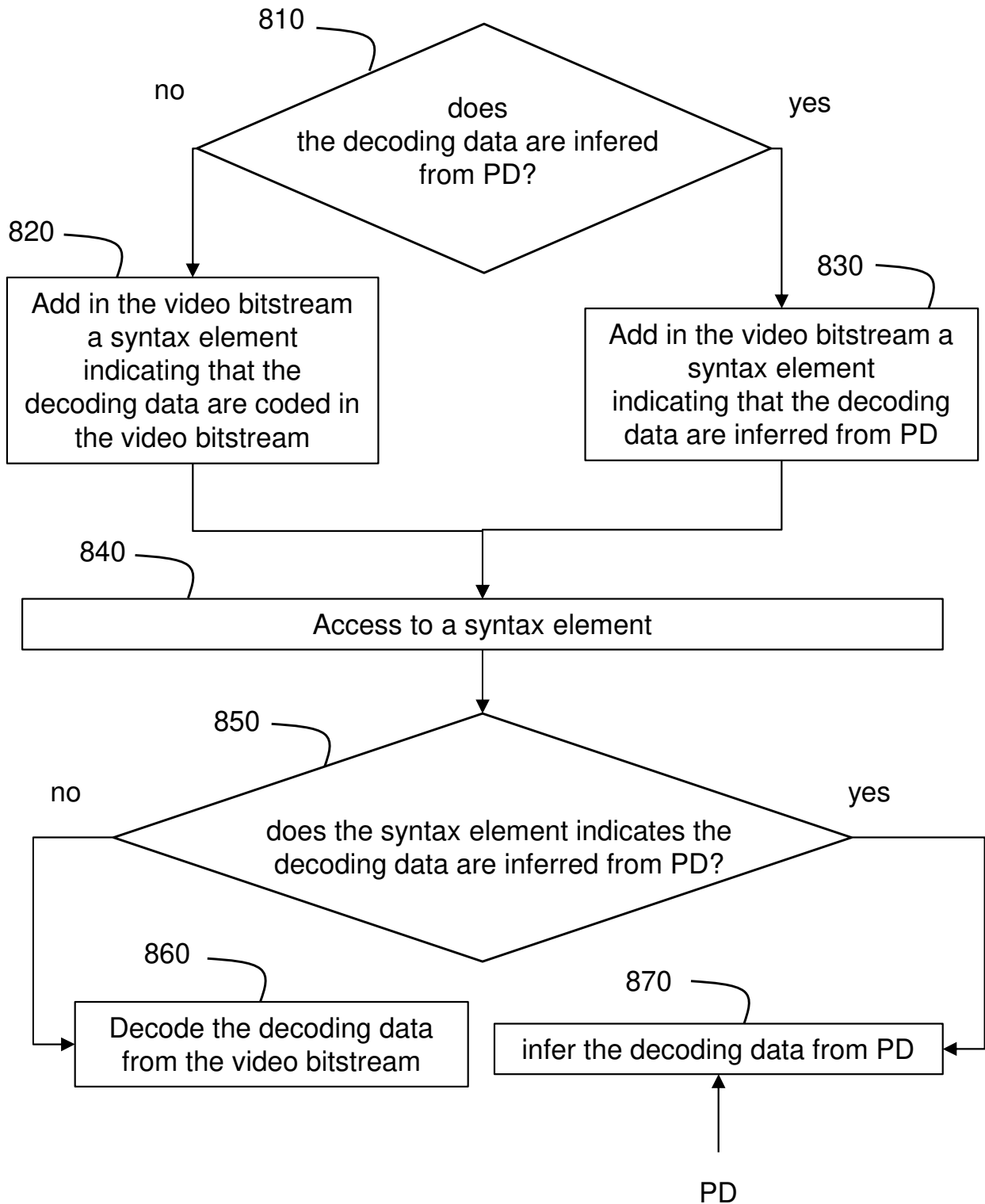


Fig. 8

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900

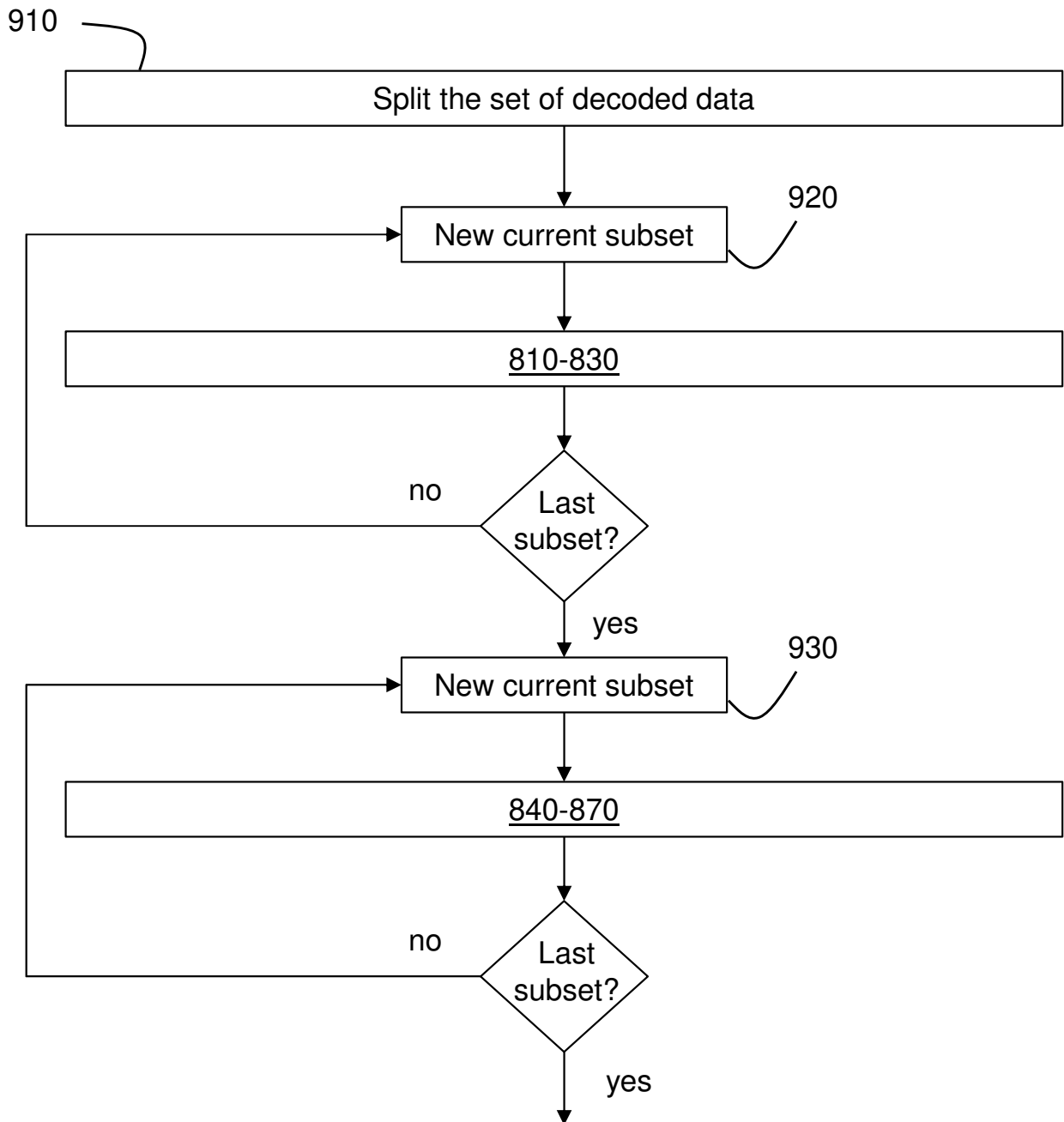


Fig. 9

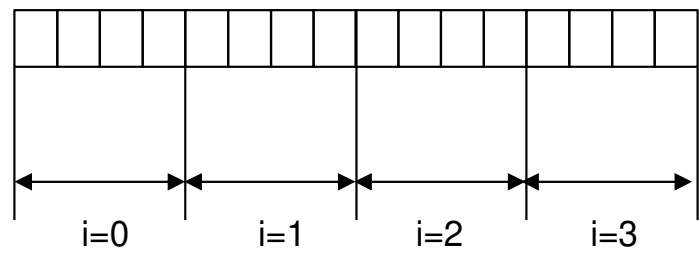


Fig. 10

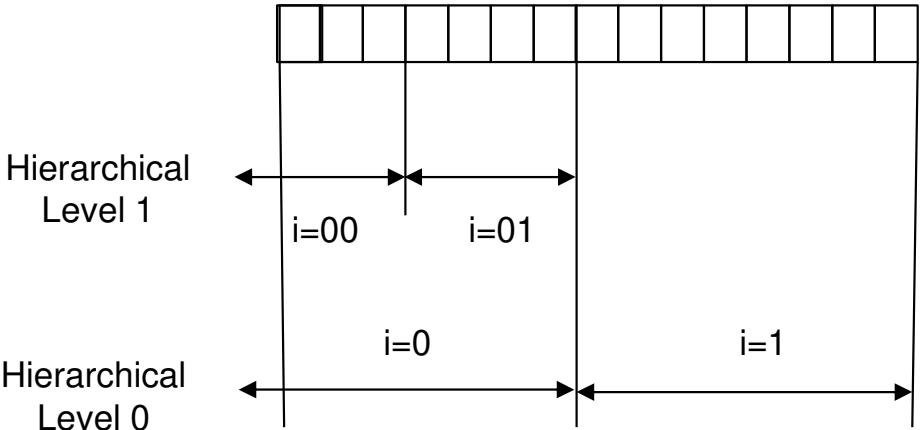


Fig. 11

general_constraint_info() {	Descriptor
...	
use_default_constraint_flag	u(1)
if (!use_default_constraint_flag) {	
no_qtbt_dual_tree_intra_constraint_flag	u(1)
no_partition_constraints_override_constraint_flag	u(1)
no_sao_constraint_flag	u(1)
no_alf_constraint_flag	u(1)
no_pcm_constraint_flag	u(1)
no_ref_wraparound_constraint_flag	u(1)
no_temporal_mvp_constraint_flag	u(1)
no_sbtmvp_constraint_flag	u(1)
no_amvr_constraint_flag	u(1)
no_bdof_constraint_flag	u(1)
no_dmr_constraint_flag	u(1)
no_cclm_constraint_flag	u(1)
no_mts_constraint_flag	u(1)
no_sbt_constraint_flag	u(1)
no_affine_motion_constraint_flag	u(1)
no_gbi_constraint_flag	u(1)
no_ibc_constraint_flag	u(1)
no_ciip_constraint_flag	u(1)
no_fpel_mmvd_constraint_flag	u(1)
no_triangle_constraint_flag	u(1)
no_ladf_constraint_flag	u(1)
no_transform_skip_constraint_flag	u(1)
no_qp_delta_constraint_flag	u(1)
no_dep_quant_constraint_flag	u(1)
no_sign_data_hiding_constraint_flag	u(1)
}	
// ADD reserved bits for future extensions	
while(!byte_aligned())	
gci_alignment_zero_bit	f(1)
}	

Fig. 12

profile_tier_level(maxNumSubLayersMinus1) {	Descriptor
general_profile_idc	u(7)
general_tier_flag	u(1)
general_sub_profile_idc	u(24)
use_default_constraint_flag	u(1)
if (use-default_constraint_flag)	
general_constraint_info()	
general_level_idc	u(8)
for(i = 0; i < maxNumSubLayersMinus1; i++)	
sub_layer_level_present_flag[i]	u(1)
while(!byte_aligned())	
ptl_alignment_zero_bit	f(1)
for(i = 0; i < maxNumSubLayersMinus1; i++)	
if(sub_layer_level_present_flag[i])	
sub_layer_level_idc[i]	u(8)
}	

Fig. 13

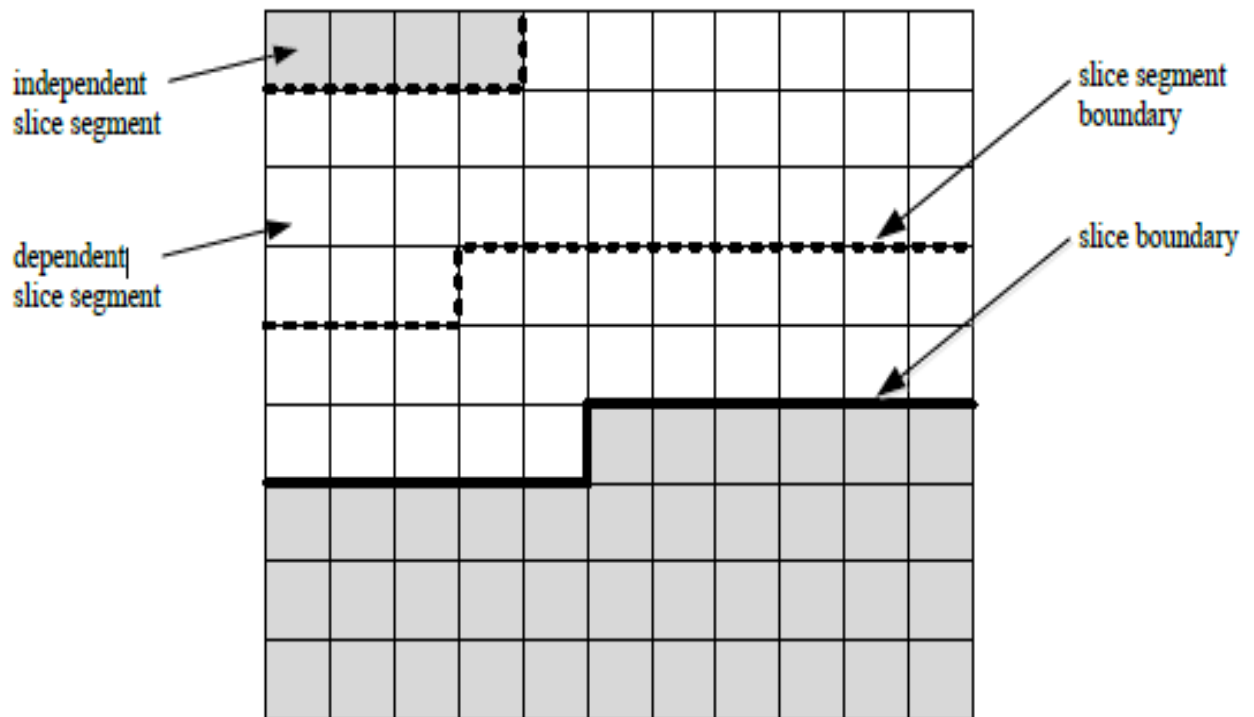


Fig. 14

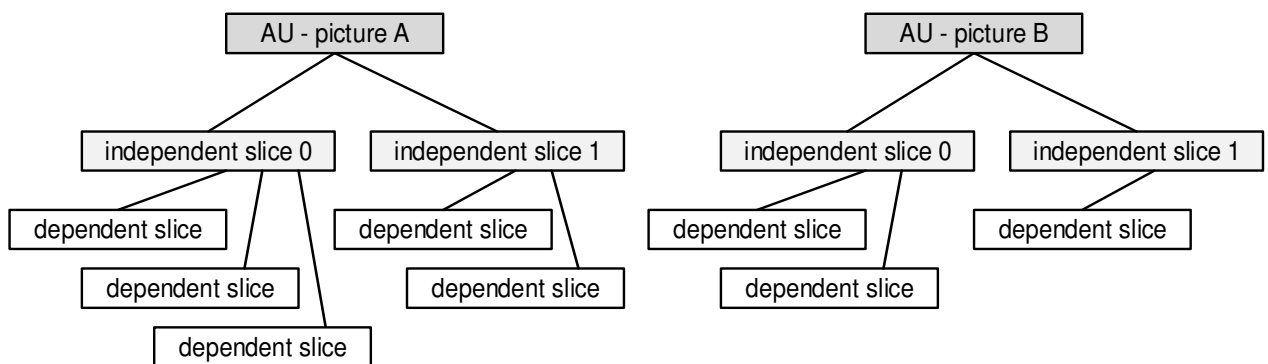


Fig. 15

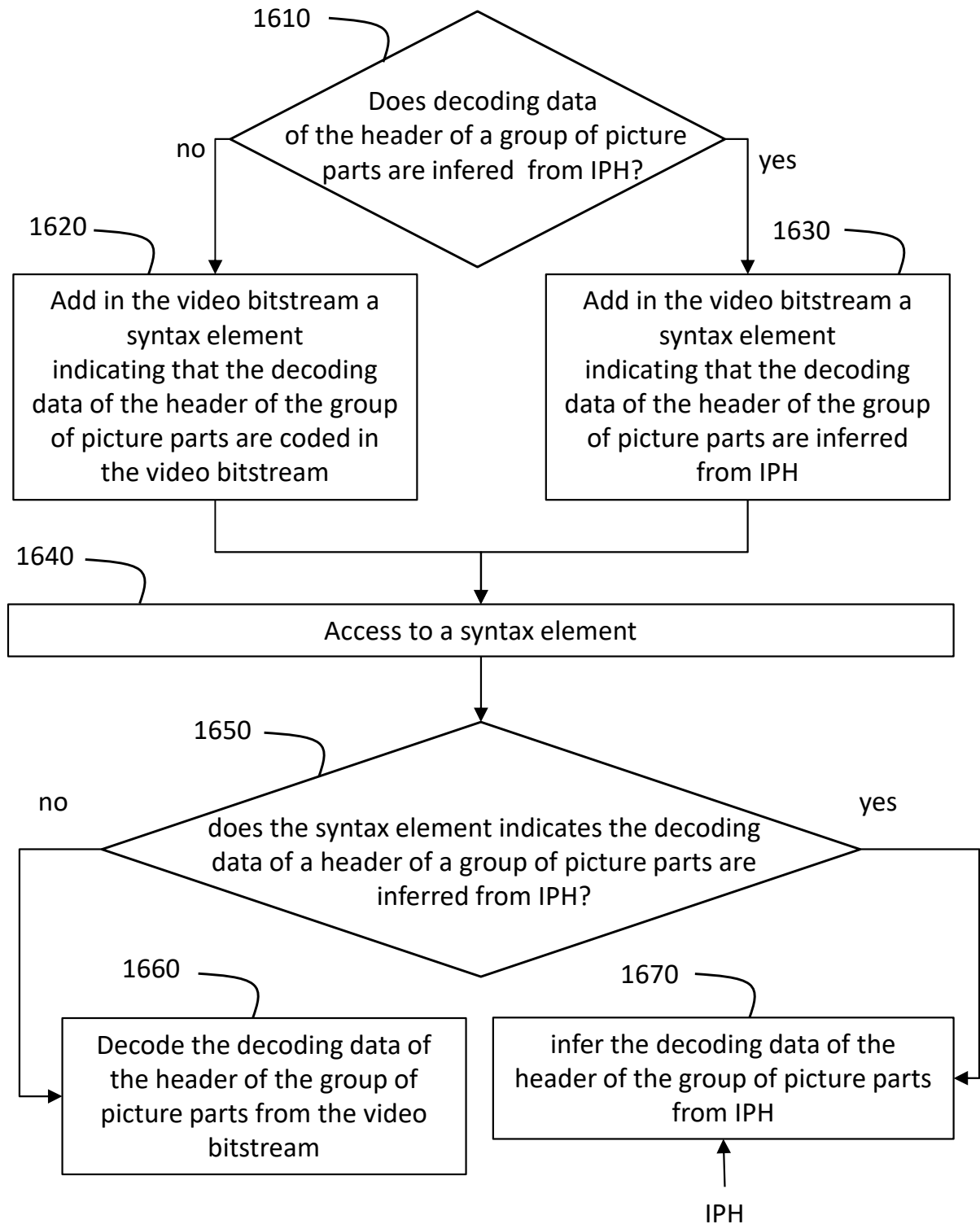
1600

Fig. 16

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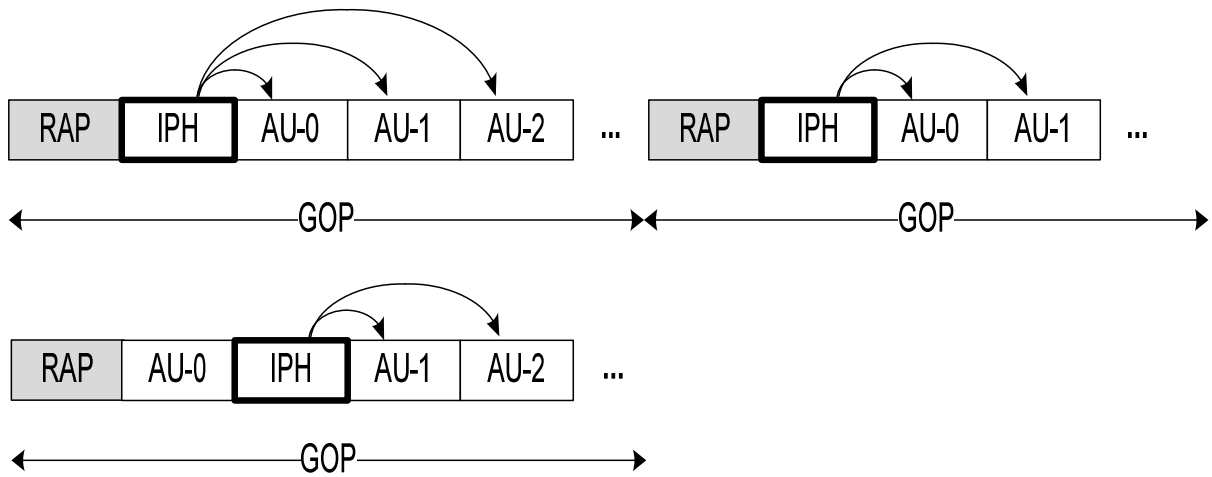


Fig. 17

pic_parameter_set_rbsp() {	Descriptor
...	
single_tile_per_tile_group_flag	u(1)
if(!single_tile_per_tile_group_flag)	
rect_tile_group_flag	u(1)
if(rect_tile_group_flag && !single_tile_per_tile_group_flag) {	
num_tile_groups_in_pic_minus1	ue(v)
for(i = 0; i <= num_tile_groups_in_pic_minus1; i++) {	
if(i > 0)	
top_left_tile_idx[i]	u(v)
if(i < num_tile_groups_in_pic_minus1)	
bottom_right_tile_idx_delta[i]	u(v)
}	
}	
...	

Fig. 18

Name	GOP length	index	GOP structure
RA	9	0	084213657
RA	16	1	0 16 84213657 12 10 9 11 14 13 15
LB	N	2	0123456... N
LP	N	3	0123456... N

Fig. 20

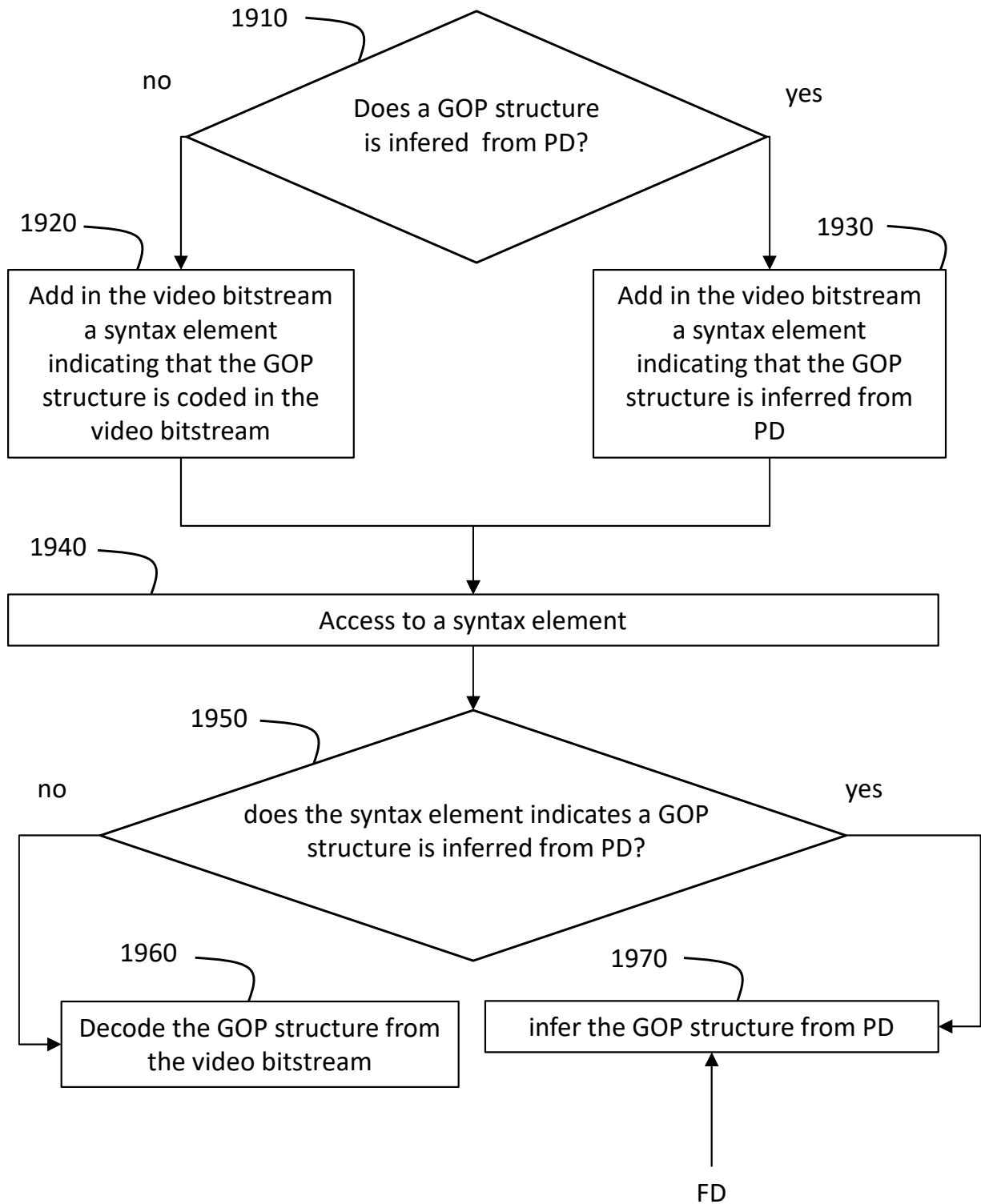
1900

Fig. 19

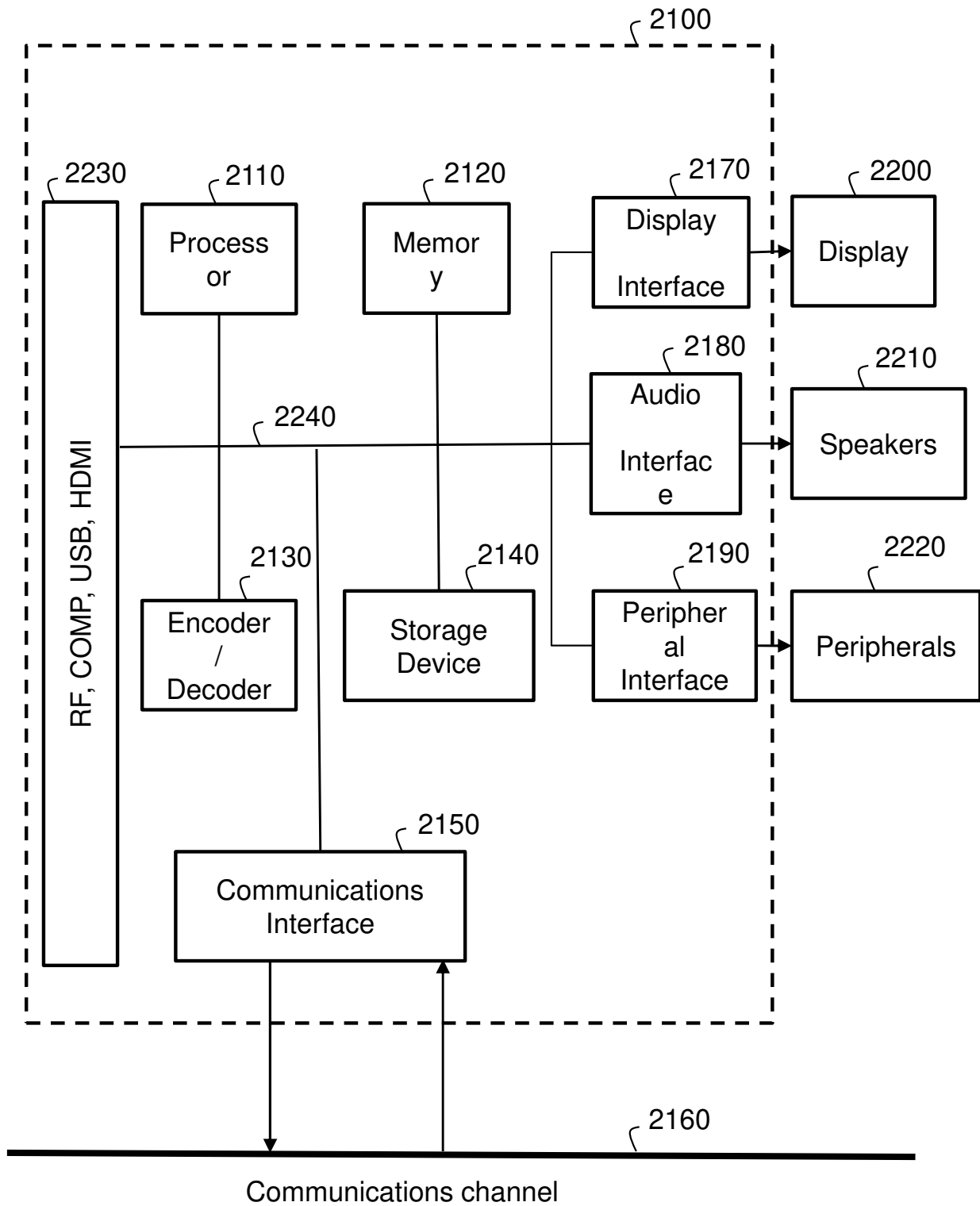


Fig. 21