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**(54) Title:** METHOD FOR OUTPUT LAYER SET MODE IN MULTILAYERED VIDEO STREAM

**(57) Abstract:** A method of decoding may comprise: receiving a bitstream comprising compressed video/image data; parsing or deriving, from the bitstream, an output layer set mode indicator in a video parameter set (VPS); identifying output layer set signaling based on the output layer set mode indicator; identifying one or more picture output layers based on the identified output layer set signaling; and decoding the identified one or more picture output layers.

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## **METHOD FOR OUTPUT LAYER SET MODE IN MULTILAYERED VIDEO STREAM**

### **CROSS REFERENCE TO RELATED APPLICATION**

[0001] The present application claims priority to U.S. Provisional Application No. 63/001,045, filed March 27, 2020, and U.S. Application No. 17/000,018, filed August 21, 2020, the entirety of which are incorporated herein.

### **BACKGROUND**

#### **Field**

[0002] This disclosure is related to video compression technologies and inter-prediction and intra-prediction in advanced video codec. In particular, the disclosure is related to next-generation video coding technologies including video coding/decoding technologies beyond High Efficiency Video Coding (HEVC), such as Versatile Video Coding (VVC). More specifically, an aspect of the disclosure is directed to a method, an apparatus and computer-readable medium that provide a set of advanced video coding technologies designed output layer derivation in a coded video stream with multiple layers.

#### **Description of Related Art**

[0003] Video coding and decoding using inter-picture or intra-picture prediction with motion compensation has been known for decades. Uncompressed digital video can consist of a series of pictures, each picture having a spatial dimension of, for example, 1920 x 1080 luminance samples and associated chrominance samples. The series of pictures can have a fixed or variable picture rate (informally also known as frame rate), of, for example 60 pictures per second or 60 Hz. Uncompressed video has significant bitrate requirements. For example, 1080p60 4:2:0 video at 8 bit per sample (1920x1080 luminance sample resolution at 60 Hz frame rate) requires close to 1.5 Gbit/s bandwidth. An hour of such video may require more than 600 GByte of storage space.

[0004] One purpose of video coding and decoding can be the reduction of redundancy in the input video signal, through compression. Compression can help reduce aforementioned bandwidth or storage space requirements, in some cases by two orders of magnitude or more. Both lossless and lossy compression, as well as a combination thereof can be employed. Lossless compression refers to techniques where an exact copy of the original signal can be reconstructed from the compressed original signal. When using lossy compression, the reconstructed signal may not be identical to the original signal, but the distortion between original and reconstructed signal is small enough to make the reconstructed signal useful for the intended application. In the case of video, lossy compression is widely employed. The amount of distortion tolerated depends on the application; for example, users of certain consumer streaming applications may tolerate higher distortion than users of television contribution applications. The compression ratio achievable can reflect that: higher allowable/tolerable distortion can yield higher compression ratios.

[0005] A video encoder and a video decoder can utilize techniques from several broad categories, including, for example, motion compensation, transform, quantization, and entropy coding, some of which will be introduced below.

[0006] Historically, video encoders and decoders tended to operate on a given picture size that was, in most cases, defined and stayed constant for a coded video sequence (CVS), Group of Pictures (GOP), or a similar multi-picture timeframe. For example, in Motion Picture Experts Group (MPEG)-2, system designs are known to change the horizontal resolution (and, thereby, the picture size) dependent on factors such as activity of the scene, but only at Intra-frame (or i-frame, or i-picture), hence typically for a GOP. The resampling of reference pictures for use of different resolutions within a CVS is known, for example, from ITU-T Rec. H.263 Annex P. However, here the picture size does not change, only the

reference pictures are being resampled, resulting potentially in only parts of the picture canvas being used (in a case of downsampling), or only parts of the scene being captured (in a case of upsampling). Further, H.263 Annex Q allows the resampling of an individual macroblock by a factor of two (in each dimension), upward or downward. Again, the picture size remains the same. The size of a macroblock is fixed in H.263, and therefore does not need to be signaled.

[0007] Changes of picture size in predicted pictures became more mainstream in modern video coding. For example, VP9 allows reference picture resampling and change of resolution for a whole picture. Similarly, certain proposals made towards Versatile Video Coding (VVC) (including, for example, Hendry, et. al, “On adaptive resolution change (ARC) for VVC”, Joint Video Team document JVET-M0135-v1, Jan 9-19, 2019, incorporated herein in its entirety) allow for resampling of whole reference pictures to different—higher or lower—resolutions. In Hendry, different candidate resolutions are suggested to be coded in the sequence parameter set and referred to by per-picture syntax elements in the picture parameter set.

[0008] A reference herein to a patent document or any other matter identified as prior art, is not to be taken as an admission that the document or other matter was known or that the information it contains was part of the common general knowledge as at the priority date of any of the claims.

## **SUMMARY**

[0009] Disclosed are techniques for signaling of adaptive picture size in a video bitstream according to various embodiments.

[0010] According to an aspect of the disclosure, a method of decoding may comprise: receiving a bitstream comprising compressed video/image data, wherein the bitstream has multiple layers; parsing or deriving, from the bitstream, an output layer set mode indicator in

a video parameter set (VPS); identifying output layer set signaling based on the output layer set mode indicator; identifying one or more picture output layers based on the identified output layer set signaling; and decoding the identified one or more picture output layers, wherein the decoding comprises: setting a picture output flag equal to 0 based on a VPS identifier being greater than 0, which indicates that more than one layer is present in the bitstream, and based on a syntax element indicating that a current layer is not an output layer.

[0011] The identifying of the output layer set signaling based on the output layer set mode indicator may include: in a case that the output layer set mode indicator in the VPS is a first value, identifying a highest layer in the bitstream as the one or more picture output layers; in a case that the output layer set mode indicator in the VPS is a second value, identifying all layers in the bitstream as the one or more picture output layers; and in a case that the output layer set mode indicator in the VPS is a third value, identifying the one or more picture output layers based on explicit signaling in the VPS.

[0012] The first value may be different from the second value and may be different from the third value, and the second value may be different from the third value.

[0013] The first value may be 0, the second value may be 1, and the third value may be 2. However, other values may be used and the disclosure is not limited to usage of 0, 1 and 2 as described above.

[0014] The identifying the one or more picture output layers by the explicit signaling in the VPS may include: (i) parsing or deriving, from the VPS, an output layer flag, and (ii) setting layers that have the output layer flag equal to 1 be the one or more picture output layers.

[0015] The identifying of the output layer set signaling based on the output lay set mode indicator may include: in a case that the output lay set mode indicator in the VPS is a

predetermined value, the output layer set signaling includes identifying the one or more picture output layers based on explicit signaling in the VPS.

[0016] The identifying the one or more picture output layers by the explicit signaling in the VPS includes: (i) parsing or deriving, from the VPS, an output layer flag, and (ii) setting layers that have the output layer flag equal to 1 be the one or more picture output layers, wherein a number of the multiple layers is greater than 2.

[0017] The output layer set signaling may include identifying the one or more picture output layers based on the explicit signaling in the VPS when the output layer set mode indicator equals 2, and a number of layers of the multiple layers is greater than 2.

[0018] The output layer set signaling may include identifying the highest layer in the bitstream or all layers in the bitstream as the one or more picture output layers by inferring the one or more picture output layers, when the output layer set mode indicator is less than 2, and the number of multiple layers is 2, and the output layer set mode indicator actually is less than 2, and the number of multiple layers actually is 2.

[0019] According to an embodiment, a number output layer sets minus1 indicator in the VPS indicates a number of the output layer set.

[0020] According to an embodiment, a VPS maximum layer minus1 indicator in the VPS indicates a number of layers in the bitstream.

[0021] According to an embodiment, the output layer set flag [i][j] in the VPS indicates whether a j-th layer of an i-th output layer set is an output layer or not.

[0022] According to an embodiment, if all of the multiple layers are independent where a VPS all independent layers flag of the VPS equals 1, the output layer set mode indicator is not signaled, and a value of the output layer set mode indicator is inferred to be the second value.

[0023] According to an embodiment, when each layer is an output layer set, a picture output flag of the VPS is set equal to a picture output flag signaled in a picture header, regardless of the value of the output layer set mode indicator.

[0024] Note: a picture in an output layer may or may not have a PictureOutputFlag equal to 1. A picture in a non-output layer has a PictureOutputFlag equal to 0. A picture with PictureOutputFlag equal to 1 is outputted for display. A picture with PictureOutputFlag equal to 0 is not outputted for display.

[0025] According to an embodiment, a picture output flag is set equal to 0 when a sequence parameter set (SPS) VPS identifier is greater than 0, which indicates that more than one layer is present in the bitstream, an each layer is an output layer set flag of the VPS is equal to 0, which indicates that the multiple layers in the bitstream are not all independent, the output layer set mode indicator is equal to 0 and a current access unit contains a picture that satisfies all of the following conditions including: having a picture output flag that is equal to 1, having a nuh layer identifier that is greater than that of a current picture and belongs to the output layer of the output layer set.

[0026] According to an embodiment, a picture output flag of the VPS is set equal to 0 when a sequence parameter set (SPS) of the VPS is greater than 0, an each layer is an output layer set flag is equal to 0, the output layer set mode indicator is equal to 2, and the output layer set output layer flag [ Target OLS Index ][ General Layer Index [ nuh layer identifier ] ] is equal to 0.

[0027] According to an embodiment, the method may further comprise: controlling a display to display the decoded one or more picture output layers.

[0028] According to an aspect of the disclosure, a non-transitory computer-readable storage medium storing instructions that, when executed, cause a system or device comprising one or more processors to: receive a bitstream comprising compressed

video/image data, wherein the bitstream has multiple layers; parse or derive, from the bitstream, an output layer set mode indicator in a video parameter set (VPS); identify output layer set signaling based on the output layer set mode indicator; identify one or more picture output layers based on the identified output layer set signaling; and decode the identified one or more picture output layers; wherein for decoding the identified one or more picture output layers, the instructions are configured to cause the system or device comprising the one or more processors to: set a picture output flag equal to 0 based on a VPS identifier being greater than 0, which indicates that more than one layer is present in the bitstream, and based on a syntax element indicating that a current layer is not an output layer.

[0029] According to an embodiment, the instructions are further configured to cause the system or device comprising the one or more processors to: control a display to display the decoded one or more picture output layers.

[0030] According to an aspect of the disclosure, an apparatus may comprise: at least one memory configured to store computer program code; and at least one processor configured to access the at least one memory and operate according to the computer program code. According to an embodiment, the computer program code may comprise: receiving code configured to cause the at least one processor to receive a bitstream comprising compressed video/image data, wherein the bitstream has multiple layers; parsing or deriving code configured to cause the at least one processor to parse or derive, from the bitstream, an output layer set mode indicator in a video parameter set (VPS); output layer signaling identifying code configured to cause the at least one processor to identify output layer set signaling based on the output layer set mode indicator; picture output layer identifying code configured to cause the at least one processor to identify one or more picture output layers based on the identified output layer set signaling; and decoding code configured to cause the at least one processor to: decode the identified one or more picture output layers.

[0031] According to an embodiment, the computer program code may further comprise: display control code configured to cause the at least one processor to control a display to display the one or more picture output layers.

[0032] According to an aspect of the disclosure, a method for signaling of adaptive picture size in a video bitstream may comprise: receiving a bitstream composed of compressed video/image data, wherein the bitstream has multiple layers; identifying a background region and one or more foreground sub-pictures; determining whether a specific sub-picture region has been selected; and based on determining a specific sub-picture region has been selected: generating dequantized blocks corresponding to the selected sub-picture by a process including but not limited to parsing the bitstream, decoding the entropy coded bitstream and dequantizing the corresponding blocks.

[0033] The method may further comprise: decoding and displaying the background region, if the specific sub-picture region has not been selected.

[0034] The bitstream may include syntax elements that specify which layers may be outputted at the decoder side.

[0035] The syntax elements may include a header of a picture containing a variable length, Exp-Golomb coded syntax element.

[0036] The method may further comprise: determining whether or not adaptive resolution is in use for a picture or parts thereof based on signaling in a sequence parameter.

[0037] The determining whether or not adaptive resolution is in use for the picture or the parts thereof may include: determining whether a first syntax element, which is a flag, indicates the use of adaptive resolution.

[0038] The method may include the encoder instructing the decoder to use a certain reference picture size rather than implicitly assuming a size to be an output picture size by using a flag that gates a conditional presence of reference picture dimensions.

[0039] The syntax elements may include a table of possible decoding picture width and heights.

[0040] According to an embodiment, a value in a Network Abstraction Layer (NAL) unit header may be used to indicate not only the temporal but also the spatial layer.

[0041] The value in the NAL unit header may be a Temporal Identifier (ID) field.

[0042] The method may further comprise: using existing Selected Forwarding Units (SFU) created and optimized for temporal layer selected forwarding based on the NAL unit header Temporal ID value without modification, for scalable environments.

[0043] The method may further comprise: mapping between the coded picture size and the temporal layer indicated by the temporal ID field in the NAL unit header. \

[0044] The method may further comprise: receiving additional data with the encoded video, the additional data being included as part of the coded video sequence(s); and use the additional data to properly decode the data and/or to more accurately reconstruct the original video data.

[0045] The additional data may be in the form of one or more of: temporal, spatial, or SNR enhancement layers, redundant slices, redundant pictures, or forward error correction codes.

[0046] According to an embodiment, a non-transitory computer-readable storage medium storing instructions that, when executed, may cause a system or device comprising one or more processors to: receive a bitstream composed of compressed video/image data, wherein the bitstream has multiple layers; identify a background region and one or more foreground sub-pictures; determine whether a specific sub-picture region has been selected; and based on determining a specific sub-picture region has been selected: generate dequantized blocks corresponding to the selected sub-picture by a process including but not

limited to parsing the bitstream, decoding the entropy coded bitstream and dequantizing the corresponding blocks.

[0047] According to an embodiment, an apparatus may comprise: at least one memory configured to store computer program code; and at least one processor configured to access the at least one memory and operate according to the computer program code, the computer program code comprising: receiving code configured to cause the at least one processor to receive a bitstream composed of compressed video/image data, wherein the bitstream has multiple layers; identifying code configured to cause the at least one processor to identify a background region and one or more foreground sub-pictures; determining code configured to cause the at least one processor to determine whether a specific sub-picture region has been selected; and generation code configured to cause the at least one processor to: based on determining a specific sub-picture region has been selected: generate dequantized blocks corresponding to the selected sub-picture by a process including but not limited to parsing the bitstream, decoding the entropy coded bitstream and dequantizing the corresponding blocks.

[0048] Where any or all of the terms "comprise", "comprises", "comprised" or "comprising" are used in this specification (including the claims) they are to be interpreted as specifying the presence of the stated features, integers, steps or components, but not precluding the presence of one or more other features, integers, steps or components.

#### **BRIEF DESCRIPTION OF THE DRAWINGS**

[0049] Further features, the nature, and various advantages of the disclosed subject matter will be more apparent from the following detailed description and the accompanying drawings in which:

[0050] FIG. 1 is a schematic illustration of a simplified block diagram of a communication system in accordance with an embodiment.

[0051] FIG. 2 is a schematic illustration of a simplified block diagram of a communication system in accordance with an embodiment.

[0052] FIG. 3 is a schematic illustration of a simplified block diagram of a decoder in accordance with an embodiment.

[0053] FIG. 4 is a schematic illustration of a simplified block diagram of an encoder in accordance with an embodiment.

[0054] FIG. 5 is a schematic illustration of options for signaling ARC parameters in accordance with prior art or an embodiment, as indicated.

[0055] FIG. 6 is an example of a syntax table in accordance with an embodiment.

[0056] FIG. 7 is a schematic illustration of a computer system in accordance with an embodiment.

[0057] FIG. 8 is an example of prediction structure for scalability with adaptive resolution change.

[0058] FIG. 9 is an example of a syntax table in accordance with an embodiment.

[0059] FIG. 10 is a schematic illustration of a simplified block diagram of parsing and decoding poc cycle per access unit and access unit count value.

[0060] FIG. 11 is a schematic illustration of a video bitstream structure comprising multi-layered sub-pictures.

[0061] FIG. 12 is a schematic illustration of a display of the selected sub-picture with an enhanced resolution.

[0062] FIG. 13 is a block diagram of the decoding and display process for a video bitstream comprising multi-layered sub-pictures.

[0063] FIG. 14 is a schematic illustration of 360 video display with an enhancement layer of a sub-picture.

[0064] FIG. 15 is an example of a layout information of sub-pictures and its corresponding layer and picture prediction structure.

[0065] FIG. 16 is an example of a layout information of sub-pictures and its corresponding layer and picture prediction structure, with spatial scalability modality of local region.

[0066] FIG. 17 is an example of a syntax table for sub-picture layout information

[0067] FIG. 18 is an example of a syntax table of SEI message for sub-picture layout information.

[0068] FIG. 19 is an example of a syntax table to indicate output layers and profile/tier/level information for each output layer set.

[0069] FIG. 20 is an example of a syntax table to indicate output layer mode on for each output layer set.

[0070] FIG. 21 is an example of a syntax table to indicate the present subpicture of each layer for each output layer set.

[0071] FIG. 22 is an example of a syntax table of video parameter set RBSP.

[0072] FIG. 23 is an example of a syntax table to indicate the output layer set with an output layer set mode indicator.

[0073] FIG. 24 is a block diagram of the decoding process for a bitstream including for indicating the output layer set with an output layer set mode indicator.

[0074] FIGS. 25A-25C show information related to indicating the output layer set with an output layer set mode indicator.

## DETAILED DESCRIPTION

[0075] When pictures are encoded into a bitstream that consists of multiple layers with different qualities, the bitstream may have syntax elements that specify which layers may be outputted at decoder side. The set of layers to be outputted is defined as an output

layer set. In the latest video codec supporting multiple layers and scalabilities, one or more output layer sets are signaled in a video parameter set. Those syntax elements specifying output layer sets and their dependency, profile/tier/level and hypothetical decoder reference model parameters need to be efficiently signaled in a parameter set.

[0076] Embodiments of the present disclosure address one or more problems of the related technology.

[0077] FIG. 1 illustrates a simplified block diagram of a communication system (100) according to an embodiment of the present disclosure. The system (100) may include at least two terminals (110, 120) interconnected via a network (150). For unidirectional transmission of data, a first terminal (110) may code video data at a local location for transmission to the other terminal (120) via the network (150). The second terminal (120) may receive the coded video data of the other terminal from the network (150), decode the coded data and display the recovered video data. Unidirectional data transmission may be common in media serving applications and the like.

[0078] FIG. 1 illustrates a second pair of terminals (130, 140) provided to support bidirectional transmission of coded video that may occur, for example, during videoconferencing. For bidirectional transmission of data, each terminal (130, 140) may code video data captured at a local location for transmission to the other terminal via the network (150). Each terminal (130, 140) also may receive the coded video data transmitted by the other terminal, may decode the coded data and may display the recovered video data at a local display device.

[0079] In FIG. 1, although the terminals (110-140) are illustrated as a laptop 110, a personal computer (PC) 120 and mobile terminals 130 and 140, the terminals (110-140) are not so limited and the terminals (110-140) may correspond to one or more or any combination of: servers, personal computers, mobile devices, tablets and smart phones. Embodiments of

the present disclosure find application with laptop computers, tablet computers, media players and/or dedicated video conferencing equipment. The network (150) represents any number of networks that convey coded video data among the terminals (110-140), including for example wired and/or wireless communication networks. The communication network (150) may exchange data in circuit-switched and/or packet-switched channels.

Representative networks include telecommunications networks, local area networks (LANs), wide area networks (WANs) and/or the Internet. For the purposes of the present discussion, the architecture and topology of the network (150) may be immaterial to the operation of the present disclosure unless explained herein below.

[0080] FIG. 2 illustrates, as an example of an application of an embodiment of the disclosure, the placement of a video encoder and decoder in a streaming environment. The disclosure is may be equally applicable to other video enabled applications, including, for example, video conferencing, digital television (TV), storing of compressed video on digital media including compact disc (CD), digital versatile disc (DVD), memory stick and the like, and so on.

[0081] A streaming system may include a capture subsystem (213), that can include a video source (201), for example a digital camera, configured to create, for example, an uncompressed video sample stream (202). That sample stream (202), depicted as a bold line in FIG. 2 to emphasize a high data volume when compared to encoded video bitstreams, can be processed by an encoder (203) coupled to the camera (201). The encoder (203) can include hardware, software, or a combination thereof to enable or implement aspects of the disclosed subject matter as described in more detail below. The encoded video bitstream (204), depicted as a thin line in FIG. 2 to emphasize the lower data volume when compared to the sample stream (202), can be stored on a streaming server (205) for future use. One or more streaming clients (206, 208) can access the streaming server (205) to retrieve copies

(207, 209) of the encoded video bitstream (204). A client (206) can include a video decoder (210) which decodes the incoming copy of the encoded video bitstream (207) and creates an outgoing video sample stream (211) that can be rendered on a display (212) or other rendering device. In some streaming systems, the video bitstreams (204, 207, 209) can be encoded according to certain video coding/compression standards. Examples of those standards include ITU-T Recommendation H.265. Under development is a video coding standard informally known as Versatile Video Coding or VVC. The disclosed subject matter may be used in the context of VVC.

[0082] FIG. 3 may be a functional block diagram of a video decoder (210) according to an embodiment of the present disclosure.

[0083] A receiver (310) may receive one or more codec video sequences to be decoded by the decoder (210); in the same or another embodiment, one coded video sequence at a time, where the decoding of each coded video sequence is independent from other coded video sequences. The coded video sequence may be received from a channel (312), which may be a hardware/software link to a storage device which stores the encoded video data. The receiver (310) may receive the encoded video data with other data, for example, coded audio data and/or ancillary data streams, that may be forwarded to their respective using entities (not depicted). The receiver (310) may separate the coded video sequence from the other data. To combat network jitter, a buffer memory (315) may be coupled in between receiver (310) and entropy decoder / parser (320) (“parser” henceforth). When receiver (310) is receiving data from a store/forward device of sufficient bandwidth and controllability, or from an isosynchronous network, the buffer (315) may not be needed, or can be small. For use on best effort packet networks such as the Internet, the buffer (315) may be required, can be comparatively large and can advantageously of adaptive size.

[0084] The video decoder (210) may include an parser (320) to reconstruct symbols (321) from the entropy coded video sequence. Categories of those symbols include information used to manage operation of the decoder (210), and potentially information to control a rendering device such as a display (212) that is not an integral part of the decoder but can be coupled to it, as was shown in FIG. 2. The control information for the rendering device(s) may be in the form of Supplementary Enhancement Information (SEI messages) or Video Usability Information (VUI) parameter set fragments. The parser (320) may parse / entropy-decode the coded video sequence received. The coding of the coded video sequence can be in accordance with a video coding technology or standard, and can follow principles well known to a person skilled in the art, including variable length coding, Huffman coding, arithmetic coding with or without context sensitivity, and so forth. The parser (320) may extract from the coded video sequence, a set of subgroup parameters for at least one of the subgroups of pixels in the video decoder, based upon at least one parameters corresponding to the group. Subgroups can include Groups of Pictures (GOPs), pictures, tiles, slices, macroblocks, Coding Units (CUs), blocks, Transform Units (TUs), Prediction Units (PUs) and so forth. The entropy decoder / parser may also extract from the coded video sequence information such as transform coefficients, quantizer parameter values, motion vectors, and so forth.

[0085] The parser (320) may perform entropy decoding / parsing operation on the video sequence received from the buffer (315), so to create symbols (321).

[0086] Reconstruction of the symbols (321) can involve multiple different units depending on the type of the coded video picture or parts thereof (such as: inter and intra picture, inter and intra block), and other factors. Which units are involved, and how, can be controlled by the subgroup control information that was parsed from the coded video

sequence by the parser (320). Subgroup control information may flow between the parser (320) and the multiple units.

[0087] Beyond the functional blocks already mentioned, decoder 210 can be conceptually subdivided into a number of functional units as described below. In a practical implementation operating under commercial constraints, many of these units interact closely with each other and can, at least partly, be integrated into each other. However, for the purpose of describing the disclosed subject matter, the conceptual subdivision into the functional units below is appropriate.

[0088] A first unit is the scaler / inverse transform unit (351). The scaler / inverse transform unit (351) receives quantized transform coefficient as well as control information, including which transform to use, block size, quantization factor, quantization scaling matrices, etc. as symbol(s) (321) from the parser (320). It can output blocks comprising sample values, that can be input into aggregator (355).

[0089] In some cases, the output samples of the scaler / inverse transform (351) can pertain to an intra coded block; that is: a block that is not using predictive information from previously reconstructed pictures, but can use predictive information from previously reconstructed parts of the current picture. Such predictive information can be provided by an intra picture prediction unit (352). In some cases, the intra picture prediction unit (352) generates a block of the same size and shape of the block under reconstruction, using surrounding already reconstructed information fetched from the current (partly reconstructed) picture (358). The aggregator (355), in some cases, adds, on a per sample basis, the prediction information the intra prediction unit (352) has generated to the output sample information as provided by the scaler / inverse transform unit (351).

[0090] In other cases, the output samples of the scaler / inverse transform unit (351) can pertain to an inter coded, and potentially motion compensated block. In such a case, a

Motion Compensation Prediction unit (353) can access reference picture memory (357) to fetch samples used for prediction. After motion compensating the fetched samples in accordance with the symbols (321) pertaining to the block, these samples can be added by the aggregator (355) to the output of the scaler / inverse transform unit (in this case called the residual samples or residual signal) so to generate output sample information. The addresses within the reference picture memory form where the motion compensation unit fetches prediction samples can be controlled by motion vectors, available to the motion compensation unit in the form of symbols (321) that can have, for example X, Y, and reference picture components. Motion compensation also can include interpolation of sample values as fetched from the reference picture memory when sub-sample exact motion vectors are in use, motion vector prediction mechanisms, and so forth.

[0091] The output samples of the aggregator (355) can be subject to various loop filtering techniques in the loop filter unit (356). Video compression technologies can include in-loop filter technologies that are controlled by parameters included in the coded video bitstream and made available to the loop filter unit (356) as symbols (321) from the parser (320), but can also be responsive to meta-information obtained during the decoding of previous (in decoding order) parts of the coded picture or coded video sequence, as well as responsive to previously reconstructed and loop-filtered sample values.

[0092] The output of the loop filter unit (356) can be a sample stream that can be output to the render device (212) as well as stored in the reference picture memory (356) for use in future inter-picture prediction.

[0093] Certain coded pictures, once fully reconstructed, can be used as reference pictures for future prediction. Once a coded picture is fully reconstructed and the coded picture has been identified as a reference picture (by, for example, parser (320)), the current reference picture (356) can become part of the reference picture buffer (357), and a fresh

current picture memory can be reallocated before commencing the reconstruction of the following coded picture.

[0094] The video decoder (parser) 320 may perform decoding operations according to a predetermined video compression technology that may be documented in a standard, such as ITU-T Rec. H.265. The coded video sequence may conform to a syntax specified by the video compression technology or standard being used, in the sense that it adheres to the syntax of the video compression technology or standard, as specified in the video compression technology document or standard and specifically in the profiles document therein. Also necessary for compliance can be that the complexity of the coded video sequence is within bounds as defined by the level of the video compression technology or standard. In some cases, levels restrict the maximum picture size, maximum frame rate, maximum reconstruction sample rate (measured in, for example megasamples per second), maximum reference picture size, and so on. Limits set by levels can, in some cases, be further restricted through Hypothetical Reference Decoder (HRD) specifications and metadata for HRD buffer management signaled in the coded video sequence.

[0095] In an embodiment, the receiver (310) may receive additional (redundant) data with the encoded video. The additional data may be included as part of the coded video sequence(s). The additional data may be used by the video decoder (320) to properly decode the data and/or to more accurately reconstruct the original video data. Additional data can be in the form of, for example, temporal, spatial, or SNR enhancement layers, redundant slices, redundant pictures, forward error correction codes, and so on.

[0096] FIG. 4 may be a functional block diagram of a video encoder (203) according to an embodiment of the present disclosure.

[0097] The encoder (203) may receive video samples from a video source (201) (that is not part of the encoder) that may capture video image(s) to be coded by the encoder (203).

[0098] The video source (201) may provide the source video sequence to be coded by the encoder (203) in the form of a digital video sample stream that can be of any suitable bit depth (for example: 8 bit, 10 bit, 12 bit, ...), any colorspace (for example, BT.601 Y CrCB, RGB, ...) and any suitable sampling structure (for example Y CrCb 4:2:0, Y CrCb 4:4:4). In a media serving system, the video source (201) may be a storage device storing previously prepared video. In a videoconferencing system, the video source (203) may be a camera that captures local image information as a video sequence. Video data may be provided as a plurality of individual pictures that impart motion when viewed in sequence. The pictures themselves may be organized as a spatial array of pixels, wherein each pixel can comprise one or more sample depending on the sampling structure, color space, etc. in use. A person skilled in the art can readily understand the relationship between pixels and samples. The description below focusses on samples.

[0099] According to an embodiment, the encoder (203) may code and compress the pictures of the source video sequence into a coded video sequence (443) in real time or under any other time constraints as required by the application. Enforcing appropriate coding speed is one function of Controller (450). Controller (450) may control other functional units as described below and is functionally coupled to these units. Parameters set by controller (450) may include rate control related parameters (picture skip, quantizer, lambda value of rate-distortion optimization techniques, ...), picture size, group of pictures (GOP) layout, maximum motion vector search range, and so forth. A person skilled in the art can readily identify other functions of controller (450) as they may pertain to video encoder (203) optimized for a certain system design.

[0100] Some video encoders operate in what a person skilled in the art readily recognizes as a “coding loop”. As an oversimplified description, a coding loop can consist of the encoding part of an encoder (203) (“source coder” henceforth) (responsible for creating

symbols based on an input picture to be coded, and a reference picture(s)), and a (local) decoder (433) embedded in the encoder (203) that reconstructs the symbols to create the sample data a (remote) decoder also would create (as any compression between symbols and coded video bitstream is lossless in the video compression technologies considered in the disclosed subject matter). That reconstructed sample stream is input to the reference picture memory (434). As the decoding of a symbol stream leads to bit-exact results independent of decoder location (local or remote), the reference picture buffer content is also bit exact between local encoder and remote encoder. In other words, the prediction part of an encoder “sees” as reference picture samples exactly the same sample values as a decoder would “see” when using prediction during decoding. This fundamental principle of reference picture synchronicity (and resulting drift, if synchronicity cannot be maintained, for example because of channel errors) is well known to a person skilled in the art.

[0101] The operation of the “local” decoder (433) can be the same as of a “remote” decoder (210), which has already been described in detail above in conjunction with FIG. 3. Briefly referring also to FIG. 3, however, as symbols are available and en/decoding of symbols to a coded video sequence by entropy coder (445) and parser (320) can be lossless, the entropy decoding parts of decoder (210), including channel (312), receiver (310), buffer (315), and parser (320) may not be fully implemented in local decoder (433).

[0102] An observation that can be made at this point is that any decoder technology except the parsing/entropy decoding that is present in a decoder also necessarily needs to be present, in substantially identical functional form, in a corresponding encoder. For this reason, the disclosed subject matter focusses on decoder operation. The description of encoder technologies can be abbreviated as they are the inverse of the comprehensively described decoder technologies. Only in certain areas a more detail description is required and provided below.

[0103] As part of its operation, the source coder (203) may perform motion compensated predictive coding, which codes an input frame predictively with reference to one or more previously-coded frames from the video sequence that were designated as “reference frames.” In this manner, the coding engine (432) codes differences between pixel blocks of an input frame and pixel blocks of reference frame(s) that may be selected as prediction reference(s) to the input frame.

[0104] The local video decoder (433) may decode coded video data of frames that may be designated as reference frames, based on symbols created by the source coder (430). Operations of the coding engine (432) may advantageously be lossy processes. When the coded video data may be decoded at a video decoder (not shown in FIG. 4), the reconstructed video sequence typically may be a replica of the source video sequence with some errors. The local video decoder (433) replicates decoding processes that may be performed by the video decoder on reference frames and may cause reconstructed reference frames to be stored in the reference picture cache (434). In this manner, the encoder (203) may store copies of reconstructed reference frames locally that have common content as the reconstructed reference frames that will be obtained by a far-end video decoder (absent transmission errors).

[0105] The predictor (435) may perform prediction searches for the coding engine (432). That is, for a new frame to be coded, the predictor (435) may search the reference picture memory (434) for sample data (as candidate reference pixel blocks) or certain metadata such as reference picture motion vectors, block shapes, and so on, that may serve as an appropriate prediction reference for the new pictures. The predictor (435) may operate on a sample block-by-pixel block basis to find appropriate prediction references. In some cases, as determined by search results obtained by the predictor (435), an input picture may have prediction references drawn from multiple reference pictures stored in the reference picture memory (434).

[0106] The controller (450) may manage coding operations of the video coder (203), including, for example, setting of parameters and subgroup parameters used for encoding the video data.

[0107] Output of all aforementioned functional units may be subjected to entropy coding in the entropy coder (445). The entropy coder translates the symbols as generated by the various functional units into a coded video sequence, by loss-less compressing the symbols according to technologies known to a person skilled in the art as, for example Huffman coding, variable length coding, arithmetic coding, and so forth.

[0108] The transmitter (440) may buffer the coded video sequence(s) as created by the entropy coder (445) to prepare it for transmission via a communication channel (460), which may be a hardware/software link to a storage device which would store the encoded video data. The transmitter (440) may merge coded video data from the video coder (430) with other data to be transmitted, for example, coded audio data and/or ancillary data streams/sources.

[0109] The controller (450) may manage operation of the encoder (203). During coding, the controller (450) may assign to each coded picture a certain coded picture type, which may affect the coding techniques that may be applied to the respective picture. For example, pictures often may be assigned as one of the following frame types:

[0110] An Intra Picture (I picture) may be one that may be coded and decoded without using any other frame in the sequence as a source of prediction. Some video codecs allow for different types of Intra pictures, including, for example Independent Decoder Refresh Pictures. A person skilled in the art is aware of those variants of I pictures and their respective applications and features.

[0111] A Predictive picture (P picture) may be one that may be coded and decoded using intra prediction or inter prediction using at most one motion vector and reference index to predict the sample values of each block.

[0112] A Bi-directionally Predictive Picture (B Picture) may be one that may be coded and decoded using intra prediction or inter prediction using at most two motion vectors and reference indices to predict the sample values of each block. Similarly, multiple-predictive pictures can use more than two reference pictures and associated metadata for the reconstruction of a single block.

[0113] Source pictures commonly may be subdivided spatially into a plurality of sample blocks (for example, blocks of 4x4, 8x8, 4x8, or 16x16 samples each) and coded on a block-by- block basis. Blocks may be coded predictively with reference to other (already coded) blocks as determined by the coding assignment applied to the blocks' respective pictures. For example, blocks of I pictures may be coded non-predictively or they may be coded predictively with reference to already coded blocks of the same picture (spatial prediction or intra prediction). Pixel blocks of P pictures may be coded non-predictively, via spatial prediction or via temporal prediction with reference to one previously coded reference pictures. Blocks of B pictures may be coded non-predictively, via spatial prediction or via temporal prediction with reference to one or two previously coded reference pictures.

[0114] The video coder (203) may perform coding operations according to a predetermined video coding technology or standard, such as ITU-T Rec. H.265. In its operation, the video coder (203) may perform various compression operations, including predictive coding operations that exploit temporal and spatial redundancies in the input video sequence. The coded video data, therefore, may conform to a syntax specified by the video coding technology or standard being used.

[0115] In an embodiment, the transmitter (440) may transmit additional data with the encoded video. The video coder (430) may include such data as part of the coded video sequence. Additional data may comprise temporal/spatial/SNR enhancement layers, other forms of redundant data such as redundant pictures and slices, Supplementary Enhancement Information (SEI) messages, Visual Usability Information (VUI) parameter set fragments, and so on.

[0116] Before describing certain aspects of the disclosed subject matter in more detail, a few terms need to be introduced that will be referred to in the remainder of this description.

[0117] Sub-Picture henceforth refers to an, in some cases, rectangular arrangement of samples, blocks, macroblocks, coding units, or similar entities that are semantically grouped, and that may be independently coded in changed resolution. One or more sub-pictures may for a picture. One or more coded sub-pictures may form a coded picture. One or more sub-pictures may be assembled into a picture, and one or more sub pictures may be extracted from a picture. In certain environments, one or more coded sub-pictures may be assembled in the compressed domain without transcoding to the sample level into a coded picture, and in the same or certain other cases, one or more coded sub-pictures may be extracted from a coded picture in the compressed domain.

[0118] Adaptive Resolution Change (ARC) henceforth refers to mechanisms that allow the change of resolution of a picture or sub-picture within a coded video sequence, by the means of, for example, reference picture resampling. ARC parameters henceforth refer to the control information required to perform adaptive resolution change, which may include, for example, filter parameters, scaling factors, resolutions of output and/or reference pictures, various control flags, and so forth.

[0119] The above description is focused on coding and decoding a single, semantically independent coded video picture according to various embodiments. Before

describing the implication of coding/decoding of multiple sub pictures with independent ARC parameters and its implied additional complexity, options for signaling ARC parameters may be described.

[0120] Referring to FIG. 5, shown are several novel options for signaling ARC parameters. As noted with each of the options, they have certain advantages and certain disadvantages from a coding efficiency, complexity, and architecture viewpoint. A video coding standard or technology may choose one or more of these options, or options known from previous art, for signaling ARC parameters. The options may not be mutually exclusive, and conceivably may be interchanged based on application needs, standards technology involved, or encoder's choice.

[0121] Classes of ARC parameters may include:

[0122] -up/downsample factors, separate or combined in X and Y dimension;

[0123] -up/downsample factors, with an addition of a temporal dimension, indicating constant speed zoom in/out for a given number of pictures;

[0124] -Either of the above two may involve the coding of one or more presumably short syntax elements that may point into a table containing the factor(s);

[0125] -resolution, in X or Y dimension, in units of samples, blocks, macroblocks, CUs, or any other suitable granularity, of the input picture, output picture, reference picture, coded picture, combined or separately. If there are more than one resolution (such as, for example, one for input picture, one for reference picture) then, in certain cases, one set of values may be inferred to from another set of values. Such could be gated, for example, by the use of flags. For a more detailed example, see below;

[0126] -“warping” coordinates akin those used in H.263 Annex P, again in a suitable granularity as described above. H.263 Annex P defines one efficient way to code such warping coordinates, but other, potentially more efficient ways could conceivably also be

devised. For example, the variable length reversible, “Huffman”-style coding of warping coordinates of Annex P could be replaced by a suitable length binary coding, where the length of the binary code word could, for example, be derived from a maximum picture size, possibly multiplied by a certain factor and offset by a certain value, so to allow for “warping” outside of the maximum picture size’s boundaries; and

[0127] -up or downsample filter parameters. In the easiest case, there may be only a single filter for up and/or downsampling. However, in certain cases, it can be advantageous to allow more flexibility in filter design, and that may require to signaling of filter parameters. Such parameters may be selected through an index in a list of possible filter designs, the filter may be fully specified (for example through a list of filter coefficients, using suitable entropy coding techniques), the filter may be implicitly selected through up/downsample ratios according which in turn are signaled according to any of the mechanisms mentioned above, and so forth.

[0128] Henceforth, the description assumes the coding of a finite set of up/downsample factors (the same factor to be used in both X and Y dimension), indicated through a codeword. That codeword can advantageously be variable length coded, for example using the Ext-Golomb code common for certain syntax elements in video coding specifications such as H.264 and H.265.

[0129] One suitable mapping of values to up/downsample factors can, for example, be according to the following table:

Codeword	Ext-Golomb Code	Original / Target resolution
0	1	1 / 1
1	010	1 / 1.5 (upscale by 50%)
2	011	1.5 / 1 (downscale by 50%)

3	00100	1 / 2 (upscale by 100%)
4	00101	2 / 1 (downscale by 100%)

&lt;TABLE 1&gt;

[0130] Many similar mappings could be devised according to the needs of an application and the capabilities of the up and downscale mechanisms available in a video compression technology or standard. The table could be extended to more values. Values may also be represented by entropy coding mechanisms other than Ext-Golomb codes, for example using binary coding. That may have certain advantages when the resampling factors were of interest outside the video processing engines (encoder and decoder foremost) themselves, for example by Mobile ad hoc networks (MANETs). It should be noted that, for the (presumably) most common case where no resolution change is required, an Ext-Golomb code can be chosen that is short; in the table above, only a single bit. That can have a coding efficiency advantage over using binary codes for the most common case.

[0131] The number of entries in the table, as well as their semantics may be fully or partially configurable. For example, the basic outline of the table may be conveyed in a “high” parameter set such as a sequence or decoder parameter set. Alternatively or in addition, one or more such tables may be defined in a video coding technology or standard, and may be selected through for example a decoder or sequence parameter set.

[0132] Henceforth, we describe how an upsample/downsample factor (ARC information), coded as described above, may be included in a video coding technology or standard syntax. Similar considerations may apply to one, or a few, codewords controlling up/downsample filters. See below for a discussion when comparatively large amounts of data are required for a filter or other data structures.

[0133] H.263 Annex P includes the ARC information 502 in the form of four warping coordinates into the picture header 501, specifically in the H.263 PLUSPTYPE (503) header

extension. This can be a sensible design choice when a) there is a picture header available, and b) frequent changes of the ARC information are expected. However, the overhead when using H.263-style signaling can be quite high, and scaling factors may not pertain among picture boundaries as picture header can be of transient nature.

[0134] JVCET-M135-v1, cited above, includes the ARC reference information (505) (an index) located in a picture parameter set (504), indexing a table (506) including target resolutions that in turn is located inside a sequence parameter set (SPS) (507). The placement of the possible resolution in a table (506) in the sequence parameter set (507) can, according to verbal statements made by the authors, be justified by using the SPS as an interoperability negotiation point during capability exchange. Resolution can change, within the limits set by the values in the table (506) from picture to picture by referencing the appropriate picture parameter set (504).

[0135] Referring back to FIG. 5, the following additional options may exist to convey ARC information in a video bitstream. Each of those options has certain advantages over existing art as described above. The options may be simultaneously present in the same video coding technology or standard.

[0136] In an embodiment, ARC information (509) such as a resampling (zoom) factor may be present in a slice header, group of block (GOB) header, tile header, or tile group header (tile group header henceforth) (508). This can be adequate if the ARC information is small, such as a single variable length ue(v) or fixed length codeword of a few bits, for example as shown above. Having the ARC information in a tile group header directly has the additional advantage of the ARC information may be applicable to a sub picture represented by, for example, that tile group, rather than the whole picture. See also below. In addition, even if the video compression technology or standard envisions only whole picture adaptive resolution changes (in contrast to, for example, tile group based adaptive resolution changes),

putting the ARC information into the tile group header vis a vis putting it into an H.263-style picture header has certain advantages from an error resilience viewpoint.

[0137] In the same or another embodiment, the ARC information (512) itself may be present in an appropriate parameter set (511) such as, for example, a picture parameter set (PPS), header parameter set, tile parameter set, adaptation parameter set, and so forth (Adaptation parameter set depicted). The scope of that parameter set can advantageously be no larger than a picture, for example a tile group. The use of the ARC information is implicit through the activation of the relevant parameter set. For example, when a video coding technology or standard contemplates only picture-based ARC, then a picture parameter set or equivalent may be appropriate.

[0138] In the same or another embodiment, ARC reference information (513) may be present in a Tile Group header (514) or a similar data structure. That reference information (513) can refer to a subset of ARC information (515) available in a parameter set (516) with a scope beyond a single picture, for example a sequence parameter set, or decoder parameter set.

[0139] The additional level of indirection implied activation of a PPS from a tile group header, PPS, SPS, as used in JVET-M0135-v1 appears to be unnecessary, as picture parameter sets, just as sequence parameter sets, can (and have in certain standards such as RFC3984) be used for capability negotiation or announcements. If, however, the ARC information should be applicable to a sub picture represented, for example, by a tile group, also, a parameter set with an activation scope limited to a tile group, such as the Adaptation Parameter set or a Header Parameter Set may be the better choice. Also, if the ARC information is of more than a negligible size—for example contains filter control information such as numerous filter coefficients—then a parameter set may be a better choice than using a

header (508) directly from a coding efficiency viewpoint, as those settings may be reusable by future pictures or sub-pictures by referencing the same parameter set.

[0140] When using the sequence parameter set or another higher parameter set with a scope spanning multiple pictures, certain considerations may apply:

[0141] 1. The parameter set to store the ARC information table (516) can, in some cases, be the sequence parameter set, but in other cases advantageously be the decoder parameter set. The decoder parameter set can have an activation scope of multiple CVSSs, namely the coded video stream, i.e. all coded video bits from session start until session teardown. Such a scope may be more appropriate because possible ARC factors may be a decoder feature, possibly implemented in hardware, and hardware features tend not to change with any CVS (which in at least some entertainment systems is a Group of Pictures, one second or less in length). That said, putting the table into the sequence parameter set is expressly included in the placement options described herein, in particular in conjunction with point 2 below.

[0142] 2. The ARC reference information (513) may advantageously be placed directly into the picture/slice tile/GOB/tile group header (tile group header henceforth) (514) rather than into the picture parameter set as in JVCET-M0135-v1. The reason is as follows: when an encoder wants to change a single value in a picture parameter set, such as for example the ARC reference information, then it has to create a new PPS and reference that new PPS. Assume that only the ARC reference information changes, but other information such as, for example, the quantization matrix information in the PPS stays. Such information can be of substantial size, and would need to be retransmitted to make the new PPS complete.

[0143] As the ARC reference information may be a single codeword, such as the index into the table (513) and that would be the only value that changes, it would be cumbersome and wasteful to retransmit all the, for example, quantization matrix information.

Insofar, can be considerably better from a coding efficiency viewpoint to avoid the indirection through the PPS, as proposed in JVET-M0135-v1. Similarly, putting the ARC reference information into the PPS has the additional disadvantage that the ARC information referenced by the ARC reference information (513) necessarily needs to apply to the whole picture and not to a sub-picture, as the scope of a picture parameter set activation is a picture.

[0144] In the same or another embodiment, the signaling of ARC parameters can follow a detailed example as outlined in FIG. 6. FIG. 6 depicts syntax diagrams in a representation as used in video coding standards since at least 1993. The notation of such syntax diagrams roughly follows C-style programming. In FIG. 6, lines in boldface indicate syntax elements present in the bitstream, lines without boldface often indicate control flow or the setting of variables.

[0145] A tile group header (601) as an exemplary syntax structure of a header applicable to a (possibly rectangular) part of a picture can conditionally contain, a variable length, Exp-Golomb coded syntax element `dec_pic_size_idx` (602) (depicted in boldface). The presence of this syntax element in the tile group header can be gated on the use of adaptive resolution (603)—here, the value of a flag not depicted in boldface, which means that flag is present in the bitstream at the point where it occurs in the syntax diagram.

[0146] Whether or not adaptive resolution is in use for this picture or parts thereof can be signaled in any high level syntax structure inside or outside the bitstream. In the example shown in FIG. 6, it is signaled in the sequence parameter set as outlined below.

[0147] Still referring to FIG. 6, shown is also an excerpt of a sequence parameter set (610). The first syntax element shown is `adaptive_pic_resolution_change_flag` (611). When true, that flag can indicate the use of adaptive resolution which, in turn may require certain control information. In the example, such control information is conditionally present based

on the value of the flag based on the if() statement in the parameter set (612) and the tile group header (601).

[0148] When adaptive resolution is in use, in this example, coded is an output resolution in units of samples (613). The numeral 613 refers to both output\_pic\_width\_in\_luma\_samples and output\_pic\_height\_in\_luma\_samples, which together can define the resolution of the output picture. Elsewhere in a video coding technology or standard, certain restrictions to either value can be defined. For example, a level definition may limit the number of total output samples, which could be the product of the value of those two syntax elements. Also, certain video coding technologies or standards, or external technologies or standards such as, for example, system standards, may limit the numbering range (for example, one or both dimensions must be divisible by a power of 2 number), or the aspect ratio (for example, the width and height must be in a relation such as 4:3 or 16:9). Such restrictions may be introduced to facilitate hardware implementations or for other reasons, and are well known in the art.

[0149] In certain applications, the encoder may instruct the decoder to use a certain reference picture size rather than implicitly assume a size to be the output picture size. In this example, the syntax element reference\_pic\_size\_present\_flag (614) gates the conditional presence of reference picture dimensions (615) (again, the numeral refers to both width and height).

[0150] Finally, shown in FIG. 6, is a table of possible decoding picture width and heights. Such a table can be expressed, for example, by a table indication (num\_dec\_pic\_size\_in\_luma\_samples\_minus1) (616). The “minus1” can refer to the interpretation of the value of that syntax element. For example, if the coded value is zero, one table entry is present. If the value is five, six table entries are present. For each “line” in the table, decoded picture width and height are then included in the syntax (617).

[0151] The table entries presented (617) can be indexed using the syntax element dec\_pic\_size\_idx (602) in the tile group header, thereby allowing different decoded sizes—in effect, zoom factors—per tile group.

[0152] Certain video coding technologies or standards, for example VP9, support spatial scalability by implementing certain forms of reference picture resampling (signaled quite differently from the disclosed subject matter) in conjunction with temporal scalability, so to enable spatial scalability. In particular, certain reference pictures may be upsampled using ARC-style technologies to a higher resolution to form the base of a spatial enhancement layer. Those upsampled pictures could be refined, using normal prediction mechanisms at the high resolution, so to add detail.

[0153] The disclosed subject matter can be used in such an environment. In certain cases, in the same or another embodiment, a value in the Network Abstraction Layer (NAL) unit header, for example the Temporal Identifier (ID) field, can be used to indicate not only the temporal but also the spatial layer. Doing so has certain advantages for certain system designs; for example, existing Selected Forwarding Units (SFU) created and optimized for temporal layer selected forwarding based on the NAL unit header Temporal ID value can be used without modification, for scalable environments. In order to enable that, there may be a requirement for a mapping between the coded picture size and the temporal layer is indicated by the temporal ID field in the NAL unit header.

[0154] In some video coding technologies, an Access Unit (AU) can refer to coded picture(s), slice(s), tile(s), NAL Unit(s), and so forth, that were captured and composed into a the respective picture/slice/tile/NAL unit bitstream at a given instance in time. That instance in time can be the composition time.

[0155] In HEVC, and certain other video coding technologies, a picture order count (POC) value can be used for indicating a selected reference picture among multiple reference

picture stored in a decoded picture buffer (DPB). When an access unit (AU) comprises one or more pictures, slices, or tiles, each picture, slice, or tile belonging to the same AU may carry the same POC value, from which it can be derived that they were created from content of the same composition time. In other words, in a scenario where two pictures/slices/tiles carry the same given POC value, that can be indicative of the two picture/slice/tile belonging to the same AU and having the same composition time. Conversely, two pictures/tiles/slices having different POC values can indicate those pictures/slices/tiles belonging to different AUs and having different composition times.

[0156] In an embodiment of the disclosed subject matter, aforementioned rigid relationship can be relaxed in that an access unit can comprise pictures, slices, or tiles with different POC values. By allowing different POC values within an AU, it becomes possible to use the POC value to identify potentially independently decodable pictures/slices/tiles with identical presentation time. That, in turn, can enable support of multiple scalable layers without a change of reference picture selection signaling (e.g. reference picture set signaling or reference picture list signaling), as described in more detail below.

[0157] It is, however, still desirable to be able to identify the AU a picture/slice/tile belongs to, with respect to other picture/slices/tiles having different POC values, from the POC value alone. This can be achieved, as described below.

[0158] In the same or other embodiments, an access unit count (AUC) may be signaled in a high-level syntax structure, such as NAL unit header, slice header, tile group header, SEI message, parameter set or AU delimiter. The value of AUC may be used to identify which NAL units, pictures, slices, or tiles belong to a given AU. The value of AUC may be corresponding to a distinct composition time instance. The AUC value may be equal to a multiple of the POC value. By dividing the POC value by an integer value, the AUC value may be calculated. In certain cases, division operations can place a certain burden on

decoder implementations. In such cases, small restrictions in the numbering space of the AUC values may allow to substitute the division operation by shift operations. For example, the AUC value may be equal to a Most Significant Bit (MSB) value of the POC value range.

[0159] In the same embodiment, a value of POC cycle per AU (poc\_cycle\_au) may be signaled in a high-level syntax structure, such as NAL unit header, slice header, tile group header, SEI message, parameter set or AU delimiter. The poc\_cycle\_au may indicate how many different and consecutive POC values can be associated with the same AU. For example, if the value of poc\_cycle\_au is equal to 4, the pictures, slices or tiles with the POC value equal to 0 – 3, inclusive, are associated with the AU with AUC value equal to 0, and the pictures, slices or tiles with POC value equal to 4 – 7, inclusive, are associated with the AU with AUC value equal to 1. Hence, the value of AUC may be inferred by dividing the POC value by the value of poc\_cycle\_au.

[0160] In the same or another embodiment, the value of poc\_cycle\_au may be derived from information, located for example in the video parameter set (VPS), that identifies the number of spatial or SNR layers in a coded video sequence. Such a possible relationship is briefly described below. While the derivation as described above may save a few bits in the VPS and hence may improve coding efficiency, it can be advantageous to explicitly code poc\_cycle\_au in an appropriate high level syntax structure hierarchically below the video parameter set, so to be able to minimize poc\_cycle\_au for a given small part of a bitstream such as a picture. This optimization may save more bits than can be saved through the derivation process above because POC values (and/or values of syntax elements indirectly referring to POC) may be coded in low level syntax structures.

[0161] In the same or another embodiment, FIG. 9 shows an example of syntax tables to signal the syntax element of vps\_poc\_cycle\_au in VPS (or SPS), which indicates the poc\_cycle\_au used for all picture/slices in a coded video sequence, and the syntax element of

slice\_poc\_cycle\_au, which indicates the poc\_cycle\_au of the current slice, in slice header. If the POC value increases uniformly per AU, vps\_contant\_poc\_cycle\_per\_au in VPS is set equal to 1 and vps\_poc\_cycle\_au is signaled in VPS. In this case, slice\_poc\_cycle\_au is not explicitly signaled, and the value of AUC for each AU is calculated by dividing the value of POC by vps\_poc\_cycle\_au. If the POC value does not increase uniformly per AU, vps\_contant\_poc\_cycle\_per\_au in VPS is set equal to 0. In this case, vps\_access\_unit\_cnt is not signaled, while slice\_access\_unit\_cnt is signaled in slice header for each slice or picture. Each slice or picture may have a different value of slice\_access\_unit\_cnt. The value of AUC for each AU is calculated by dividing the value of POC by slice\_poc\_cycle\_au. FIG. 10 shows a block diagram illustrating the relevant work flow.

[0162] In the same or other embodiments, even though the value of POC of a picture, slice, or tile may be different, the picture, slice, or tile corresponding to an AU with the same AUC value may be associated with the same decoding or output time instance. Hence, without any inter-parsing/decoding dependency across pictures, slices or tiles in the same AU, all or subset of pictures, slices or tiles associated with the same AU may be decoded in parallel, and may be outputted at the same time instance.

[0163] In the same or other embodiments, even though the value of POC of a picture, slice, or tile may be different, the picture, slice, or tile corresponding to an AU with the same AUC value may be associated with the same composition/display time instance. When the composition time is contained in a container format, even though pictures correspond to different AUs, if the pictures have the same composition time, the pictures can be displayed at the same time instance.

[0164] In the same or other embodiments, each picture, slice, or tile may have the same temporal identifier (temporal\_id) in the same AU. All or subset of pictures, slices or tiles corresponding to a time instance may be associated with the same temporal sub-layer. In

the same or other embodiments, each picture, slice, or tile may have the same or a different spatial layer id (layer\_id) in the same AU. All or subset of pictures, slices or tiles corresponding to a time instance may be associated with the same or a different spatial layer.

[0165] FIG. 8 shows an example of a video sequence structure with combination of temporal\_id, layer\_id, POC and AUC values with adaptive resolution change. In this example, a picture, slice or tile in the first AU with AUC = 0 may have temporal\_id = 0 and layer\_id = 0 or 1, while a picture, slice or tile in the second AU with AUC = 1 may have temporal\_id = 1 and layer\_id = 0 or 1, respectively. The value of POC is increased by 1 per picture regardless of the values of temporal\_id and layer\_id. In this example, the value of poc\_cycle\_au can be equal to 2. Preferably, the value of poc\_cycle\_au may be set equal to the number of (spatial scalability) layers. In this example, hence, the value of POC is increased by 2, while the value of AUC is increased by 1.

[0166] In the above embodiments, all or sub-set of inter-picture or inter-layer prediction structure and reference picture indication may be supported by using the existing reference picture set (RPS) signaling in HEVC or the reference picture list (RPL) signaling. In RPS or RPL, the selected reference picture is indicated by signaling the value of POC or the delta value of POC between the current picture and the selected reference picture. For the disclosed subject matter, the RPS and RPL can be used to indicate the inter-picture or inter-layer prediction structure without change of signaling, but with the following restrictions. If the value of temporal\_id of a reference picture is greater than the value of temporal\_id current picture, the current picture may not use the reference picture for motion compensation or other predictions. If the value of layer\_id of a reference picture is greater than the value of layer\_id current picture, the current picture may not use the reference picture for motion compensation or other predictions.

[0167] In the same and other embodiments, the motion vector scaling based on POC difference for temporal motion vector prediction may be disabled across multiple pictures within an access unit. Hence, although each picture may have a different POC value within an access unit, the motion vector is not scaled and used for temporal motion vector prediction within an access unit. This is because a reference picture with a different POC in the same AU is considered a reference picture having the same time instance. Therefore, in the embodiment, the motion vector scaling function may return 1, when the reference picture belongs to the AU associated with the current picture.

[0168] In the same and other embodiments, the motion vector scaling based on POC difference for temporal motion vector prediction may be optionally disabled across multiple pictures, when the spatial resolution of the reference picture is different from the spatial resolution of the current picture. When the motion vector scaling is allowed, the motion vector is scaled based on both POC difference and the spatial resolution ratio between the current picture and the reference picture.

[0169] In the same or another embodiment, the motion vector may be scaled based on AUC difference instead of POC difference, for temporal motion vector prediction, especially when the poc\_cycle\_au has non-uniform value (when vps\_contant\_poc\_cycle\_per\_au == 0). Otherwise (when vps\_contant\_poc\_cycle\_per\_au == 1), the motion vector scaling based on AUC difference may be identical to the motion vector scaling based on POC difference.

[0170] In the same or another embodiment, when the motion vector is scaled based on AUC difference, the reference motion vector in the same AU (with the same AUC value) with the current picture is not scaled based on AUC difference and used for motion vector prediction without scaling or with scaling based on spatial resolution ratio between the current picture and the reference picture.

[0171] In the same and other embodiments, the AUC value is used for identifying the boundary of AU and used for hypothetical reference decoder (HRD) operation, which needs input and output timing with AU granularity. In most cases, the decoded picture with the highest layer in an AU may be outputted for display. The AUC value and the layer\_id value can be used for identifying the output picture.

[0172] In an embodiment, a picture may consist of one or more sub-pictures. Each sub-picture may cover a local region or the entire region of the picture. The region supported by a sub-picture may or may not be overlapped with the region supported by another sub-picture. The region composed by one or more sub-pictures may or may not cover the entire region of a picture. If a picture consists of a sub-picture, the region supported by the sub-picture is identical to the region supported by the picture.

[0173] In the same embodiment, a sub-picture may be coded by a coding method similar to the coding method used for the coded picture. A sub-picture may be independently coded or may be coded dependent on another sub-picture or a coded picture. A sub-picture may or may not have any parsing dependency from another sub-picture or a coded picture.

[0174] In the same embodiment, a coded sub-picture may be contained in one or more layers. A coded sub-picture in a layer may have a different spatial resolution. The original sub-picture may be spatially re-sampled (up-sampled or down-sampled), coded with different spatial resolution parameters, and contained in a bitstream corresponding to a layer.

[0175] In the same or another embodiment, a sub-picture with  $(W, H)$ , where  $W$  indicates the width of the sub-picture and  $H$  indicates the height of the sub-picture, respectively, may be coded and contained in the coded bitstream corresponding to layer 0, while the up-sampled (or down-sampled) sub-picture from the sub-picture with the original spatial resolution, with  $(W^*S_{w,k}, H^*S_{h,k})$ , may be coded and contained in the coded bitstream corresponding to layer  $k$ , where  $S_{w,k}, S_{h,k}$  indicate the resampling ratios, horizontally and

vertically. If the values of  $S_{w,k}$ ,  $S_{h,k}$  are greater than 1, the resampling is equal to the up-sampling. Whereas, if the values of  $S_{w,k}$ ,  $S_{h,k}$  are smaller than 1, the resampling is equal to the down-sampling.

[0176] In the same or another embodiment, a coded sub-picture in a layer may have a different visual quality from that of the coded sub-picture in another layer in the same sub-picture or different subpicture. For example, sub-picture  $i$  in a layer,  $n$ , is coded with the quantization parameter,  $Q_{i,n}$ , while a sub-picture  $j$  in a layer,  $m$ , is coded with the quantization parameter,  $Q_{j,m}$ .

[0177] In the same or another embodiment, a coded sub-picture in a layer may be independently decodable, without any parsing or decoding dependency from a coded sub-picture in another layer of the same local region. The sub-picture layer, which can be independently decodable without referencing another sub-picture layer of the same local region, is the independent sub-picture layer. A coded sub-picture in the independent sub-picture layer may or may not have a decoding or parsing dependency from a previously coded sub-picture in the same sub-picture layer, but the coded sub-picture may not have any dependency from a coded picture in another sub-picture layer.

[0178] In the same or another embodiment, a coded sub-picture in a layer may be independently decodable, with any parsing or decoding dependency from a coded sub-picture in another layer of the same local region. The sub-picture layer, which can be dependently decodable with referencing another sub-picture layer of the same local region, is the dependent sub-picture layer. A coded sub-picture in the dependent sub-picture may reference a coded sub-picture belonging to the same sub-picture, a previously coded sub-picture in the same sub-picture layer, or both reference sub-pictures.

[0179] In the same or another embodiment, a coded sub-picture consists of one or more independent sub-picture layers and one or more dependent sub-picture layers. However,

at least one independent sub-picture layer may be present for a coded sub-picture. The independent sub-picture layer may have the value of the layer identifier (layer\_id), which may be present in NAL unit header or another high-level syntax structure, equal to 0. The sub-picture layer with the layer\_id equal to 0 is the base sub-picture layer.

[0180] In the same or another embodiment, a picture may consist of one or more foreground sub-pictures and one background sub-picture. The region supported by a background sub-picture may be equal to the region of the picture. The region supported by a foreground sub-picture may be overlapped with the region supported by a background sub-picture. The background sub-picture may be a base sub-picture layer, while the foreground sub-picture may be a non-base (enhancement) sub-picture layer. One or more non-base sub-picture layer may reference the same base layer for decoding. Each non-base sub-picture layer with layer\_id equal to  $a$  may reference a non-base sub-picture layer with layer\_id equal to  $b$ , where  $a$  is greater than  $b$ .

[0181] In the same or another embodiment, a picture may consist of one or more foreground sub-pictures with or without a background sub-picture. Each sub-picture may have its own base sub-picture layer and one or more non-base (enhancement) layers. Each base sub-picture layer may be referenced by one or more non-base sub-picture layers. Each non-base sub-picture layer with layer\_id equal to  $a$  may reference a non-base sub-picture layer with layer\_id equal to  $b$ , where  $a$  is greater than  $b$ .

[0182] In the same or another embodiment, a picture may consist of one or more foreground sub-pictures with or without a background sub-picture. Each coded sub-picture in a (base or non-base) sub-picture layer may be referenced by one or more non-base layer sub-pictures belonging to the same sub-picture and one or more non-base layer sub-pictures, which are not belonging to the same sub-picture.

[0183] In the same or another embodiment, a picture may consist of one or more foreground sub-pictures with or without a background sub-picture. A sub-picture in a layer  $a$  may be further partitioned into multiple sub-pictures in the same layer. One or more coded sub-pictures in a layer  $b$  may reference the partitioned sub-picture in a layer  $a$ .

[0184] In the same or another embodiment, a coded video sequence (CVS) may be a group of the coded pictures. The CVS may consist of one or more coded sub-picture sequences (CSPS), where the CSPS may be a group of coded sub-pictures covering the same local region of the picture. A CSPS may have the same or a different temporal resolution than that of the coded video sequence.

[0185] In the same or another embodiment, a CSPS may be coded and contained in one or more layers. A CSPS may consist of one or more CSPS layers. Decoding one or more CSPS layers corresponding to a CSPS may reconstruct a sequence of sub-pictures corresponding to the same local region.

[0186] In the same or another embodiment, the number of CSPS layers corresponding to a CSPS may be identical to or different from the number of CSPS layers corresponding to another CSPS.

[0187] In the same or another embodiment, a CSPS layer may have a different temporal resolution (e.g. frame rate) from another CSPS layer. The original (uncompressed) sub-picture sequence may be temporally re-sampled (up-sampled or down-sampled), coded with different temporal resolution parameters, and contained in a bitstream corresponding to a layer.

[0188] In the same or another embodiment, a sub-picture sequence with the frame rate,  $F$ , may be coded and contained in the coded bitstream corresponding to layer 0, while the temporally up-sampled (or down-sampled) sub-picture sequence from the original sub-picture sequence, with  $F^* S_{t,k}$ , may be coded and contained in the coded bitstream

corresponding to layer  $k$ , where  $S_{t,k}$  indicates the temporal sampling ratio for layer  $k$ . If the value of  $S_{t,k}$  is greater than 1, the temporal resampling process is equal to the frame rate up conversion. Whereas, if the value of  $S_{t,k}$  is smaller than 1, the temporal resampling process is equal to the frame rate down conversion.

[0189] In the same or another embodiment, when a sub-picture with a CSPS layer  $a$  is reference by a sub-picture with a CSPS layer  $b$  for motion compensation or any inter-layer prediction, if the spatial resolution of the CSPS layer  $a$  is different from the spatial resolution of the CSPS layer  $b$ , decoded pixels in the CSPS layer  $a$  are resampled and used for reference. The resampling process may need an up-sampling filtering or a down-sampling filtering.

[0190] FIG. 11 shows an example video stream including a background video CSPS with layer\_id equal to 0 and multiple foreground CSPS layers. While a coded sub-picture may consist of one or more CSPS layers, a background region, which does not belong to any foreground CSPS layer, may consist of a base layer. The base layer may contain a background region and foreground regions, while an enhancement CSPS layer may contain a foreground region. An enhancement CSPS layer may have a better visual quality than the base layer, at the same region. The enhancement CSPS layer may reference the reconstructed pixels and the motion vectors of the base layer, corresponding to the same region.

[0191] In the same or another embodiment, the video bitstream corresponding to a base layer is contained in a track, while the CSPS layers corresponding to each sub-picture are contained in a separated track, in a video file.

[0192] In the same or another embodiment, the video bitstream corresponding to a base layer is contained in a track, while CSPS layers with the same layer\_id are contained in a separated track. In this example, a track corresponding to a layer  $k$  includes CSPS layers corresponding to the layer  $k$ , only.

[0193] In the same or another embodiment, each CSPS layer of each sub-picture is stored in a separate track. Each track may or may not have any parsing or decoding dependency from one or more other tracks.

[0194] In the same or another embodiment, each track may contain bitstreams corresponding to layer i to layer j of CSPS layers of all or a subset of sub-pictures, where  $0 < i \leq j \leq k$ , k being the highest layer of CSPS.

[0195] In the same or another embodiment, a picture consists of one or more associated media data including depth map, alpha map, 3D geometry data, occupancy map, etc. Such associated timed media data can be divided to one or multiple data sub-stream each of which corresponding to one sub-picture.

[0196] In the same or another embodiment, FIG. 12 shows an example of a video conference based on the multi-layered sub-picture method. In a video stream, one base layer video bitstream corresponding to the background picture and one or more enhancement layer video bitstreams corresponding to foreground sub-pictures are contained. Each enhancement layer video bitstream may correspond to a CSPS layer. In a display, the picture corresponding to the base layer is displayed by default. It contains one or more user's picture in a picture (PIP). When a specific user is selected by a client's control, the enhancement CSPS layer corresponding to the selected user is decoded and displayed with the enhanced quality or spatial resolution.

[0197] FIG. 13 shows a block diagram of the decoding and display process for a video bitstream comprising multi-layered sub-pictures according to an embodiment. For example, the process may include one or more of the following operations. For example, in Operation 1301, decoding of the video bitstream with multi-layers may occur. Operation 1302 may include identifying the background region and one or more foreground sub-pictures. Operation 1303 may include determining whether a specific sub-picture region has

been selected. Operation 1304 may include decoding and displaying the enhanced sub-picture if a specific sub-picture region has been selected (i.e., 1303 = Yes). Operation 1305 may include decoding and displaying the background region, if the specific sub-picture region has not been selected (i.e., 1303 = No).

[0198] In the same or another embodiment, a network middle box (such as a router) may select a subset of layers to send to a user depending on its bandwidth. The picture/subpicture organization may be used for bandwidth adaptation. For instance, if the user doesn't have the bandwidth, the router may strip layers or select some subpictures due to their importance or based on user setup and this can be done dynamically to adopt to bandwidth.

[0199] FIG. 14 shows a use case of 360 video. When a spherical 360 picture is projected onto a planar picture, the projection 360 picture may be partitioned into multiple sub-pictures as a base layer. An enhancement layer of a specific sub-picture may be coded and transmitted to a client. A decoder may be able to decode both the base layer including all sub-pictures and an enhancement layer of a selected sub-picture. When the current viewport is identical to the selected sub-picture, the displayed picture may have a higher quality with the decoded sub-picture with the enhancement layer. Otherwise, the decoded picture with the base layer can be displayed, with a low quality.

[0200] In the same or another embodiment, any layout information for display may be present in a file, as supplementary information (such as SEI message or metadata). One or more decoded sub-pictures may be relocated and displayed depending on the signaled layout information. The layout information may be signaled by a streaming server or a broadcaster, or may be regenerated by a network entity or a cloud server, or may be determined by a user's customized setting.

[0201] In an embodiment, when an input picture is divided into one or more (rectangular) sub-region(s), each sub-region may be coded as an independent layer. Each independent layer corresponding to a local region may have a unique layer\_id value. For each independent layer, the sub-picture size and location information may be signaled. For example, picture size (width, height), the offset information of the left-top corner (x\_offset, y\_offset). FIG. 15 shows an example of the layout of divided sub-pictures, its sub-picture size and position information and its corresponding picture prediction structure. The layout information including the sub-picture size(s) and the sub-picture position(s) may be signaled in a high-level syntax structure, such as parameter set(s), header of slice or tile group, or SEI message.

[0202] In the same embodiment, each sub-picture corresponding to an independent layer may have its unique POC value within an AU. When a reference picture among pictures stored in DPB is indicated by using syntax element(s) in RPS or RPL structure, the POC value(s) of each sub-picture corresponding to a layer may be used.

[0203] In the same or another embodiment, in order to indicate the (inter-layer) prediction structure, the layer\_id may not be used and the POC (delta) value may be used.

[0204] In the same embodiment, a sub-picture with a POC vale equal to N corresponding to a layer (or a local region) may or may not be used as a reference picture of a sub-picture with a POC value equal to N+K, corresponding to the same layer (or the same local region) for motion compensated prediction. In most cases, the value of the number K may be equal to the maximum number of (independent) layers, which may be identical to the number of sub-regions.

[0205] In the same or another embodiment, FIG. 16 shows the extended case of FIG. 15. When an input picture is divided into multiple (e.g. four) sub-regions, each local region may be coded with one or more layers. In the case, the number of independent layers may be

equal to the number of sub-regions, and one or more layers may correspond to a sub-region. Thus, each sub-region may be coded with one or more independent layer(s) and zero or more dependent layer(s).

[0206] In the same embodiment, in FIG. 16, the input picture may be divided into four sub-regions. The right-top sub-region may be coded as two layers, which are layer 1 and layer 4, while the right-bottom sub-region may be coded as two layers, which are layer 3 and layer 5. In this case, the layer 4 may reference the layer 1 for motion compensated prediction, while the layer 5 may reference the layer 3 for motion compensation.

[0207] In the same or another embodiment, in-loop filtering (such as deblocking filtering, adaptive in-loop filtering, reshaper, bilateral filtering or any deep-learning based filtering) across layer boundary may be (optionally) disabled.

[0208] In the same or another embodiment, motion compensated prediction or intra-block copy across layer boundary may be (optionally) disabled.

[0209] In the same or another embodiment, boundary padding for motion compensated prediction or in-loop filtering at the boundary of sub-picture may be processed optionally. A flag indicating whether the boundary padding is processed or not may be signaled in a high-level syntax structure, such as parameter set(s) (VPS, SPS, PPS, or APS), slice or tile group header, or SEI message.

[0210] In the same or another embodiment, the layout information of sub-region(s) (or sub-picture(s)) may be signaled in VPS or SPS. FIG. 17 shows an example of the syntax elements in VPS and SPS. In this example, `vps_sub_picture_dividing_flag` is signaled in VPS. The flag may indicate whether input picture(s) are divided into multiple sub-regions or not.

[0211] When the value of `vps_sub_picture_dividing_flag` is equal to 0, the input picture(s) in the coded video sequence(s) corresponding to the current VPS may not be divided into multiple sub-regions. In this case, the input picture size may be equal to the

coded picture size (pic\_width\_in\_luma\_samples, pic\_height\_in\_luma\_samples), which is signaled in SPS.

[0212] When the value of vps\_sub\_picture\_dividing\_flag is equal to 1, the input picture(s) may be divided into multiple sub-regions. In this case, the syntax elements vps\_full\_pic\_width\_in\_luma\_samples and vps\_full\_pic\_height\_in\_luma\_samples are signaled in VPS. The values of vps\_full\_pic\_width\_in\_luma\_samples and vps\_full\_pic\_height\_in\_luma\_samples may be equal to the width and height of the input picture(s), respectively.

[0213] In the same embodiment, the values of vps\_full\_pic\_width\_in\_luma\_samples and vps\_full\_pic\_height\_in\_luma\_samples may not be used for decoding, but may be used for composition and display.

[0214] In the same embodiment, when the value of vps\_sub\_picture\_dividing\_flag is equal to 1, the syntax elements pic\_offset\_x and pic\_offset\_y may be signaled in SPS, which corresponds to (a) specific layer(s). In this case, the coded picture size (pic\_width\_in\_luma\_samples, pic\_height\_in\_luma\_samples) signaled in SPS may be equal to the width and height of the sub-region corresponding to a specific layer. Also, the position (pic\_offset\_x, pic\_offset\_y) of the left-top corner of the sub-region may be signaled in SPS.

[0215] In the same embodiment, the position information (pic\_offset\_x, pic\_offset\_y) of the left-top corner of the sub-region may not be used for decoding, but may be used for composition and display.

[0216] In the same or another embodiment, the layout information (size and position) of all or sub-set sub-region(s) of (an) input picture(s), the dependency information between layer(s) may be signaled in a parameter set or an SEI message.

[0217] FIG. 18 shows an example of syntax elements to indicate the information of the layout of sub-regions, the dependency between layers, and the relation between a sub-

region and one or more layers. In this example, the syntax element num\_sub\_region indicates the number of (rectangular) sub-regions in the current coded video sequence. According to an embodiment, the syntax element num\_layers may indicate the number of layers in the current coded video sequence. The value of num\_layers may be equal to or greater than the value of num\_sub\_region. When any sub-region is coded as a single layer, the value of num\_layers may be equal to the value of num\_sub\_region. When one or more sub-regions are coded as multiple layers, the value of num\_layers may be greater than the value of num\_sub\_region. The syntax element direct\_dependency\_flag[ i ][ j ] indicates the dependency from the j-th layer to the i-th layer. The num\_layers\_for\_region[ i ] indicates the number of layers associated with the i-th sub-region. The sub\_region\_layer\_id[ i ][ j ] indicates the layer\_id of the j-th layer associated with the i-th sub-region. The sub\_region\_offset\_x[ i ] and sub\_region\_offset\_y[ i ] indicate the horizontal and vertical location of the left-top corner of the i-th sub-region, respectively. The sub\_region\_width[ i ] and sub\_region\_height[ i ] indicate the width and height of the i-th sub-region, respectively.

[0218] In one embodiment, one or more syntax elements that specify the output layer set to indicate one of more layers to be outputted with or without profile tier level information may be signaled in a high-level syntax structure, e.g. VPS, DPS, SPS, PPS, APS or SEI message. Referring to FIG. 19, the syntax element num\_output\_layer\_sets indicating the number of output layer set (OLS) in the coded vide sequence referring to the VPS may be signaled in the VPS. For each output layer set, output\_layer\_flag may be signaled as many as the number of output layers.

[0219] In the same embodiment, output\_layer\_flag[ i ] equal to 1 specifies that the i-th layer is output. vps\_output\_layer\_flag[ i ] equal to 0 specifies that the i-th layer is not output.

[0220] In the same or another embodiment, one or more syntax elements that specify the profile tier level information for each output layer set may be signaled in a high-level syntax structure, e.g. VPS, DPS, SPS, PPS, APS or SEI message. Still referring to FIG. 19, the syntax element num\_profile\_tile\_level indicating the number of profile tier level information per OLS in the coded vide sequence referring to the VPS may be signaled in the VPS. For each output layer set, a set of syntax elements for profile tier level information or an index indicating a specific profile tier level information among entries in the profile tier level information may be signaled as many as the number of output layers.

[0221] In the same embodiment, profile\_tier\_level\_idx[ i ][ j ] specifies the index, into the list of profile\_tier\_level( ) syntax structures in the VPS, of the profile\_tier\_level( ) syntax structure that applies to the j-th layer of the i-th OLS.

[0222] In the same or another embodiment, referring to FIG. 20, the syntax elements num\_profile\_tile\_level and/or num\_output\_layer\_sets may be signaled when the number of maximum layers is greater than 1 ( $vps\_max\_layers\_minus1 > 0$ ).

[0223] In the same or another embodiment, referring to FIG. 20, the syntax element vps\_output\_layers\_mode[ i ] indicating the mode of output layer signaling for the i-th output layer set may be present in VPS.

[0224] In the same embodiment, vps\_output\_layers\_mode[ i ] equal to 0 specifies that only the highest layer is output with the i-th output layer set. vps\_output\_layer\_mode[ i ] equal to 1 specifies that all layers are output with the i-th output layer set. vps\_output\_layer\_mode[ i ] equal to 2 specifies that the layers that are output are the layers with vps\_output\_layer\_flag[ i ][ j ] equal to 1 with the i-th output layer set. More values may be reserved.

[0225] In the same embodiment, the output\_layer\_flag[ i ][ j ] may or may not be signaled depending on the value of vps\_output\_layers\_mode[ i ] for the i-th output layer set.

[0226] In the same or another embodiment, referring to FIG. 20, the flag vps\_ptl\_signal\_flag[ i ] may be present for the i-th output layer set. Dependeing the value of vps\_ptl\_signal\_flag[ i ], the profile tier level information for the i-th output layer set may or may not be signaled.

[0227] In the same or another embodiment, referring to FIG. 21, the number of subpicture, max\_subpics\_minus1, in the current CVS may be signalled in a high-level syntax structure, e.g. VPS, DPS, SPS, PPS, APS or SEI message.

[0228] In the same embodiment, referring to FIG. 21, the subpicture identifier, sub\_pic\_id[i], for the i-th subpicture may be signalled, when the number of subpictures is greater than 1 ( max\_subpics\_minus1 > 0 ).

[0229] In the same or another embodiment, one or more syntax elements indicating the subpicture identifier belonging to each layer of each output layer set may be signalled in VPS. Referring to FIG. 22, the sub\_pic\_id\_layer[i][j][k], which indicates the k-th subpicture present in the j-th layer of the i-th output layer set. With those information, a decoder may recognize which sub-picture may be decoded and outputted for each layer of a specific output layer set.

[0230] In an embodiment, picture header (PH) is a syntax structure containing syntax elements that apply to all slices of a coded picture. A picture unit (PU) is a set of NAL units that are associated with each other according to a specified classification rule, are consecutive in decoding order, and contain exactly one coded picture. A PU may contain a picture header (PH) and one or more VCL NAL units composing a coded picture.

[0231] In an embodiment, an SPS (RBSP) may be available to the decoding process prior to it being referenced, included in at least one AU with TemporalId equal to 0 or provided through external means.

[0232] In an embodiment, an SPS (RBSP) may be available to the decoding process prior to it being referenced, included in at least one AU with TemporalId equal to 0 in the CVS, which contains one or more PPS referring to the SPS, or provided through external means.

[0233] In an embodiment, an SPS (RBSP) may be available to the decoding process prior to it being referenced by one or more PPS, included in at least one PU with nuh\_layer\_id equal to the lowest nuh\_layer\_id value of the PPS NAL units that refer to the SPS NAL unit in the CVS, which contains one or more PPS referring to the SPS, or provided through external means.

[0234] In an embodiment, an SPS (RBSP) may be available to the decoding process prior to it being referenced by one or more PPS, included in at least one PU with TemporalId equal to 0 and nuh\_layer\_id equal to the lowest nuh\_layer\_id value of the PPS NAL units that refer to the SPS NAL unit or provided through external means.

[0235] In an embodiment, an SPS (RBSP) may be available to the decoding process prior to it being referenced by one or more PPS, included in at least one PU with TemporalId equal to 0 and nuh\_layer\_id equal to the lowest nuh\_layer\_id value of the PPS NAL units that refer to the SPS NAL unit in the CVS, which contains one or more PPS referring to the SPS, or provided through external means or provided through external means.

[0236] In the same or another embodiment, pps\_seq\_parameter\_set\_id specifies the value of sps\_seq\_parameter\_set\_id for the referenced SPS. The value of pps\_seq\_parameter\_set\_id may be the same in all PPSs that are referred to by coded pictures in a CLVS.

[0237] In the same or another embodiment, all SPS NAL units with a particular value of sps\_seq\_parameter\_set\_id in a CVS may have the same content.

[0238] In the same or another embodiment, regardless of the nuh\_layer\_id values, SPS NAL units may share the same value space of sps\_seq\_parameter\_set\_id.

[0239] In the same or another embodiment, the nuh\_layer\_id value of a SPS NAL unit may be equal to the lowest nuh\_layer\_id value of the PPS NAL units that refer to the SPS NAL unit.

[0240] In an embodiment, when an SPS with nuh\_layer\_id equal to  $m$  is referred to by one or more PPS with nuh\_layer\_id equal to  $n$ , the layer with nuh\_layer\_id equal to  $m$  may be the same as the layer with nuh\_layer\_id equal to  $n$  or a (direct or indirect) reference layer of the layer with nuh\_layer\_id equal to  $m$ .

[0241] In an embodiment, a PPS (RBSP) may be available to the decoding process prior to it being referenced, included in at least one AU with TemporalId equal to the TemporalId of the PPS NAL unit or provided through external means.

[0242] In an embodiment, a PPS (RBSP) may be available to the decoding process prior to it being referenced, included in at least one AU with TemporalId equal to the TemporalId of the PPS NAL unit in the CVS, which contains one or more PHs (or coded slice NAL units) referring to the PPS, or provided through external means.

[0243] In an embodiment, a PPS (RBSP) may be available to the decoding process prior to it being referenced by one or more PHs (or coded slice NAL units), included in at least one PU with nuh\_layer\_id equal to the lowest nuh\_layer\_id value of the coded slice NAL units that refer to the PPS NAL unit in the CVS, which contains one or more PHs (or coded slice NAL units) referring to the PPS, or provided through external means.

[0244] In an embodiment, a PPS (RBSP) may be available to the decoding process prior to it being referenced by one or more PHs (or coded slice NAL units), included in at least one PU with TemporalId equal to the TemporalId of the PPS NAL unit and nuh\_layer\_id equal to the lowest nuh\_layer\_id value of the coded slice NAL units that refer

to the PPS NAL unit in the CVS, which contains one or more PHs (or coded slice NAL units) referring to the PPS, or provided through external means.

[0245] In the same or another embodiment, ph\_pic\_parameter\_set\_id in PH specifies the value of pps\_pic\_parameter\_set\_id for the referenced PPS in use. The value of pps\_seq\_parameter\_set\_id may be the same in all PPSs that are referred to by coded pictures in a CLVS.

[0246] In the same or another embodiment, All PPS NAL units with a particular value of pps\_pic\_parameter\_set\_id within a PU may have the same content.

[0247] In the same or another embodiment, regardless of the nuh\_layer\_id values, PPS NAL units may share the same value space of pps\_pic\_parameter\_set\_id.

[0248] In the same or another embodiment, the nuh\_layer\_id value of a PPS NAL unit may be equal to the lowest nuh\_layer\_id value of the coded slice NAL units that refer to the NAL unit that refer to the PPS NAL unit.

[0249] In an embodiment, when a PPS with nuh\_layer\_id equal to  $m$  is referred to by one or more coded slice NAL units with nuh\_layer\_id equal to  $n$ . the layer with nuh\_layer\_id equal to  $m$  may be the same as the layer with nuh\_layer\_id equal to  $n$  or a (direct or indirect) reference layer of the layer with nuh\_layer\_id equal to  $m$ .

[0250] In an embodiment, a PPS (RBSP) may be available to the decoding process prior to it being referenced, included in at least one AU with TemporalId equal to the TemporalId of the PPS NAL unit or provided through external means.

[0251] In an embodiment, a PPS (RBSP) may be available to the decoding process prior to it being referenced, included in at least one AU with TemporalId equal to the TemporalId of the PPS NAL unit in the CVS, which contains one or more PHs (or coded slice NAL units) referring to the PPS, or provided through external means.

[0252] In an embodiment, a PPS (RBSP) may be available to the decoding process prior to it being referenced by one or more PHs (or coded slice NAL units), included in at least one PU with nuh\_layer\_id equal to the lowest nuh\_layer\_id value of the coded slice NAL units that refer to the PPS NAL unit in the CVS, which contains one or more PHs (or coded slice NAL units) referring to the PPS, or provided through external means.

[0253] In an embodiment, a PPS (RBSP) may be available to the decoding process prior to it being referenced by one or more PHs (or coded slice NAL units), included in at least one PU with TemporalId equal to the TemporalId of the PPS NAL unit and nuh\_layer\_id equal to the lowest nuh\_layer\_id value of the coded slice NAL units that refer to the PPS NAL unit in the CVS, which contains one or more PHs (or coded slice NAL units) referring to the PPS, or provided through external means.

[0254] In the same or another embodiment, ph\_pic\_parameter\_set\_id in PH specifies the value of pps\_pic\_parameter\_set\_id for the referenced PPS in use. The value of pps\_seq\_parameter\_set\_id may be the same in all PPSs that are referred to by coded pictures in a CLVS.

[0255] In the same or another embodiment, All PPS NAL units with a particular value of pps\_pic\_parameter\_set\_id within a PU may have the same content.

[0256] In the same or another embodiment, regardless of the nuh\_layer\_id values, PPS NAL units may share the same value space of pps\_pic\_parameter\_set\_id.

[0257] In the same or another embodiment, the nuh\_layer\_id value of a PPS NAL unit may be equal to the lowest nuh\_layer\_id value of the coded slice NAL units that refer to the NAL unit that refer to the PPS NAL unit.

[0258] In an embodiment, when a PPS with nuh\_layer\_id equal to  $m$  is referred to by one or more coded slice NAL units with nuh\_layer\_id equal to  $n$ , the layer with nuh\_layer\_id

equal to  $m$  may be the same as the layer with `nuh_layer_id` equal to  $n$  or a (direct or indirect) reference layer of the layer with `nuh_layer_id` equal to  $m$ .

[0259] Output layer indicates a layer of an output layer set that is output. The output layer set (OLS) indicates a set of layers consisting of a specified set of layers, where one or more layers in the set of layers are specified to be output layers. The output layer set (OLS) layer index is an index, of a layer in an OLS, to the list of layers in the OLS.

[0260] Sublayer indicates a temporal scalable layer of a temporal scalable bitstream, consisting of VCL NAL units with a particular value of the `TemporalId` variable and the associated non-VCL NAL units. Sublayer representation indicates a subset of the bitstream consisting of NAL units of a particular sublayer and the lower sublayers.

[0261] A VPS RBSP may be available to the decoding process prior to it being referenced, included in at least one AU with `TemporalId` equal to 0 or provided through external means. All VPS NAL units with a particular value of `vps_video_parameter_set_id` in a CVS may have the same content.

[0262] **`vps_video_parameter_set_id`** provides an identifier for the VPS for reference by other syntax elements. The value of `vps_video_parameter_set_id` may be greater than 0.

[0263] **`vps_max_layers_minus1`** plus 1 specifies the maximum allowed number of layers in each CVS referring to the VPS.

[0264] **`vps_max_sublayers_minus1`** plus 1 specifies the maximum number of temporal sublayers that may be present in a layer in each CVS referring to the VPS. The value of `vps_max_sublayers_minus1` may be in the range of 0 to 6, inclusive.

[0265] **`vps_all_layers_same_num_sublayers_flag`** equal to 1 specifies that the number of temporal sublayers is the same for all the layers in each CVS referring to the VPS.

[0266] **`vps_all_layers_same_num_sublayers_flag`** equal to 0 specifies that the layers in each CVS referring to the VPS may or may not have the same number of temporal

sublayers. When not present, the value of `vps_all_layers_same_num_sublayers_flag` is inferred to be equal to 1.

[0267] **`vps_all_independent_layers_flag`** equal to 1 specifies that all layers in the CVS are independently coded without using inter-layer prediction.

[0268] `vps_all_independent_layers_flag` equal to 0 specifies that one or more of the layers in the CVS may use inter-layer prediction. When not present, the value of `vps_all_independent_layers_flag` is inferred to be equal to 1.

[0269] **`vps_layer_id[ i ]`** specifies the `nuh_layer_id` value of the  $i$ -th layer. For any two non-negative integer values of  $m$  and  $n$ , when  $m$  is less than  $n$ , the value of `vps_layer_id[ m ]` may be less than `vps_layer_id[ n ]`.

[0270] **`vps_independent_layer_flag[ i ]`** equal to 1 specifies that the layer with index  $i$  does not use inter-layer prediction. `vps_independent_layer_flag[ i ]` equal to 0 specifies that the layer with index  $i$  may use inter-layer prediction and the syntax elements.

[0271] `vps_direct_ref_layer_flag[ i ][ j ]` for  $j$  in the range of 0 to  $i - 1$ , inclusive, are present in VPS. When not present, the value of `vps_independent_layer_flag[ i ]` is inferred to be equal to 1. **`vps_direct_ref_layer_flag[ i ][ j ]`** equal to 0 specifies that the layer with index  $j$  is not a direct reference layer for the layer with index  $i$ . `vps_direct_ref_layer_flag[ i ][ j ]` equal to 1 specifies that the layer with index  $j$  is a direct reference layer for the layer with index  $i$ .

[0272] When `vps_direct_ref_layer_flag[ i ][ j ]` is not present for  $i$  and  $j$  in the range of 0 to `vps_max_layers_minus1`, inclusive, it is inferred to be equal to 0. When `vps_independent_layer_flag[ i ]` is equal to 0, there may be at least one value of  $j$  in the range of 0 to  $i - 1$ , inclusive, such that the value of `vps_direct_ref_layer_flag[ i ][ j ]` is equal to 1. The variables `NumDirectRefLayers[ i ]`, `DirectRefLayerIdx[ i ][ d ]`, `NumRefLayers[ i ]`, `RefLayerIdx[ i ][ r ]`, and `LayerUsedAsRefLayerFlag[ j ]` are derived as follows:

```

for( i = 0; i <= vps_max_layers_minus1; i++ ) {

    for( j = 0; j <= vps_max_layers_minus1; j++ ) {

        dependencyFlag[ i ][ j ] = vps_direct_ref_layer_flag[ i ][ j ]

        for( k = 0; k < i; k++ )

            if( vps_direct_ref_layer_flag[ i ][ k ] && dependencyFlag[ k ][ j ] )

                dependencyFlag[ i ][ j ] = 1

    }

    LayerUsedAsRefLayerFlag[ i ] = 0

}

for( i = 0; i <= vps_max_layers_minus1; i++ ) {

    for( j = 0, d = 0, r = 0; j <= vps_max_layers_minus1; j++ ) {

        if( vps_direct_ref_layer_flag[ i ][ j ] ) {

            DirectRefLayerIdx[ i ][ d++ ] = j

            LayerUsedAsRefLayerFlag[ j ] = 1

        }

        if( dependencyFlag[ i ][ j ] )

            RefLayerIdx[ i ][ r++ ] = j

    }

    NumDirectRefLayers[ i ] = d

    NumRefLayers[ i ] = r

}

```

[0273] The variable GeneralLayerIdx[ i ], specifying the layer index of the layer with nuh\_layer\_id equal to vps\_layer\_id[ i ], is derived as follows:

```

for( i = 0; i <= vps_max_layers_minus1; i++ )

    GeneralLayerIdx[ vps_layer_id[ i ] ] = i

```

[0274] For any two different values of  $i$  and  $j$ , both in the range of 0 to  $vps\_max\_layers\_minus1$ , inclusive, when  $dependencyFlag[i][j]$  equal to 1, it is a requirement of bitstream conformance that the values of  $chroma\_format\_idc$  and  $bit\_depth\_minus8$  that apply to the  $i$ -th layer may be equal to the values of  $chroma\_format\_idc$  and  $bit\_depth\_minus8$ , respectively, that apply to the  $j$ -th layer.

[0275] **max\_tid\_ref\_present\_flag**[  $i$  ] equal to 1 specifies that the syntax element  $max\_tid\_il\_ref\_pics\_plus1[i]$  is present.  $max\_tid\_ref\_present\_flag[i]$  equal to 0 specifies that the syntax element  $max\_tid\_il\_ref\_pics\_plus1[i]$  is not present.

[0276] **max\_tid\_il\_ref\_pics\_plus1**[  $i$  ] equal to 0 specifies that inter-layer prediction is not used by non-IRAP pictures of the  $i$ -th layer.  $max\_tid\_il\_ref\_pics\_plus1[i]$  greater than 0 specifies that, for decoding pictures of the  $i$ -th layer, no picture with TemporalId greater than  $max\_tid\_il\_ref\_pics\_plus1[i] - 1$  is used as ILRP. When not present, the value of  $max\_tid\_il\_ref\_pics\_plus1[i]$  is inferred to be equal to 7.

[0277] **each\_layer\_is\_an\_ols\_flag** equal to 1 specifies that each OLS contains only one layer and each layer itself in a CVS referring to the VPS is an OLS with the single included layer being the only output layer. **each\_layer\_is\_an\_ols\_flag** equal to 0 that an OLS may contain more than one layer. If  $vps\_max\_layers\_minus1$  is equal to 0, the value of **each\_layer\_is\_an\_ols\_flag** is inferred to be equal to 1. Otherwise, when  $vps\_all\_independent\_layers\_flag$  is equal to 0, the value of **each\_layer\_is\_an\_ols\_flag** is inferred to be equal to 0.

[0278] **ols\_mode\_idc** equal to 0 specifies that the total number of OLSs specified by the VPS is equal to  $vps\_max\_layers\_minus1 + 1$ , the  $i$ -th OLS includes the layers with layer indices from 0 to  $i$ , inclusive, and for each OLS only the highest layer in the OLS is output.

[0279] ols\_mode\_idc equal to 1 specifies that the total number of OLSs specified by the VPS is equal to vps\_max\_layers\_minus1 + 1, the i-th OLS includes the layers with layer indices from 0 to i, inclusive, and for each OLS all layers in the OLS are output.

[0280] ols\_mode\_idc equal to 2 specifies that the total number of OLSs specified by the VPS is explicitly signalled and for each OLS the output layers are explicitly signalled and other layers are the layers that are direct or indirect reference layers of the output layers of the OLS.

[0281] The value of ols\_mode\_idc may be in the range of 0 to 2, inclusive. The value 3 of ols\_mode\_idc is reserved for future use by ITU-T | ISO/IEC.

[0282] When vps\_all\_independent\_layers\_flag is equal to 1 and each\_layer\_is\_an\_ols\_flag is equal to 0, the value of ols\_mode\_idc is inferred to be equal to 2.

[0283] **num\_output\_layer\_sets\_minus1** plus 1 specifies the total number of OLSs specified by the VPS when ols\_mode\_idc is equal to 2.

[0284] The variable TotalNumOlss, specifying the total number of OLSs specified by the VPS, is derived as follows:

```

if( vps_max_layers_minus1 == 0 )
    TotalNumOlss = 1
else if( each_layer_is_an_ols_flag || ols_mode_idc == 0 || ols_mode_idc == 1 )
    TotalNumOlss = vps_max_layers_minus1 + 1
else if( ols_mode_idc == 2 )
    TotalNumOlss = num_output_layer_sets_minus1 + 1

```

[0285] vps\_all\_layers\_same\_num\_sublayers\_flag equal to 0 specifies that the layers in each CVS referring to the VPS may or may not have the same number of temporal

sublayers. When not present, the value of `vps_all_layers_same_num_sublayers_flag` is inferred to be equal to 1.

[0286] **`vps_all_independent_layers_flag`** equal to 1 specifies that all layers in the CVS are independently coded without using inter-layer prediction.

[0287] **`ols_output_layer_flag[i][j]`** equal to 1 specifies that the layer with `nuh_layer_id` equal to `vps_layer_id[j]` is an output layer of the *i*-th OLS when `ols_mode_idc` is equal to 2. `ols_output_layer_flag[i][j]` equal to 0 specifies that the layer with `nuh_layer_id` equal to `vps_layer_id[j]` is not an output layer of the *i*-th OLS when `ols_mode_idc` is equal to 2.

[0288] The variable `NumOutputLayersInOls[i]`, specifying the number of output layers in the *i*-th OLS, the variable `NumSubLayersInLayerInOLS[i][j]`, specifying the number of sublayers in the *j*-th layer in the *i*-th OLS, the variable `OutputLayerIdInOls[i][j]`, specifying the `nuh_layer_id` value of the *j*-th output layer in the *i*-th OLS, and the variable `LayerUsedAsOutputLayerFlag[k]`, specifying whether the *k*-th layer is used as an output layer in at least one OLS, are derived as follows:

`NumOutputLayersInOls[0] = 1`

`OutputLayerIdInOls[0][0] = vps_layer_id[0]`

`NumSubLayersInLayerInOLS[0][0] = vps_max_sub_layers_minus1 + 1`

`LayerUsedAsOutputLayerFlag[0] = 1`

`for( i = 1, i <= vps_max_layers_minus1; i++ ) {`

`if( each_layer_is_an_ols_flag || ols_mode_idc < 2 )`

`LayerUsedAsOutputLayerFlag[i] = 1`

`else /*( !each_layer_is_an_ols_flag && ols_mode_idc == 2 ) */`

`LayerUsedAsOutputLayerFlag[i] = 0`

`}`

```

for( i = 1; i < TotalNumOls; i++ )

    if( each_layer_is_an_ols_flag || ols_mode_idc == 0 ) {

        NumOutputLayersInOls[ i ] = 1

        OutputLayerIdInOls[ i ][ 0 ] = vps_layer_id[ i ]

        for( j = 0; j < i && ( ols_mode_idc == 0 ); j++ )

            NumSubLayersInLayerInOLS[ i ][ j ] = max_tid_il_ref_pics_plus1[ i ]

        NumSubLayersInLayerInOLS[ i ][ i ] = vps_max_sub_layers_minus1 + 1

    } else if( ols_mode_idc == 1 ) {

        NumOutputLayersInOls[ i ] = i + 1

        for( j = 0; j < NumOutputLayersInOls[ i ]; j++ ) {

            OutputLayerIdInOls[ i ][ j ] = vps_layer_id[ j ]

            NumSubLayersInLayerInOLS[ i ][ j ] = vps_max_sub_layers_minus1 + 1

        }

    } else if( ols_mode_idc == 2 ) {

        for( j = 0; j <= vps_max_layers_minus1; j++ ) {

            layerIncludedInOlsFlag[ i ][ j ] = 0

            NumSubLayersInLayerInOLS[ i ][ j ] = 0

        }

        for( k = 0, j = 0; k <= vps_max_layers_minus1; k++ )

            if( ols_output_layer_flag[ i ][ k ] ) {

                layerIncludedInOlsFlag[ i ][ k ] = 1

                LayerUsedAsOutputLayerFlag[ k ] = 1

                OutputLayerIdx[ i ][ j ] = k

                OutputLayerIdInOls[ i ][ j++ ] = vps_layer_id[ k ]

                NumSubLayersInLayerInOLS[ i ][ j ] =

```

```

vps_max_sub_layers_minus1 + 1

}

NumOutputLayersInOls[ i ] = j

for( j = 0; j < NumOutputLayersInOls[ i ]; j++ ) {

    idx = OutputLayerIdx[ i ][ j ]

    for( k = 0; k < NumRefLayers[ idx ]; k++ ) {

        layerIncludedInOlsFlag[ i ][ RefLayerIdx[ idx ][ k ] ] = 1

        if( NumSubLayersInLayerInOLS[ i ][ RefLayerIdx[ idx ][ k ] ] <

            max_tid_il_ref_pics_plus1[ OutputLayerIdInOls[ i ][ j ] ] )

            NumSubLayersInLayerInOLS[ i ][ RefLayerIdx[ idx ][ k ] ] =  

            max_tid_il_ref_pics_plus1[ OutputLayerIdInOls[ i ][ j ] ]

    }

}

}

```

[0289] For each value of  $i$  in the range of 0 to  $vps\_max\_layers\_minus1$ , inclusive, the values of  $LayerUsedAsRefLayerFlag[ i ]$  and  $LayerUsedAsOutputLayerFlag[ i ]$  may not be both equal to 0. In other words, there may be no layer that is neither an output layer of at least one OLS nor a direct reference layer of any other layer.

[0290] For each OLS, there may be at least one layer that is an output layer. In other words, for any value of  $i$  in the range of 0 to  $TotalNumOlss - 1$ , inclusive, the value of  $NumOutputLayersInOls[ i ]$  may be greater than or equal to 1.

[0291] The variable  $NumLayersInOls[ i ]$ , specifying the number of layers in the  $i$ -th OLS, and the variable  $LayerIdInOls[ i ][ j ]$ , specifying the  $nuh\_layer\_id$  value of the  $j$ -th layer in the  $i$ -th OLS, are derived as follows:

```

NumLayersInOls[ 0 ] = 1

LayerIdInOls[ 0 ][ 0 ] = vps_layer_id[ 0 ]

for( i = 1; i < TotalNumOlss; i++ ) {

    if( each_layer_is_an_ols_flag ) {

        NumLayersInOls[ i ] = 1

        LayerIdInOls[ i ][ 0 ] = vps_layer_id[ i ]

    } else if( ols_mode_idc == 0 || ols_mode_idc == 1 ) {

        NumLayersInOls[ i ] = i + 1

        for( j = 0; j < NumLayersInOls[ i ]; j++ )

            LayerIdInOls[ i ][ j ] = vps_layer_id[ j ]

    } else if( ols_mode_idc == 2 ) {

        for( k = 0, j = 0; k <= vps_max_layers_minus1; k++ )

            if( layerIncludedInOlsFlag[ i ][ k ] )

                LayerIdInOls[ i ][ j++ ] = vps_layer_id[ k ]

        NumLayersInOls[ i ] = j

    }

}

```

[0292] The variable OlsLayerIdx[ i ][ j ], specifying the OLS layer index of the layer with nuh\_layer\_id equal to LayerIdInOls[ i ][ j ], is derived as follows:

```

for( i = 0; i < TotalNumOlss; i++ )

    for j = 0; j < NumLayersInOls[ i ]; j++ )

        OlsLayerIdx[ i ][ LayerIdInOls[ i ][ j ] ] = j

```

[0293] The lowest layer in each OLS may be an independent layer. In other words, for each i in the range of 0 to TotalNumOlss – 1, inclusive, the value of vps\_independent\_layer\_flag[ GeneralLayerIdx[ LayerIdInOls[ i ][ 0 ] ] ] may be equal to 1.

[0294] Each layer may be included in at least one OLS specified by the VPS. In other words, for each layer with a particular value of nuh\_layer\_id nuhLayerId equal to one of vps\_layer\_id[ k ] for k in the range of 0 to vps\_max\_layers\_minus1, inclusive, there may be at least one pair of values of i and j, where i is in the range of 0 to TotalNumOlss – 1, inclusive, and j is in the range of NumLayersInOls[ i ] – 1, inclusive, such that the value of LayerIdInOls[ i ][ j ] is equal to nuhLayerId.

[0295] In an embodiment, The decoding process operates as follows for the current picture CurrPic:

- PictureOutputFlag is set as follows:
  - If one of the following conditions is true, PictureOutputFlag is set equal to 0:
    - the current picture is a RASL picture and NoOutputBeforeRecoveryFlag of the associated IRAP picture is equal to 1.
    - gdr\_enabled\_flag is equal to 1 and the current picture is a GDR picture with NoOutputBeforeRecoveryFlag equal to 1.
    - gdr\_enabled\_flag is equal to 1, the current picture is associated with a GDR picture with NoOutputBeforeRecoveryFlag equal to 1, and PicOrderCntVal of the current picture is less than RpPicOrderCntVal of the associated GDR picture.
    - sps\_video\_parameter\_set\_id is greater than 0, ols\_mode\_idc is equal to 0 and the current AU contains a picture picA that satisfies all of the following conditions:
      - PicA has PictureOutputFlag equal to 1.

- PicA has `nuh_layer_id` `nuhLid` greater than that of the current picture.
- PicA belongs to the output layer of the OLS (i.e.,
  - `OutputLayerIdInOls[ TargetOlsIdx ][ 0 ]` is equal to `nuhLid`).
- `sps_video_parameter_set_id` is greater than 0, `ols_mode_idc` is equal to 2, and
  - `ols_output_layer_flag[ TargetOlsIdx ][ GeneralLayerIdx[ nuh_layer_id ] ]` is equal to 0.
- Otherwise, `PictureOutputFlag` is set equal to `pic_output_flag`.

[0296] After all slices of the current picture have been decoded, the current decoded picture is marked as "used for short-term reference", and each ILRP entry in `RefPicList[ 0 ]` or `RefPicList[ 1 ]` is marked as "used for short-term reference".

[0297] In the same or another embodiment, when each layer is an output layer set, `PictureOutputFlag` is set equal to `pic_output_flag`, regardless of the value of `ols_mode_idc`.

[0298] In the same or another embodiment, `PictureOutputFlag` is set equal to 0 when `sps_video_parameter_set_id` is greater than 0, `each_layer_is_an_ols_flag` is equal to 0, `ols_mode_idc` is equal to 0 and the current AU contains a picture `picA` that satisfies all of the following conditions: `PicA` has `PictureOutputFlag` equal to 1, `PicA` has `nuh_layer_id` `nuhLid` greater than that of the current picture and `PicA` belongs to the output layer of the OLS (i.e., `OutputLayerIdInOls[ TargetOlsIdx ][ 0 ]` is equal to `nuhLid`).

[0299] In the same or another embodiment, `PictureOutputFlag` is set equal to 0 when `sps_video_parameter_set_id` is greater than 0, `each_layer_is_an_ols_flag` is equal to 0, `ols_mode_idc` is equal to 2, and

- `ols_output_layer_flag[ TargetOlsIdx ][ GeneralLayerIdx[ nuh_layer_id ] ]` is equal to 0.

[0300] FIG. 23 shows an example of the syntax table to indicate the output layer set with output layer set mode according to an embodiment.

[0301] FIG. 24 shows a block diagram of the decoding process for a bitstream, according to an aspect of the disclosure. In particular, FIG. 24 shows a decoder-side flow chart for indicating the output layer set with output layer set mode according to an embodiment.

[0302] According to an aspect of the disclosure, a method of decoding may comprise: receiving a bitstream comprising compressed video/image data (Operation 1001 in FIG. 24). The bitstream may have multiple layers.

[0303] The method of decoding may further comprise an Operation 1002 of parsing or deriving, from the bitstream, an output layer set mode indicator (e.g., ols\_mode\_idc) in a video parameter set (VPS).

[0304] The method of decoding may further comprise an Operation 1003 of identifying output layer set signaling based on the output layer set mode indicator.

[0305] The method of decoding may further comprise an Operation 1004 (e.g., Operations 1004A, 1004B, or 1004C) of identifying one or more picture output layers based on the identified output layer set signaling.

[0306] The method of decoding may further comprise an Operation 1005 of decoding the identified one or more picture output layers. The decoded one or more picture output layers may be displayed.

[0307] The identifying of the output layer set signaling based on the output layer set mode indicator may include: in a case that the output layer set mode indicator in the VPS is a first value, identifying a highest layer in the bitstream as the one or more picture output layers (See, e.g., FIG. 25A); in a case that the output layer set mode indicator in the VPS is a second value, identifying all layers in the bitstream as the one or more picture output layers (See,

e.g., FIG. 25B); and in a case that the output layer set mode indicator in the VPS is a third value, identifying the one or more picture output layers based on explicit signaling in the VPS (See, e.g., FIG. 25C).

[0308] FIGS. 25A-25C show the output picture as underlined. As shown in FIGS. 25A-25C, there may be five layers in the bitstream and only certain layers are output to the display. For example, Layer 3 could be output (see, e.g., FIG. 25C).

[0309] According to an embodiment, an Ols\_mode\_idc in VPS may indicate the method (mechanism) that signals output layer set. For example, if equal to 0, the highest layer in the bitstream may be the only output layer, if equal to 1, all layers in the bitstream may be output layers, and if equal to 2, one or more output layers may be explicitly signaled in VPS. That is, the picture output may be determined by output layer set signaling.

[0310] For example, the picture output of each layer may be determined by output layer set signaling, and the method of output layer signaling may be determined by ols\_mode\_idc.

[0311] According to an embodiment, each bitstream may be signaling the output layer mode and the output layer mode can change from time to time.

[0312] According to an embodiment, as shown in FIG. 25A, there may be 5 layers (Layer 4 – Layer 0) in the bitstream. As shown in FIG. 25A, at a time = K, where the output layer set mode indicator (ols\_mode\_idc) == 0, a highest layer may be output. Thus, as shown in FIG. 25A, at Time = K, the output picture in Layer 4 is output. At Time = K+1, Layer 3, which is the highest layer may be output, etc. for K+2 and K+3.

[0313] As shown in FIG. 25B, where the output layer set mode indicator (ols\_mode\_idc) equals 1, all of the layers may be output, such as, at each of K through K+3.

[0314] As shown in FIG. 25C, explicit signaling may be performed. For example, as shown in FIG. 26, the picture layer 3 (which is shown as output by underlining) is the output layer during, for example, the time of K through K+3.

[0315] The first value may be different from the second value and may be different from the third value, and the second value may be different from the third value.

[0316] The first value may be 0, the second value may be 1, and the third value may be 2. However, other values may be used and the disclosure is not limited to usage of 0, 1 and 2 as described above.

[0317] The identifying the one or more picture output layers by the explicit signaling in the VPS may include: (i) parsing or deriving, from the VPS, an output layer flag, and (ii) setting layers that have the output layer flag equal to 1 be the one or more picture output layers.

[0318] The identifying of the output layer set signaling based on the output lay set mode indicator may include: in a case that the output lay set mode indicator in the VPS is a predetermined value, the output layer set signaling includes identifying the one or more picture output layers based on explicit signaling in the VPS.

[0319] The identifying the one or more picture output layers by the explicit signaling in the VPS includes: (i) parsing or deriving, from the VPS, an output layer flag, and (ii) setting layers that have the output layer flag equal to 1 be the one or more picture output layers, wherein a number of the multiple layers is greater than 2.

[0320] The output layer set signaling may include identifying the one or more picture output layers based on the explicit signaling in the VPS when the output layer set mode indicator equals 2, and a number of layers of the multiple layers is greater than 2.

[0321] The output layer set signaling may include identifying the highest layer in the bitstream or all layers in the bitstream as the one or more picture output layers by inferring

the one or more picture output layers, when the output layer set mode indicator is less than 2, and the number of multiple layers is 2, and the output layer set mode indicator actually is less than 2, and the number of multiple layers actually is 2.

[0322] According to an embodiment, a number output layer sets minus1 indicator in the VPS indicates a number of the output layer set.

[0323] According to an embodiment, a VPS maximum layer minus1 indicator in the VPS indicates a number of layers in the bitstream.

[0324] According to an embodiment, the output layer set flag  $[i][j]$  in the VPS indicates whether a  $j$ -th layer of an  $i$ -th output layer set is an output layer or not.

[0325] According to an embodiment, if all of the multiple layers are independent where a VPS all independent layer's flag of the VPS equals 1, the output layer set mode indicator is not signaled, and a value of the output layer set mode indicator is inferred to be the second value.

[0326] According to an embodiment, when each layer is an output layer set, a picture output flag of the VPS is set equal to a picture output flag signaled in a picture header, regardless of the value of the output layer set mode indicator.

[0327] Note: a picture in an output layer may or may not have a PictureOutputFlag equal to 1. A picture in a non-output layer has a PictureOutputFlag equal to 0. A picture with PictureOutputFlag equal to 1 is outputted for display. A picture with PictureOutputFlag equal to 0 is not outputted for display.

[0328] According to an embodiment, a picture output flag is set equal to 0 when a sequence parameter set (SPS) VPS identifier is greater than 0, which indicates that more than one layer is present in the bitstream, an each layer is an output layer set flag of the VPS is equal to 0, which indicates that the multiple layers in the bitstream are not all independent, the output layer set mode indicator is equal to 0 and a current access unit contains a picture

that satisfies all of the following conditions including: having a picture output flag that is equal to 1, having a nuh layer identifier that is greater than that of a current picture and belongs to the output layer of the output layer set.

[0329] According to an embodiment, a picture output flag of the VPS is set equal to 0 when a sequence parameter set (SPS) of the VPS is greater than 0, an each layer is an output layer set flag is equal to 0, the output layer set mode indicator is equal to 2, and the output layer set output layer flag [ Target OLS Index ][ General Layer Index [ nuh layer identifier ] ] is equal to 0.

[0330] According to an embodiment, the method may further comprise: controlling a display to display the decoded one or more picture output layers.

[0331] According to an aspect of the disclosure, a non-transitory computer-readable storage medium storing instructions that, when executed, cause a system or device comprising one or more processors to: receive a bitstream comprising compressed video/image data, wherein the bitstream has multiple layers; parse or derive, from the bitstream, an output layer set mode indicator in a video parameter set (VPS); identify output layer set signaling based on the output layer set mode indicator; identify one or more picture output layers based on the identified output layer set signaling; and decode the identified one or more picture output layers.

[0332] According to an embodiment, the instructions are further configured to cause the system or device comprising the one or more processors to: control a display to display the decoded one or more picture output layers.

[0333] According to an aspect of the disclosure, an apparatus may comprise: at least one memory configured to store computer program code; and at least one processor configured to access the at least one memory and operate according to the computer program code. According to an embodiment, the computer program code may comprise: receiving

code configured to cause the at least one processor to receive a bitstream comprising compressed video/image data, wherein the bitstream has multiple layers; parsing or deriving code configured to cause the at least one processor to parse or derive, from the bitstream, an output layer set mode indicator in a video parameter set (VPS); output layer signaling identifying code configured to cause the at least one processor to identify output layer set signaling based on the output layer set mode indicator; picture output layer identifying code configured to cause the at least one processor to identify one or more picture output layers based on the identified output layer set signaling; and decoding code configured to cause the at least one processor to: decode the identified one or more picture output layers.

[0334] According to an embodiment, the computer program code may further comprise: display control code configured to cause the at least one processor to control a display to display the one or more picture output layers.

[0335] The techniques for decoding, displaying and signaling adaptive resolution parameters described above, can be implemented as computer software using computer-readable instructions and physically stored in one or more computer-readable media. For example, FIG. 7 shows a computer system 700 suitable for implementing certain embodiments of the disclosed subject matter.

[0336] The computer software can be coded using any suitable machine code or computer language, that may be subject to assembly, compilation, linking, or like mechanisms to create code comprising instructions that can be executed directly, or through interpretation, micro-code execution, and the like, by computer central processing units (CPUs), Graphics Processing Units (GPUs), and the like.

[0337] The instructions can be executed on various types of computers or components thereof, including, for example, personal computers, tablet computers, servers, smartphones, gaming devices, internet of things devices, and the like.

[0338] The components shown in FIG. 7 for computer system 700 are exemplary in nature and are not intended to suggest any limitation as to the scope of use or functionality of the computer software implementing embodiments of the present disclosure. Neither should the configuration of components be interpreted as having any dependency or requirement relating to any one or combination of components illustrated in the exemplary embodiment of a computer system 700.

[0339] Computer system 700 may include certain human interface input devices. Such a human interface input device may be responsive to input by one or more human users through, for example, tactile input (such as: keystrokes, swipes, data glove movements), audio input (such as: voice, clapping), visual input (such as: gestures), olfactory input (not depicted). The human interface devices can also be used to capture certain media not necessarily directly related to conscious input by a human, such as audio (such as: speech, music, ambient sound), images (such as: scanned images, photographic images obtain from a still image camera), video (such as two-dimensional video, three-dimensional video including stereoscopic video).

[0340] Input human interface devices may include one or more of (only one of each depicted): keyboard 701, mouse 702, trackpad 703, touch screen 710, data-glove 704, joystick 705, microphone 706, scanner 707, camera 708.

[0341] Computer system 700 may also include certain human interface output devices. Such human interface output devices may be stimulating the senses of one or more human users through, for example, tactile output, sound, light, and smell/taste. Such human interface output devices may include tactile output devices (for example tactile feedback by the touch-screen 710, data-glove 704, or joystick 705, but there can also be tactile feedback devices that do not serve as input devices), audio output devices (such as: speakers 709, headphones (not depicted)), visual output devices (such as screens 710 to include CRT

screens, LCD screens, plasma screens, OLED screens, each with or without touch-screen input capability, each with or without tactile feedback capability—some of which may be capable to output two dimensional visual output or more than three dimensional output through means such as stereographic output; virtual-reality glasses (not depicted), holographic displays and smoke tanks (not depicted)), and printers (not depicted).

[0342] Computer system 700 can also include human accessible storage devices and their associated media such as optical media including CD/DVD ROM/RW 720 with CD/DVD or the like media 721, thumb-drive 722, removable hard drive or solid state drive 723, legacy magnetic media such as tape and floppy disc (not depicted), specialized ROM/ASIC/PLD based devices such as security dongles (not depicted), and the like.

[0343] Those skilled in the art should also understand that term “computer readable media” as used in connection with the presently disclosed subject matter does not encompass transmission media, carrier waves, or other transitory signals.

[0344] Computer system 700 can also include interface to one or more communication networks. Networks can for example be wireless, wireline, optical. Networks can further be local, wide-area, metropolitan, vehicular and industrial, real-time, delay-tolerant, and so on. Examples of networks include local area networks such as Ethernet, wireless LANs, cellular networks to include GSM, 3G, 4G, 5G, LTE and the like, TV wireline or wireless wide area digital networks to include cable TV, satellite TV, and terrestrial broadcast TV, vehicular and industrial to include CANBus, and so forth. Certain networks commonly require external network interface adapters that attached to certain general purpose data ports or peripheral buses (749) (such as, for example USB ports of the computer system 700; others are commonly integrated into the core of the computer system 700 by attachment to a system bus as described below (for example Ethernet interface into a PC computer system or cellular network interface into a smartphone computer system).

Using any of these networks, computer system 700 can communicate with other entities. Such communication can be uni-directional, receive only (for example, broadcast TV), uni-directional send-only (for example CANbus to certain CANbus devices), or bi-directional, for example to other computer systems using local or wide area digital networks. Certain protocols and protocol stacks can be used on each of those networks and network interfaces as described above.

[0345] Aforementioned human interface devices, human-accessible storage devices, and network interfaces can be attached to a core 740 of the computer system 700.

[0346] The core 740 can include one or more Central Processing Units (CPU) 741, Graphics Processing Units (GPU) 742, specialized programmable processing units in the form of Field Programmable Gate Areas (FPGA) 743, hardware accelerators for certain tasks 744, and so forth. These devices, along with Read-only memory (ROM) 745, Random-access memory 746, internal mass storage such as internal non-user accessible hard drives, SSDs, and the like 747, may be connected through a system bus 748. In some computer systems, the system bus 748 can be accessible in the form of one or more physical plugs to enable extensions by additional CPUs, GPU, and the like. The peripheral devices can be attached either directly to the core's system bus 748, or through a peripheral bus 749.

Architectures for a peripheral bus include PCI, USB, and the like.

[0347] CPUs 741, GPUs 742, FPGAs 743, and accelerators 744 can execute certain instructions that, in combination, can make up the aforementioned computer code. That computer code can be stored in ROM 745 or RAM 746. Transitional data can be also be stored in RAM 746, whereas permanent data can be stored for example, in the internal mass storage 747. Fast storage and retrieve to any of the memory devices can be enabled through the use of cache memory, that can be closely associated with one or more CPU 741, GPU 742, mass storage 747, ROM 745, RAM 746, and the like.

[0348] The computer readable media can have computer code thereon for performing various computer-implemented operations. The media and computer code can be those specially designed and constructed for the purposes of the present disclosure, or they can be of the kind well known and available to those having skill in the computer software arts.

[0349] As an example and not by way of limitation, the computer system having architecture 700, and specifically the core 740 can provide functionality as a result of processor(s) (including CPUs, GPUs, FPGA, accelerators, and the like) executing software embodied in one or more tangible, computer-readable media. Such computer-readable media can be media associated with user-accessible mass storage as introduced above, as well as certain storage of the core 740 that are of non-transitory nature, such as core-internal mass storage 747 or ROM 745. The software implementing various embodiments of the present disclosure can be stored in such devices and executed by core 740. A computer-readable medium can include one or more memory devices or chips, according to particular needs. The software can cause the core 740 and specifically the processors therein (including CPU, GPU, FPGA, and the like) to execute particular processes or particular parts of particular processes described herein, including defining data structures stored in RAM 746 and modifying such data structures according to the processes defined by the software. In addition or as an alternative, the computer system can provide functionality as a result of logic hardwired or otherwise embodied in a circuit (for example: accelerator 744), which can operate in place of or together with software to execute particular processes or particular parts of particular processes described herein. Reference to software can encompass logic, and vice versa, where appropriate. Reference to a computer-readable media can encompass a circuit (such as an integrated circuit (IC)) storing software for execution, a circuit embodying logic for execution, or both, where appropriate. The present disclosure encompasses any suitable combination of hardware and software.

[0350] While this disclosure has described several exemplary embodiments, there are alterations, permutations, and various substitute equivalents, which fall within the scope of the disclosure. It will thus be appreciated that those skilled in the art will be able to devise numerous systems and methods which, although not explicitly shown or described herein, embody the principles of the disclosure and are thus within the spirit and scope thereof.

**WHAT IS CLAIMED IS:**

1. A method of decoding, the method comprising:
  - receiving a bitstream comprising compressed video/image data, wherein the bitstream has multiple layers;
  - parsing or deriving, from the bitstream, an output layer set mode indicator in a video parameter set (VPS);
  - identifying output layer set signaling based on the output layer set mode indicator;
  - identifying one or more picture output layers based on the identified output layer set signaling; and
  - decoding the identified one or more picture output layers,wherein the decoding comprises: setting a picture output flag equal to 0 based on a VPS identifier being greater than 0, which indicates that more than one layer is present in the bitstream, and based on a syntax element indicating that a current layer is not an output layer.
2. The method of claim 1, wherein the identifying of the output layer set signaling based on the output layer set mode indicator includes:
  - in a case that the output layer set mode indicator in the VPS is a first value, identifying a highest layer in the bitstream as the one or more picture output layers;
  - in a case that the output layer set mode indicator in the VPS is a second value, identifying all layers in the bitstream as the one or more picture output layers; and
  - in a case that the output layer set mode indicator in the VPS is a third value, identifying the one or more picture output layers based on explicit signaling in the VPS, wherein

the first value is different from the second value and different from the third

value, and

the second value is different from the third value.

3. The method of claim 2, wherein the first value is 0, the second value is 1, and the third value is 2.

4. The method of claim 2, wherein the identifying the one or more picture output layers by the explicit signaling in the VPS includes: (i) parsing or deriving, from the VPS, an output layer flag, and (ii) setting layers that have the output layer flag equal to 1 be the one or more picture output layers.

5. The method of claim 1, wherein the identifying of the output layer set signaling based on the output lay set mode indicator includes:

in a case that the output lay set mode indicator in the VPS is a predetermined value, the output layer set signaling includes identifying the one or more picture output layers based on explicit signaling in the VPS.

6. The method of claim 5, wherein the identifying the one or more picture output layers by the explicit signaling in the VPS includes: (i) parsing or deriving, from the VPS, an output layer flag, and (ii) setting layers that have the output layer flag equal to 1 be the one or more picture output layers, wherein a number of the multiple layers is greater than 2.

7. The method of claim 5, wherein the output layer set signaling includes identifying the one or more picture output layers based on the explicit signaling in the VPS

when the output layer set mode indicator equals 2, and a number of layers of the multiple layers is greater than 2.

8. The method of claim 1, wherein

the output layer set signaling includes identifying the highest layer in the bitstream or all layers in the bitstream as the one or more picture output layers by inferring the one or more picture output layers, when the output layer set mode indicator is less than 2, and the number of multiple layers is 2, and

the output layer set mode indicator actually is less than 2, and the number of multiple layers actually is 2.

9. The method of claim 8, wherein a number output layer sets minus1 indicator in the VPS indicates a number of the output layer set.

10. The method of claim 9, wherein a VPS maximum layer minus1 indicator in the VPS indicates a number of layers in the bitstream.

11. The method of claim 10, wherein the output layer set flag [i][j] in the VPS indicates whether a j-th layer of an i-th output layer set is an output layer or not.

12. The method of claim 2, wherein if all of the multiple layers in the bitstream are independent layers that do not have parsing and decoding dependency on another layer, where a VPS all independent layers flag of the VPS equals 1, the output layer set mode indicator is not signaled, and a value of the output layer set mode indicator is inferred to be the second value.

13. The method of claim 1, wherein when each layer is an output layer set, a picture output flag of the VPS is set equal to a picture output flag signaled in a picture header, regardless of the value of the output layer set mode indicator.

14. The method of claim 1, wherein a picture output flag is set equal to 0 when a VPS identifier is greater than 0, which indicates that more than one layer is present in the bitstream, an each layer is an output layer set flag of the VPS is equal to 0, which indicates that the multiple layers in the bitstream are not all independent, the output layer set mode indicator is equal to 0 and a current access unit contains a picture that satisfies all of the following conditions including: having a picture output flag that is equal to 1, having a nuh layer identifier that is greater than that of a current picture and belongs to the output layer of the output layer set.

15. The method of claim 1, wherein a picture output flag of the VPS is set equal to 0 when a sequence parameter set (SPS) of the VPS is greater than 0, an each layer is an output layer set flag is equal to 0, the output layer set mode indicator is equal to 2.

16. The method of claim 1, further comprising: controlling a display to display the decoded one or more picture output layers.

17. A non-transitory computer-readable storage medium storing instructions that, when executed, cause a system or device comprising one or more processors to: receive a bitstream comprising compressed video/image data, wherein the bitstream has multiple layers;

parse or derive, from the bitstream, an output layer set mode indicator in a video parameter set (VPS);

identify output layer set signaling based on the output layer set mode indicator;

identify one or more picture output layers based on the identified output layer set signaling; and

decode the identified one or more picture output layers,

wherein for decoding the identified one or more picture output layers, the instructions are configured to cause the system or device comprising the one or more processors to: set a picture output flag equal to 0 based on a VPS identifier being greater than 0, which indicates that more than one layer is present in the bitstream, and based on a syntax element indicating that a current layer is not an output layer.

18. The non-transitory computer-readable storage medium of claim 17, wherein the instructions are further configured to cause the system or device comprising the one or more processors to: control a display to display the decoded one or more picture output layers.

19. An apparatus comprising:

at least one memory configured to store computer program code; and

at least one processor configured to access the at least one memory and operate according to the computer program code, the computer program code comprising:

receiving code configured to cause the at least one processor to receive a bitstream comprising compressed video/image data, wherein the bitstream has multiple layers;

parsing or deriving code configured to cause the at least one processor to parse or derive, from the bitstream, an output layer set mode indicator in a video parameter set (VPS);

output layer signaling identifying code configured to cause the at least one processor to identify output layer set signaling based on the output layer set mode indicator;

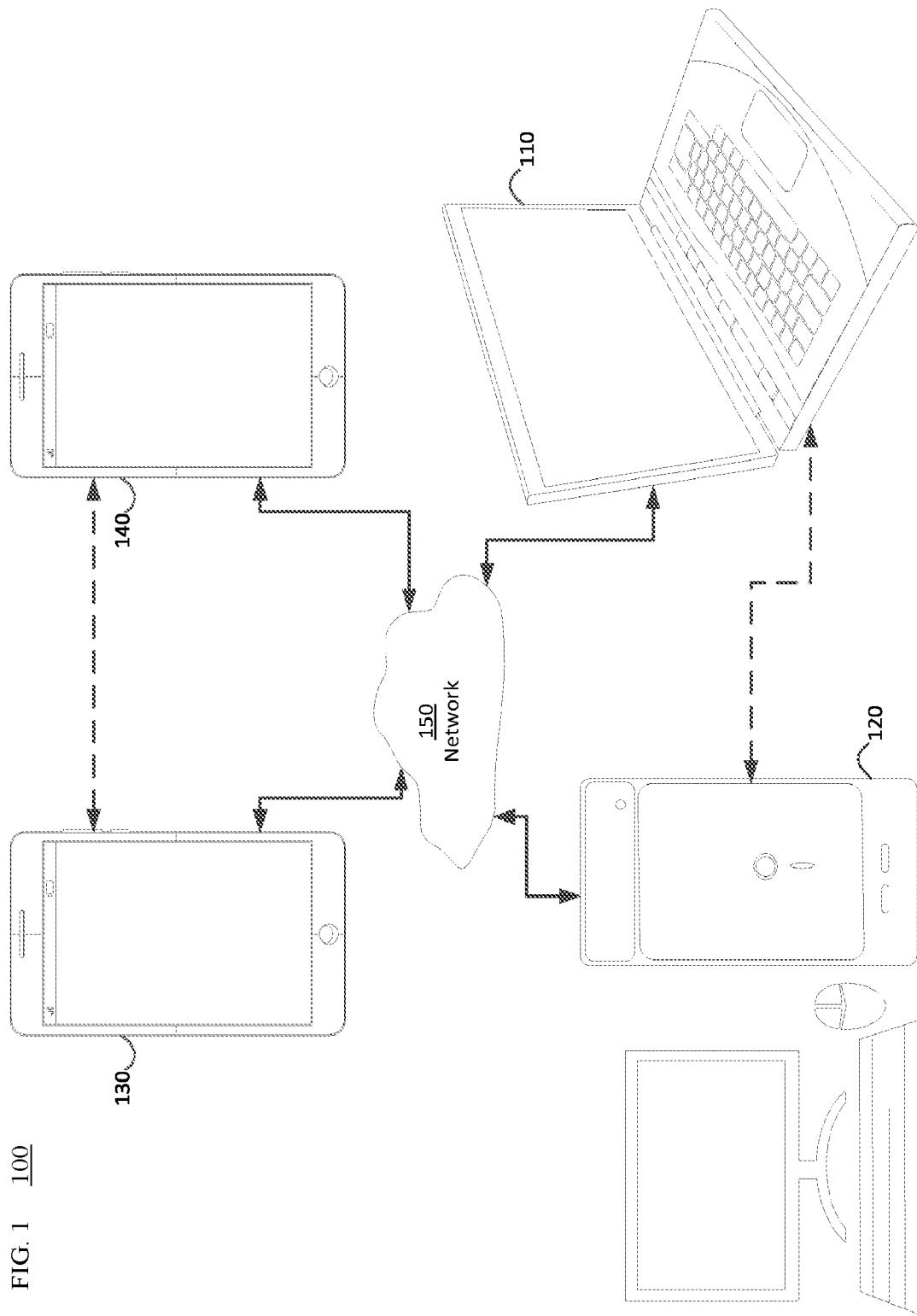
picture output layer identifying code configured to cause the at least one processor to identify one or more picture output layers based on the identified output layer set signaling; and

decoding code configured to cause the at least one processor to: decode the identified one or more picture output layers,

wherein for decoding the identified one or more picture output layers, the decoding code is configured to cause the at least one processor to: set a picture output flag equal to 0 based on a VPS identifier being greater than 0, which indicates that more than one layer is present in the bitstream, and based on a syntax element indicating that a current layer is not an output layer.

20. The apparatus of claim 19, wherein the computer program code further comprises:

display control code configured to cause the at least one processor to control a display to display the one or more picture output layers.



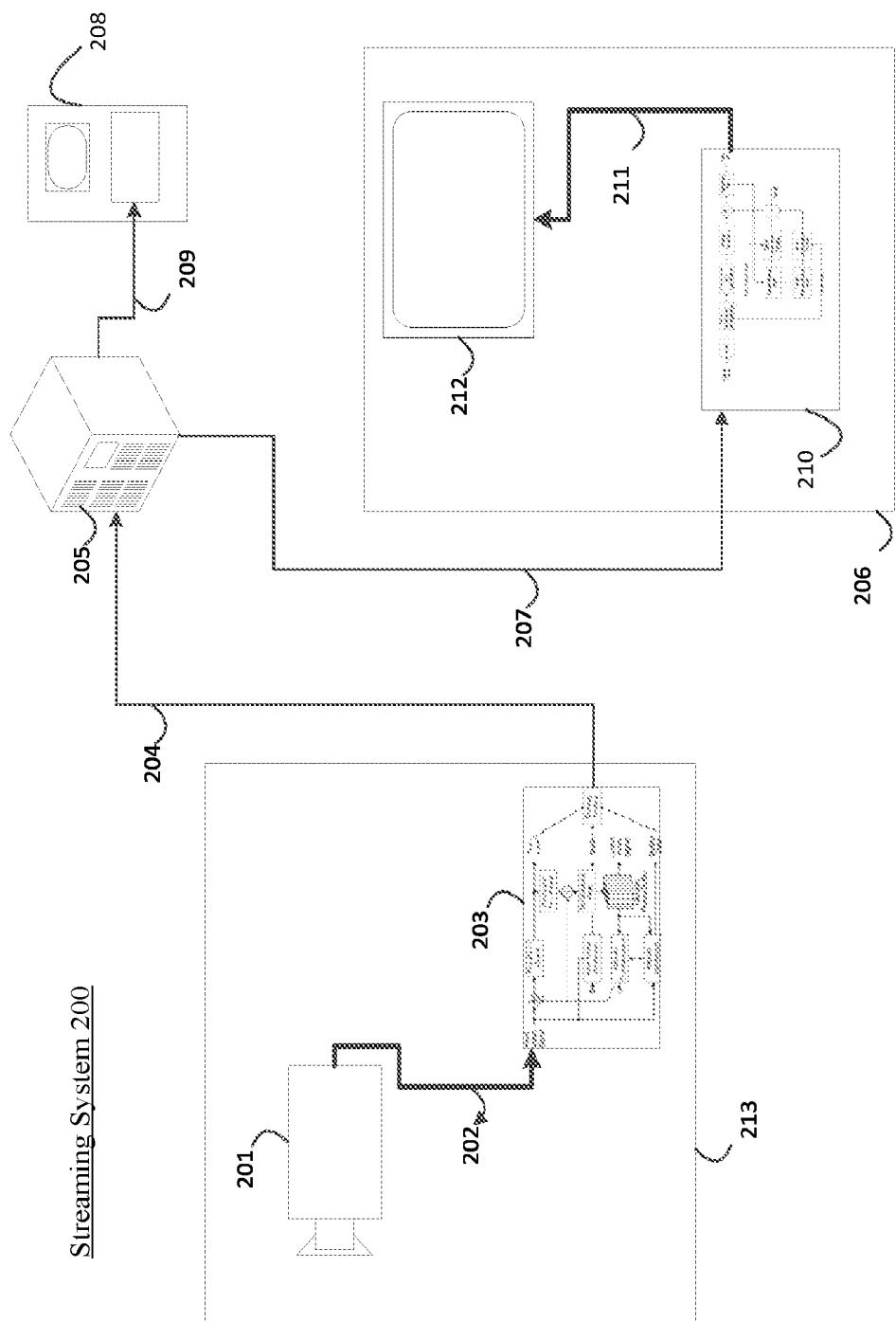


FIG. 2

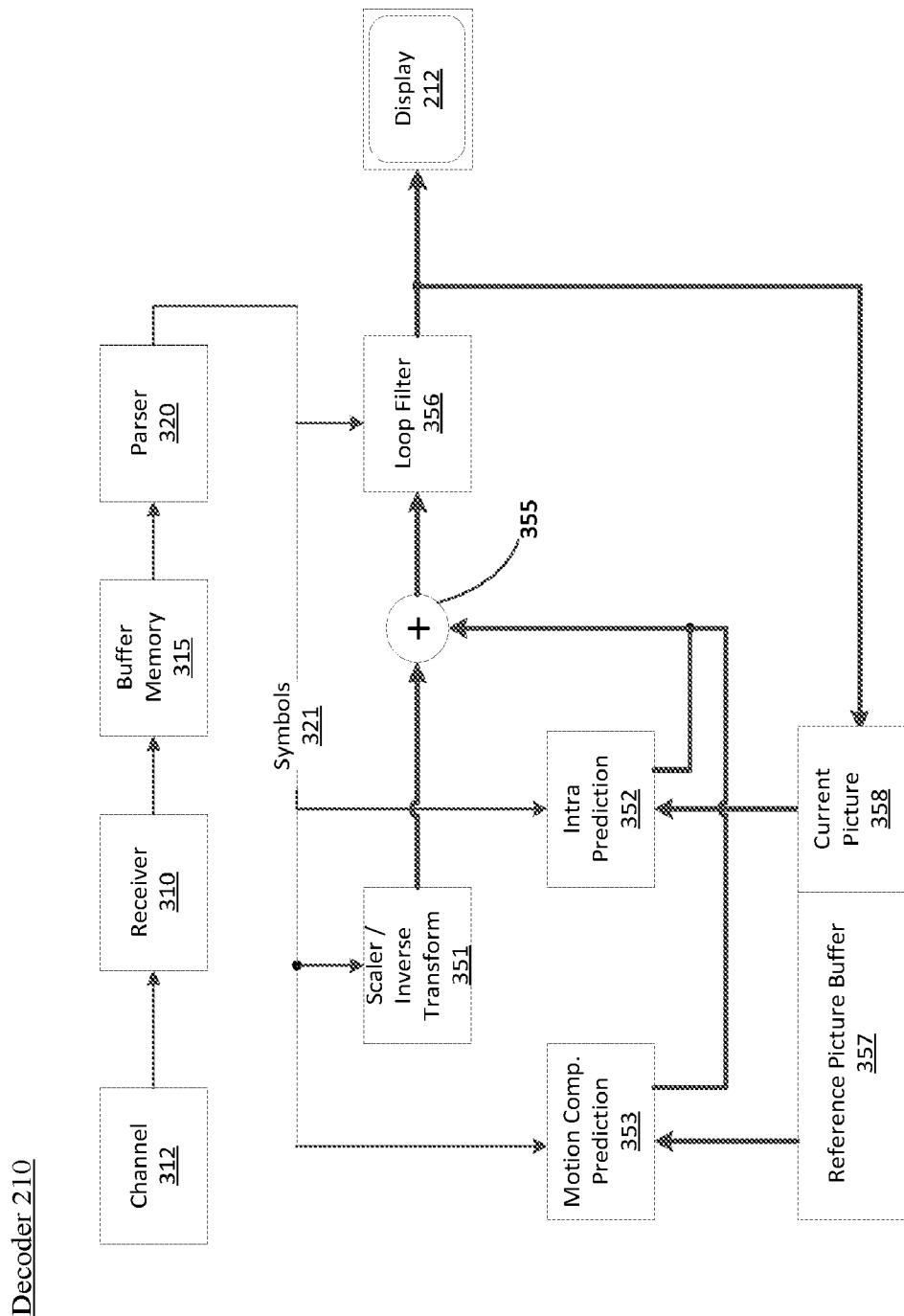


FIG. 3

Encoder 203

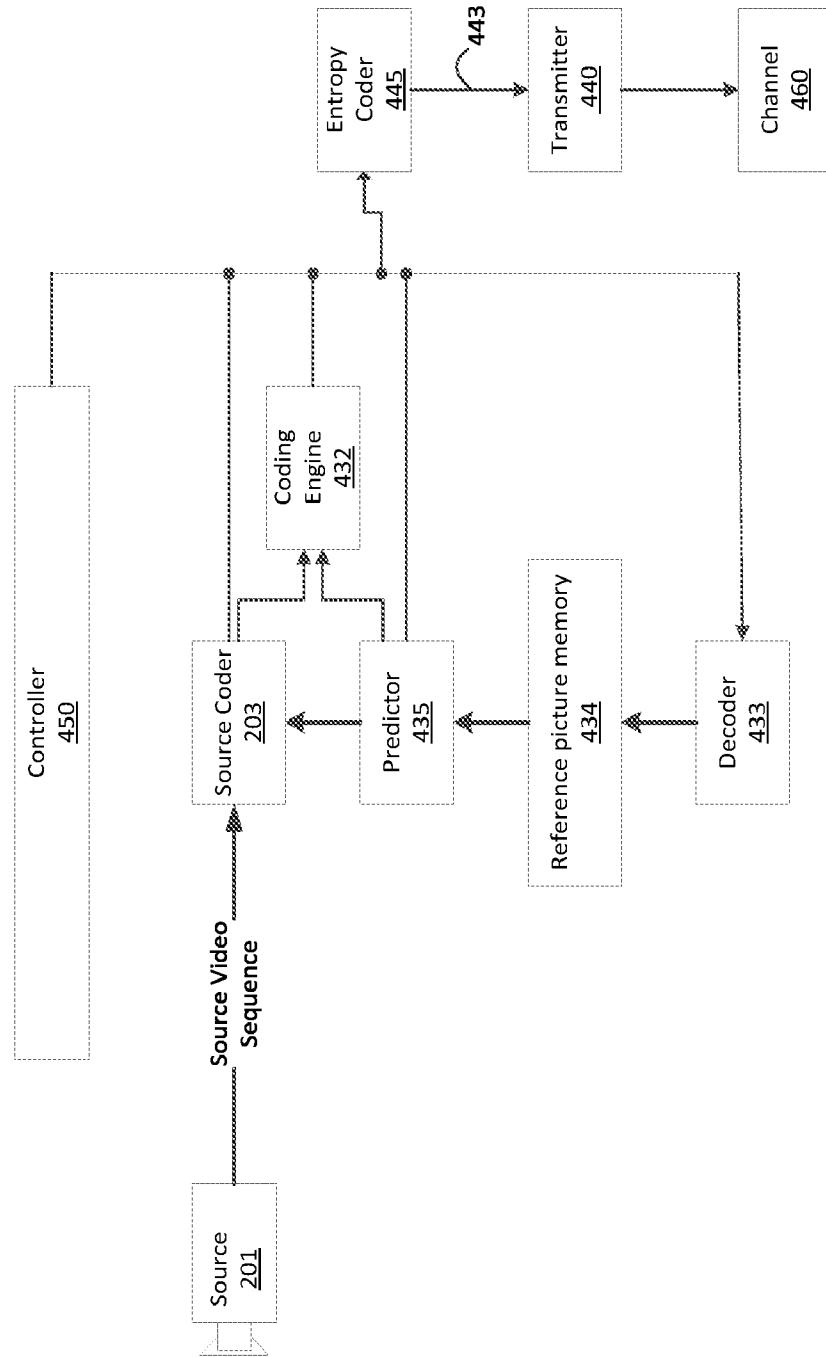


FIG. 4

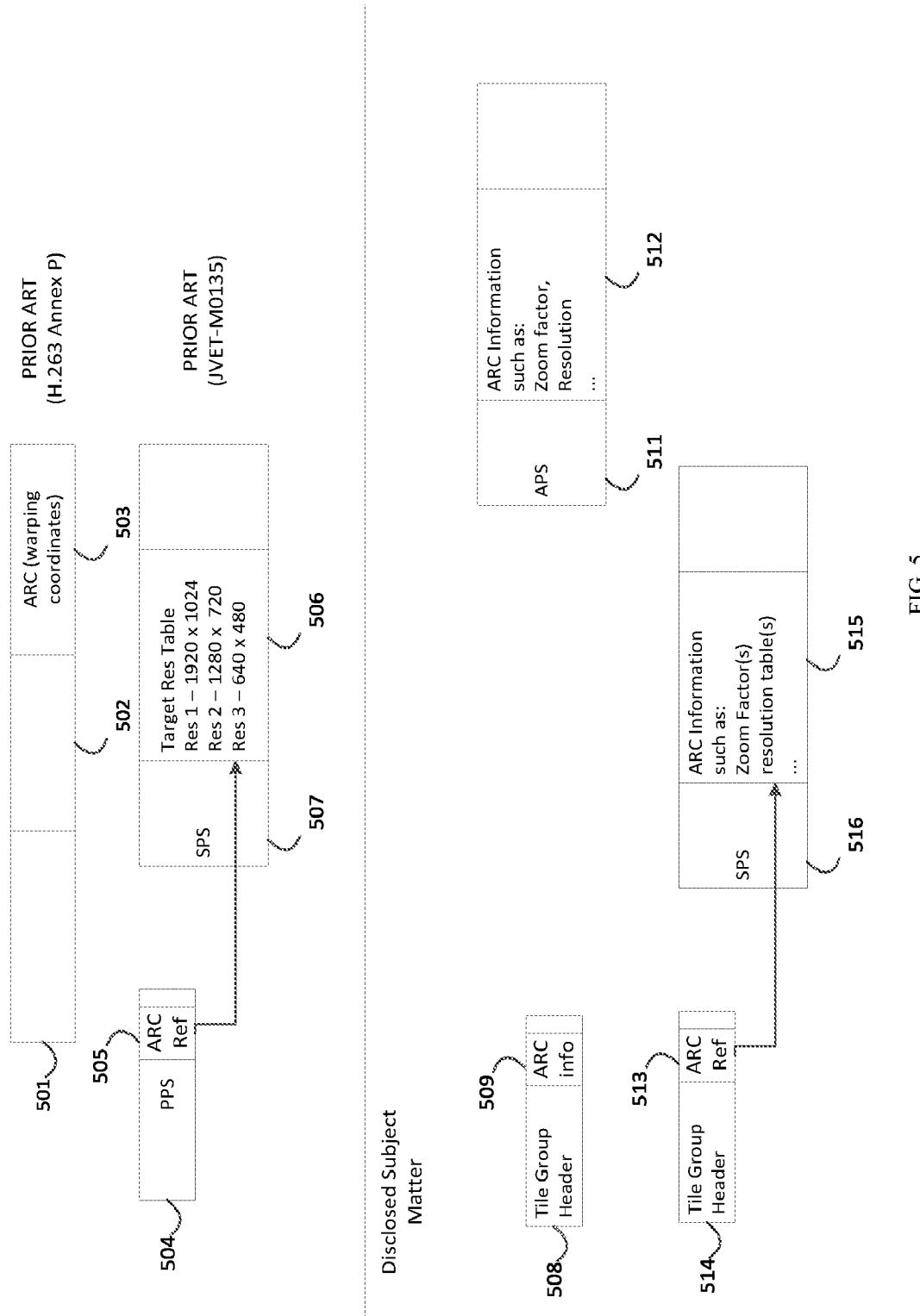


FIG. 5

601	tile_group_header() {	
603	...	
602	if(adaptive_pic_resolution_change_flag) {	
	dec_pic_size_idk	u(1)
	}	
	...	
	}	
610	seq_parameter_set_rbsp() {	Descriptor
611	...	u(1)
612	adaptive_pic_resolution_change_flag	
613	if(adaptive_pic_resolution_change_flag) {	
	output_pic_width_in_luma_samples	ue(v)
	output_pic_height_in_luma_samples	ue(v)
614	reference_pic_size_present_flag	u(1)
	if(reference_pic_size_present_flag)	
	{	
	reference_pic_width_in_luma_samples	ue(v)
	reference_pic_height_in_luma_samples	ue(v)
	}	
615	num_dec_pic_size_in_luma_samples_minus1	ue(v)
	for( i = 0; i <= num_dec_pic_size_in_luma_samples_minus1; i++ ) {	
	dec_pic_width_in_luma_samples[i]	ue(v)
	dec_pic_height_in_luma_samples[i]	ue(v)
	}	
	}	
	...	

FIG. 6

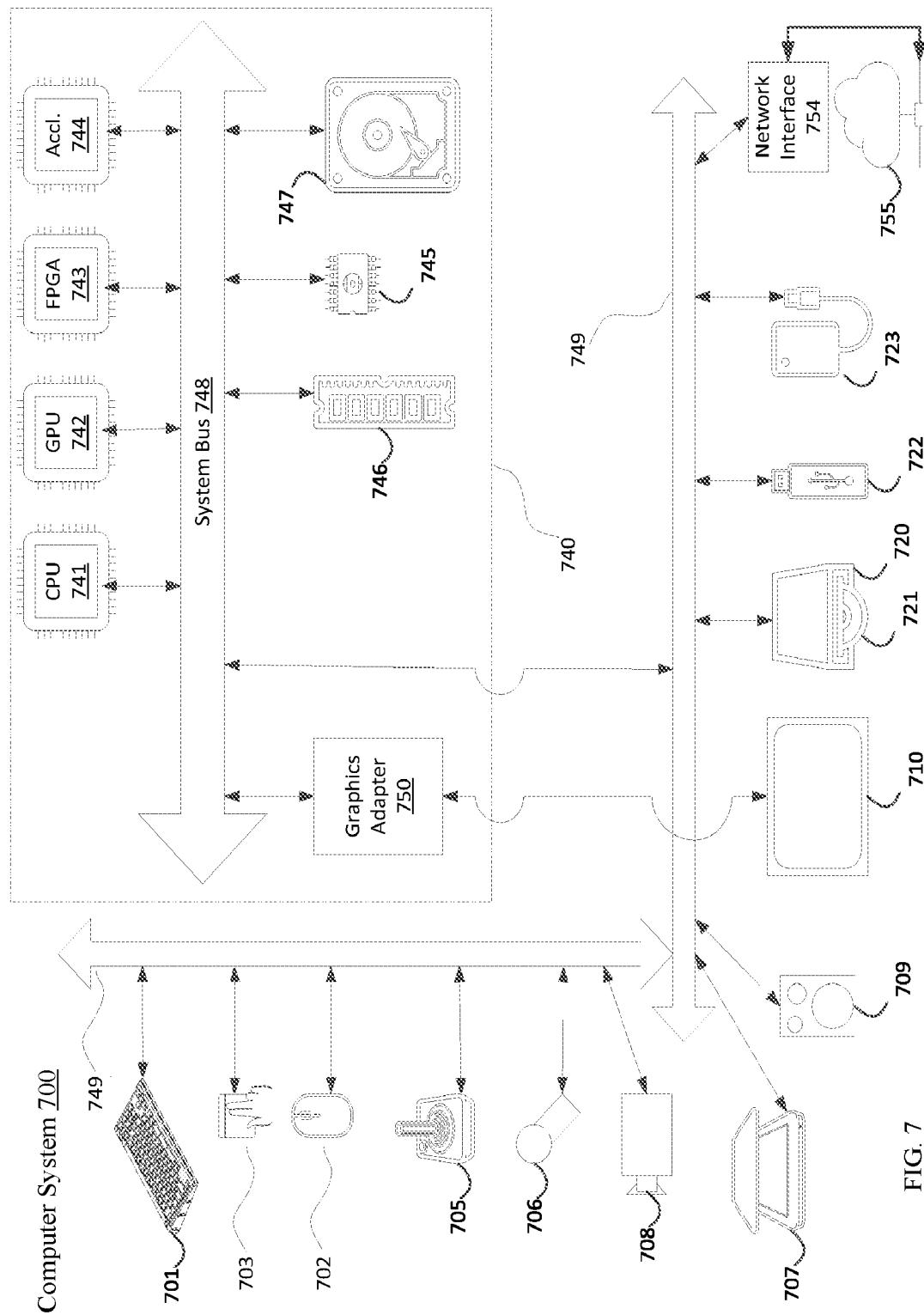
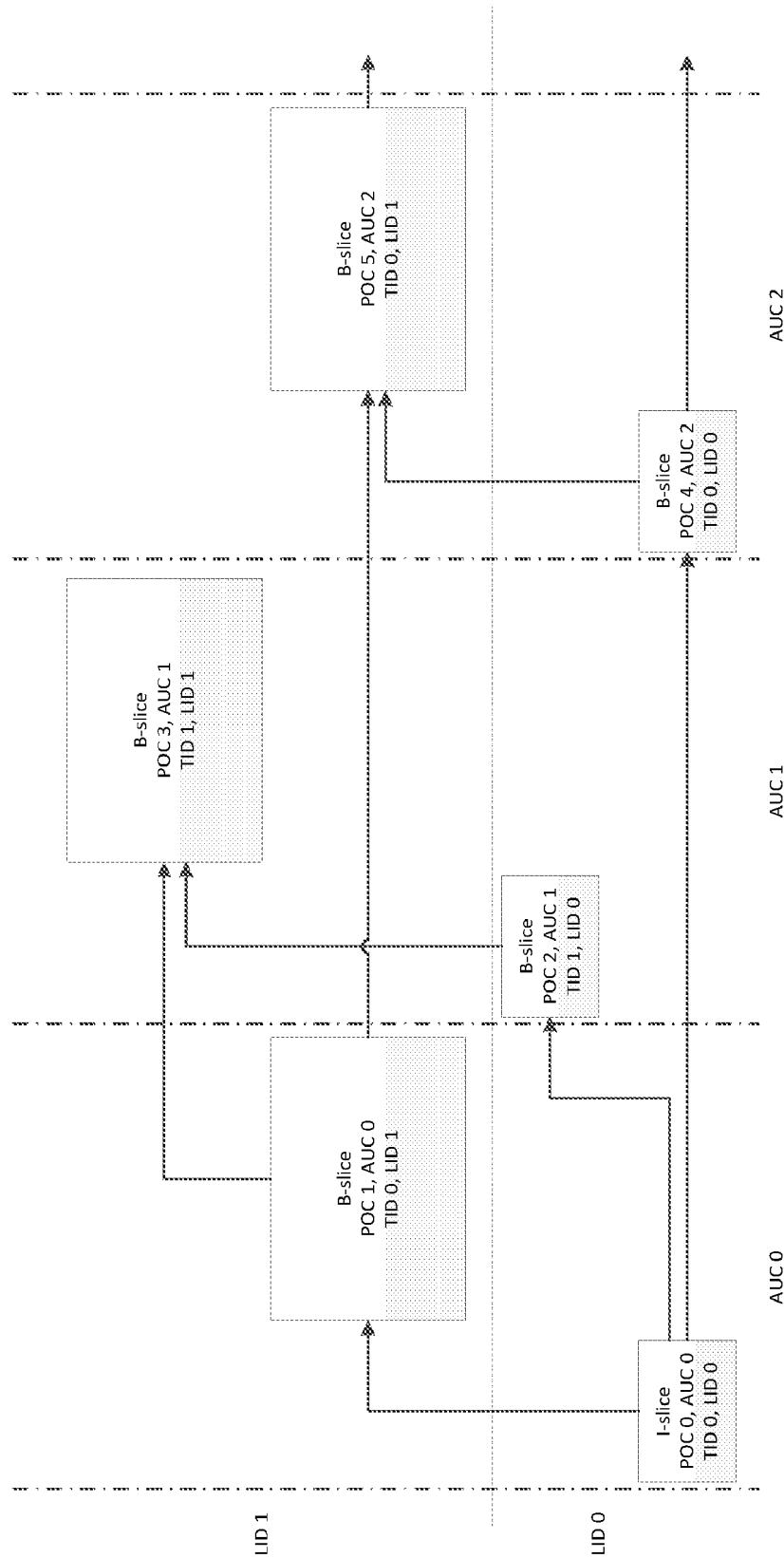


FIG. 7



POC : Picture order count  
AUC : Access unit count  
TID : Temporal ID  
LID : Layer ID

FIG. 8

FIG. 9

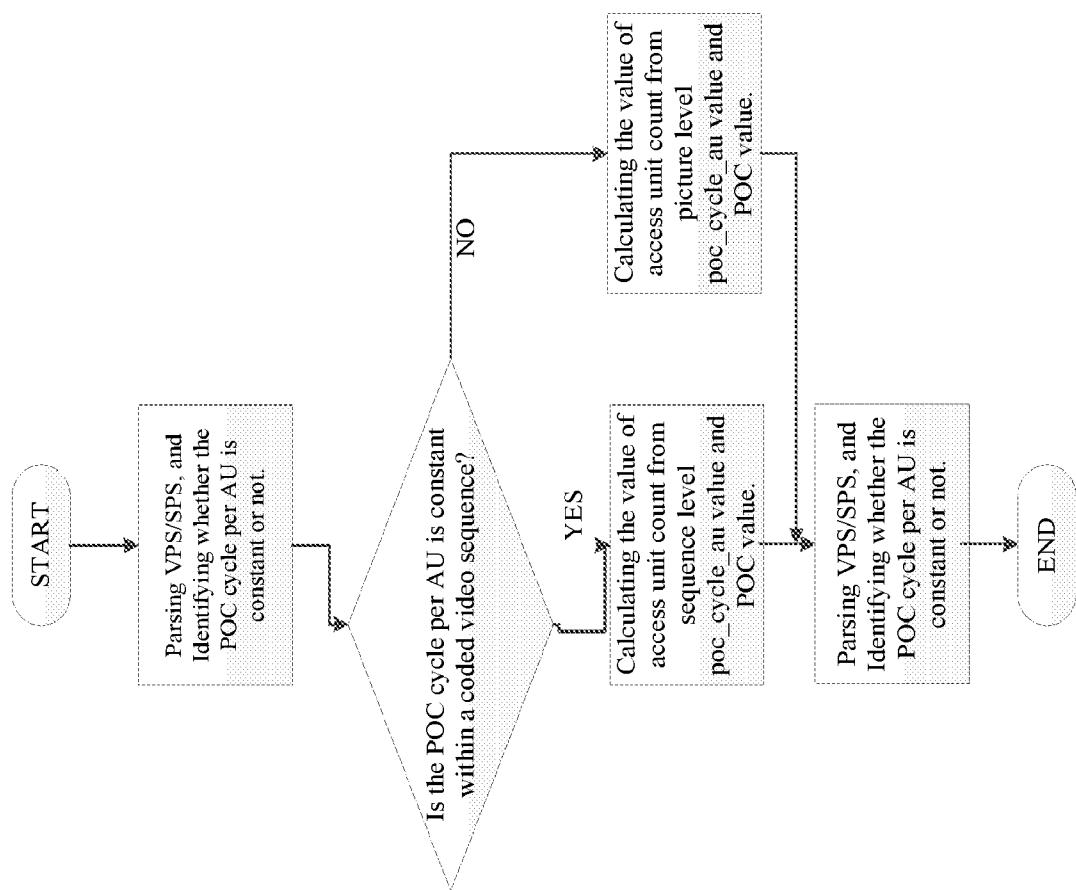


Fig. 10

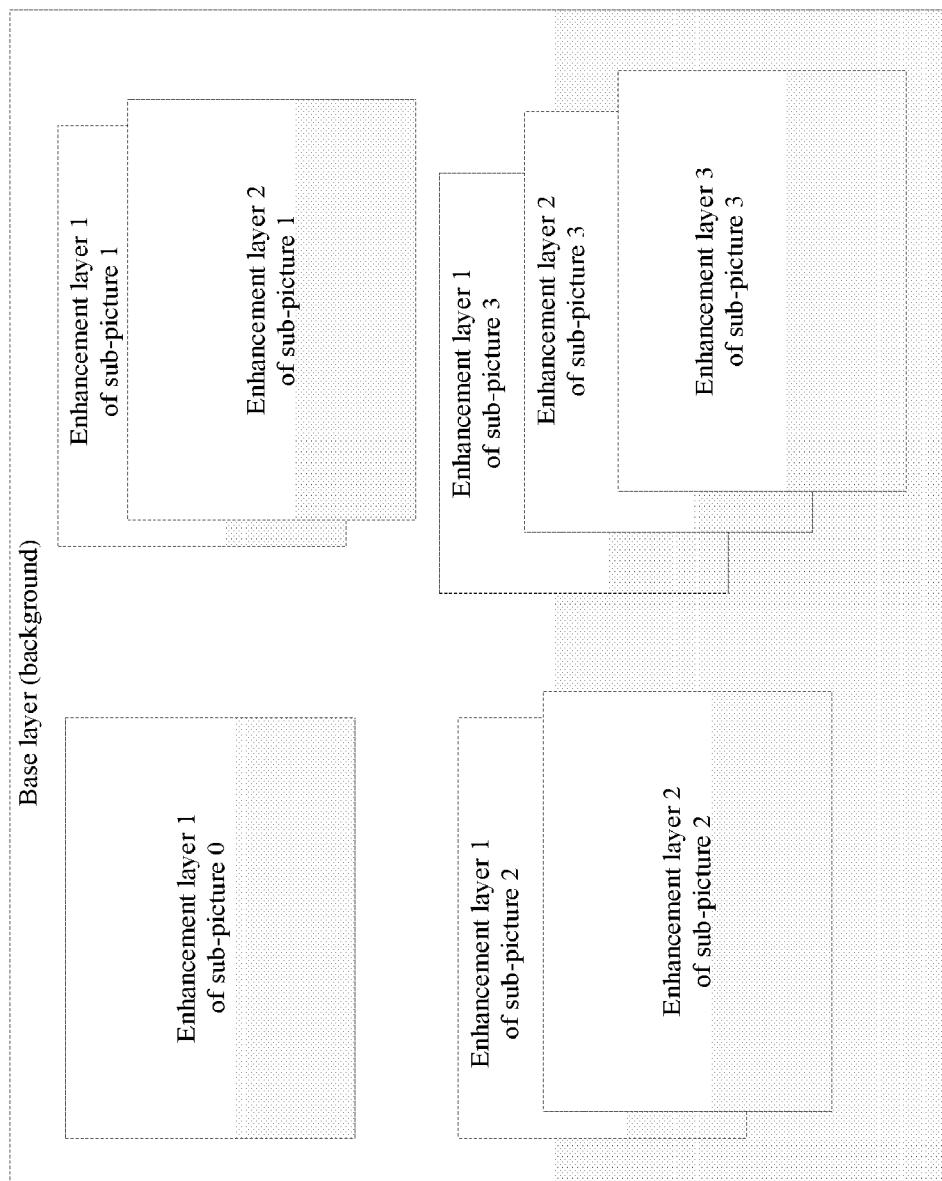


FIG. 11

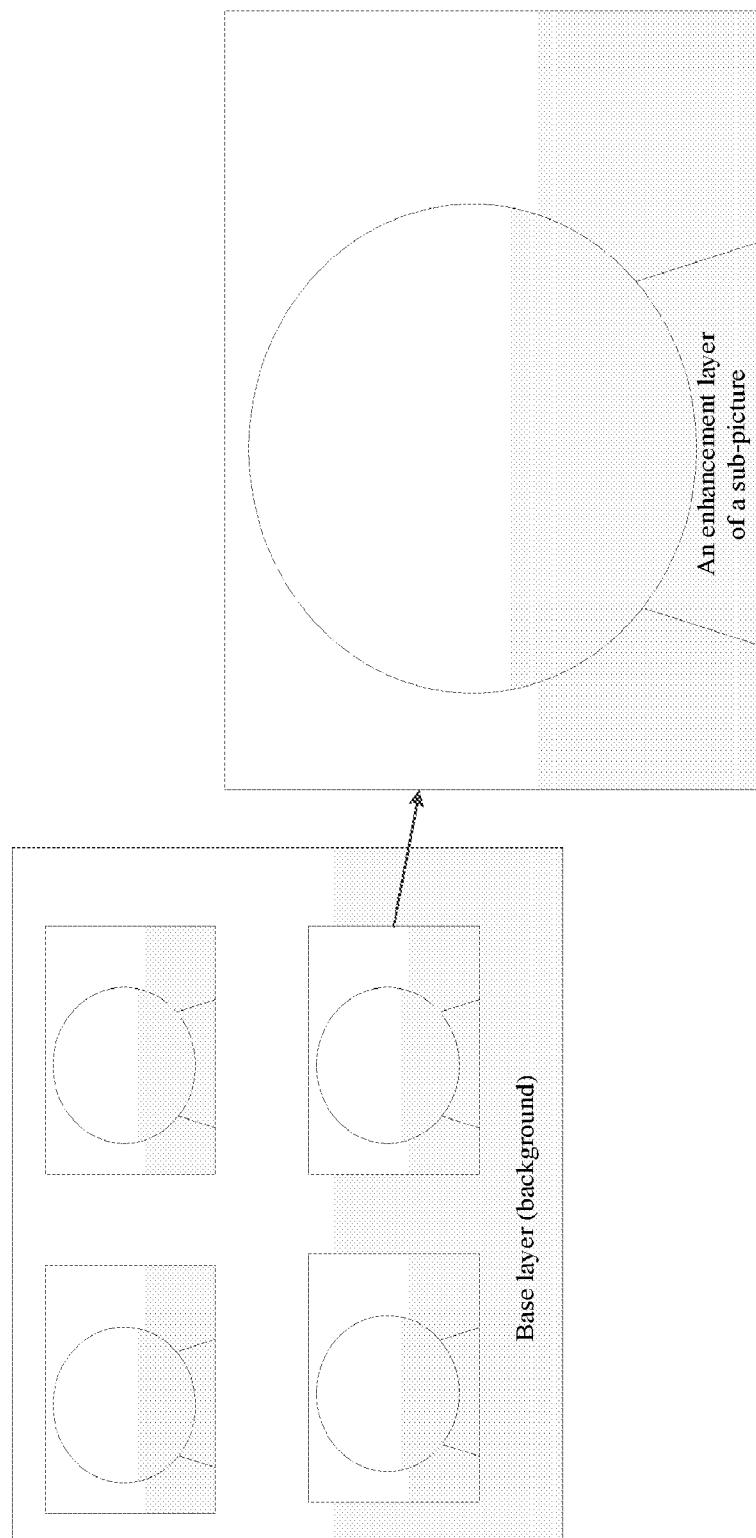


FIG. 12

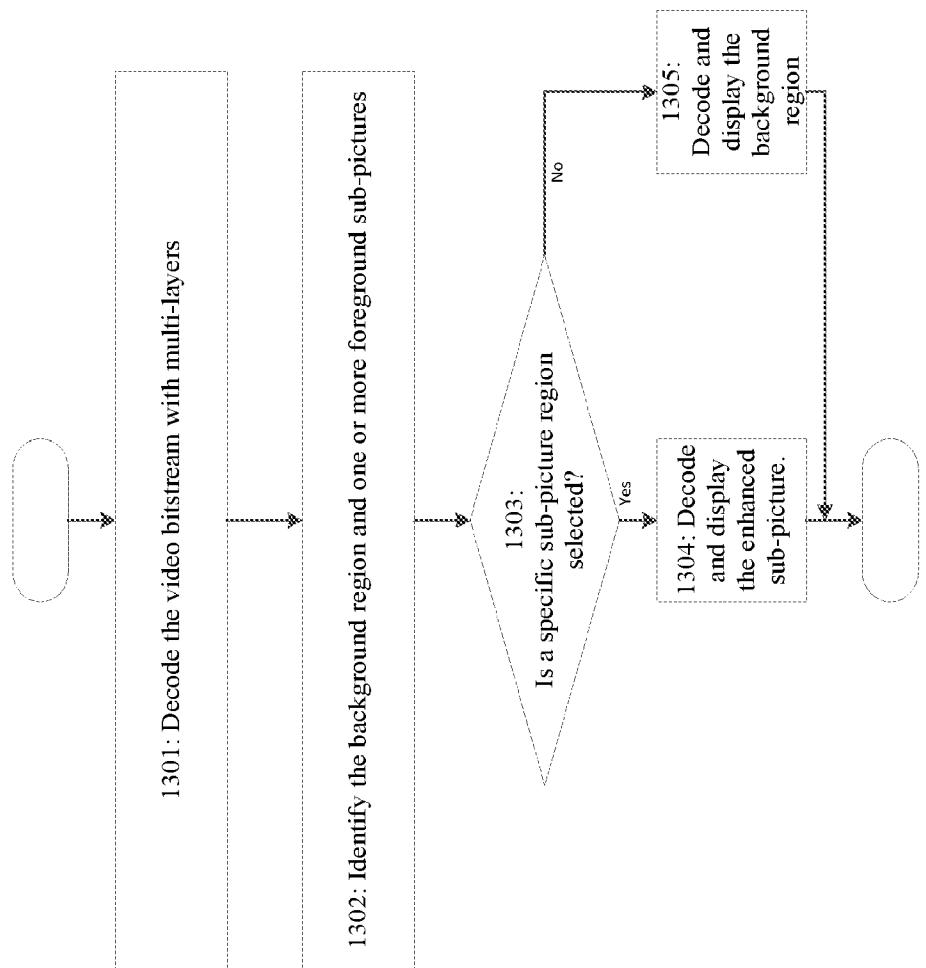


FIG. 13

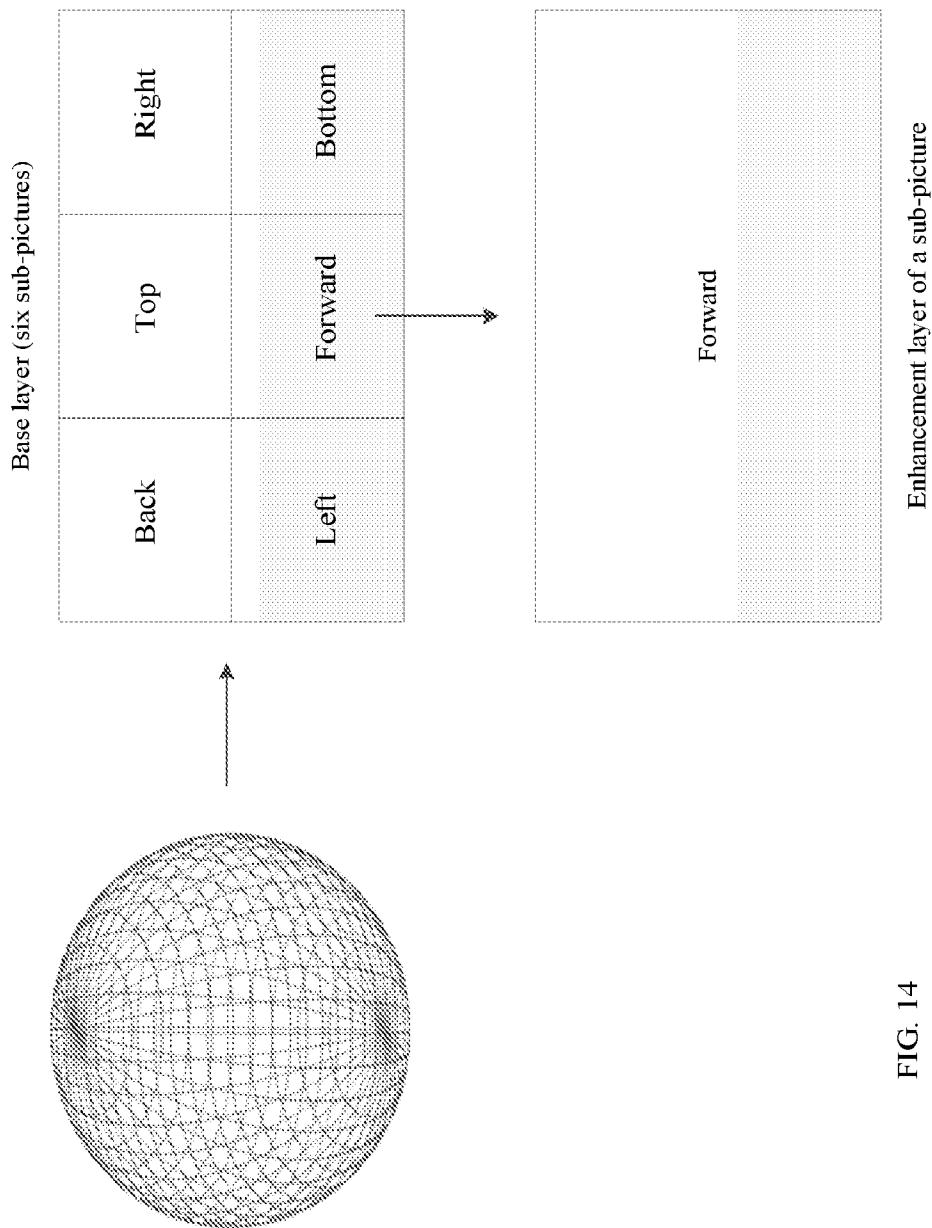


FIG. 14

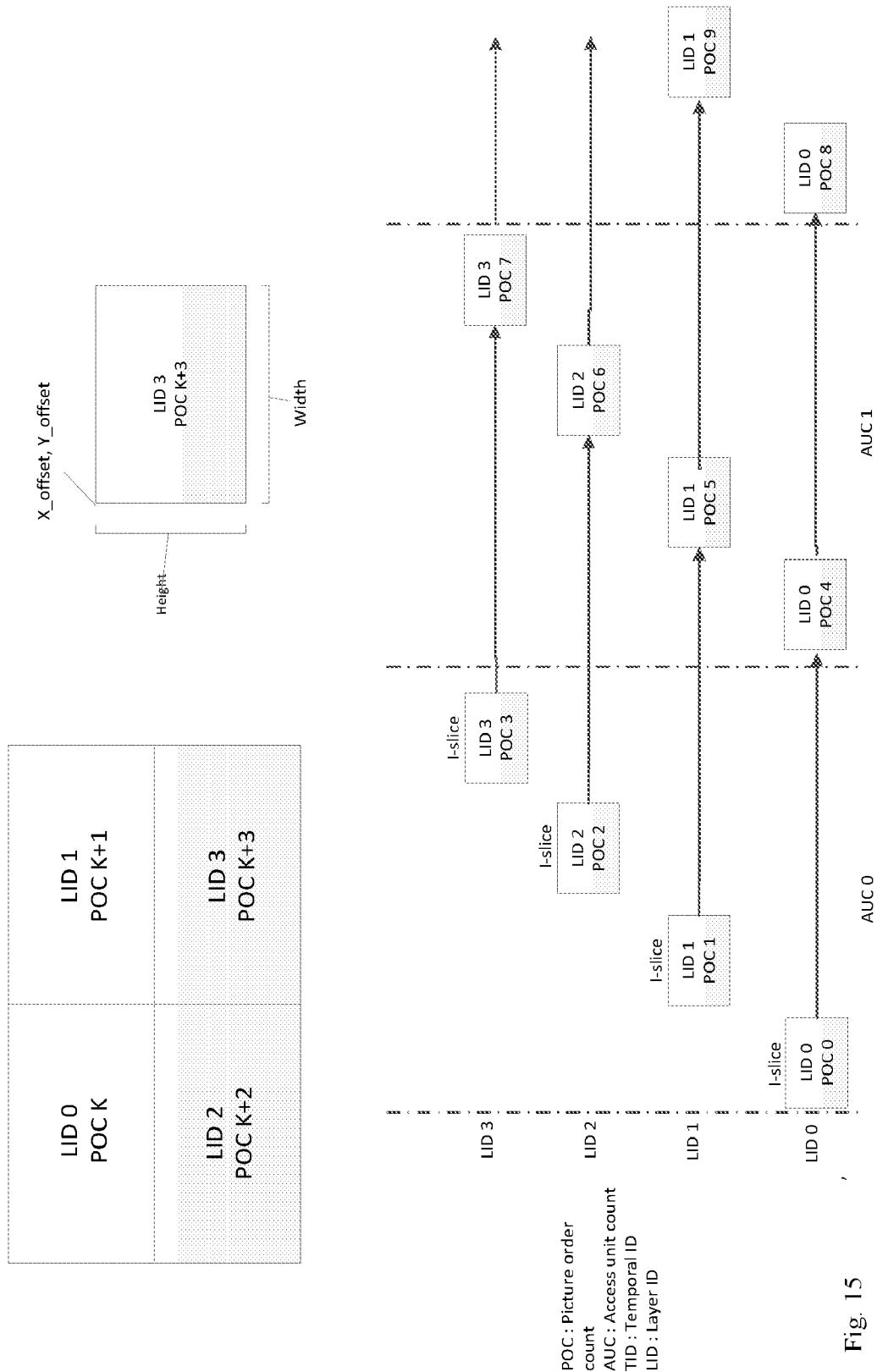
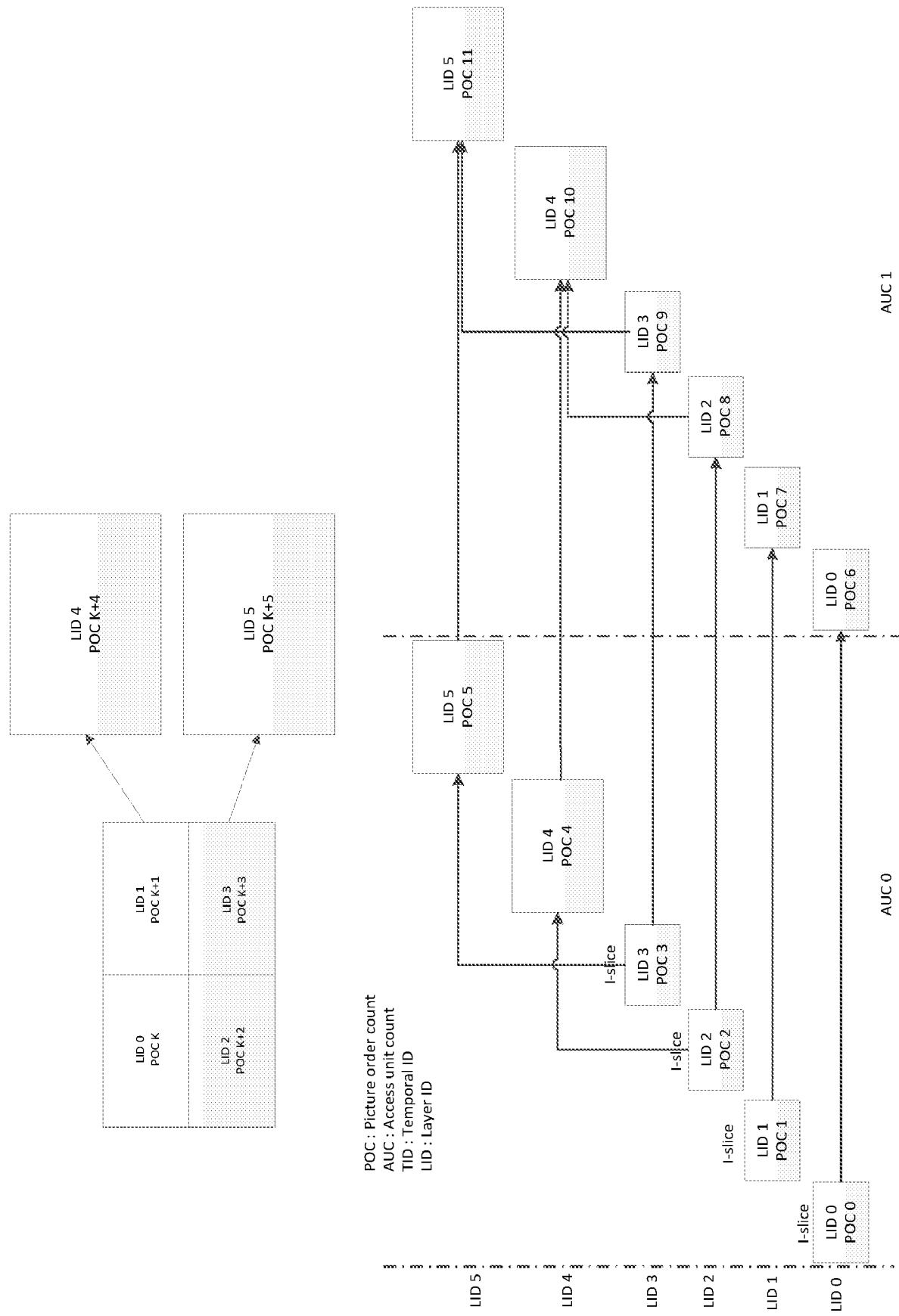


Fig. 15

FIG. 16



Descriptor	Value
video_bitstream_id_flag	0
use_video_bitstream_id	0
vps_max_layers_minus1	0
vps_max_sub_layers_minus1	0
vps_included_layer_id	0
vps_reserved_zero_bit	0
vps_sub_picture_division_flag	0
list_size_sub_picture_division_flag	0
vps_full_pic_width_in_luma_samples	0
vps_full_pic_height_in_luma_samples	0
pic_width_in_luma_samples	0
pic_height_in_luma_samples	0
pic_offset_x	0
pic_offset_y	0

FIG. 17

```

sub_region_partitioning_intf::partitionSize() {
    sub_regions = new sub_regions_t[sum_layers];
    sum_layers = 0;
    for (i = 0; i < num_layers; i++) {
        layer_id[i] = i;
        sum_layers += layer_id[i];
        for (j = 0; j < sum_layers; j++) {
            if (i == j) {
                direct_dependency_flag[i][j] = 1;
            } else {
                direct_dependency_flag[i][j] = 0;
            }
        }
    }
    sum_layers_for_region[0] = 0;
    sum_layers_for_region[1] = sum_layers;
    sub_region_layer_id[0] = 0;
    sub_region_offset[0] = 0;
    sub_region_offset[1] = sum_layers;
    sub_region_width[0] = 1;
    sub_region_width[1] = sum_layers;
    sub_region_height[0] = 1;
    sub_region_height[1] = 1;
}

```

FIG. 18

Descriptor	
...	
vps max layers minus1	u(6)
num output layer sets	ue(v)
num profile tier level	ue(v)
for i = 0: i < num profile tier level; i++ )	
profile tier level(vps max sub layers minus1)	
for(i = 0: i < num output layer sets; i++)	
for( i = 0: i < NumLayersInList; i++; i++ ) {	
output layer flag[i][i]	u(1)
profile tier level idx[i][i]	u(v)
}	
...	
...	

FIG. 19

Descriptor	
u(6)	vps_max_layers_minus1
u(v)	if(vps_max_layers_minus1 > 0) {
u(v)	num_output_layer_sets
u(v)	num_profile_tier_level
u(2)	}
u(1)	for(i = 0; i < num_profile_tier_level; i++)
u(1)	profile_tier_level[vps_max_sub_layers_minus1]
u(1)	for(i = 0; i < num_output_layer_sets; i++) {
u(1)	vps_output_layers_mode[i]
u(1)	vps_ptl_signal_flag[i]
u(1)	for(i = 0; i < NumLayersInList[1]; i++) {
u(1)	if(vps_output_layers_mode[i] == 2)
u(1)	output_layer_flag[1][i]
u(v)	if( vps_ptl_signal_flag[i] )
u(v)	profile_tier_level_idx[1][i]
u(v)	}
u(v)	}
u(v)	...

FIG. 20

Descriptor
video parameter set rbsp() {
...
<b>vps max layers minus1</b>
<b>if(vps max layers minus1 &gt; 0) {</b>
<b>num output layer sets</b>
<b>num profile tier level</b>
<b>}</b>
<b>max subpics minus1</b>
<b>for(i = 0; i &lt; max subpics minus1; i++) {</b>
<b>sub(pic_id[i])</b>
<b>}</b>
<b>for(i = 0; i &lt; num profile tier level; i++)</b>
<b>profile tier level(vps max sub layers minus1)</b>
<b>for(i = 0; i &lt; num output layer sets; i++) {</b>
<b>vps output layers mode[i]</b>
<b>vps pdl signal flag[i]</b>
<b>for(j = 0; j &lt; NumLayersIndList[i]; j++) {</b>
<b>num output subpic layer[j][i]</b>
<b>for(k = 0; k &lt; num output subpic layer[j][i]; k++)</b>
<b>sub(pic_id[layer[j][i][k]</b>
<b>if(vps output layers mode[i] == 2)</b>
<b>output layer flag[i][j][k]</b>
<b>if(vps pdl signal flag[i])</b>
<b>profile tier level idx[i][j][k]</b>
<b>}</b>
<b>}</b>
<b>...</b>
<b>}</b>

FIG. 21

Descriptor	
video_parameter_set_id	u(4)
vps_max_layers_minus1	u(6)
vps_max_sublayers_minus1	u(3)
if( vps_max_layers_minus1 > 0 && vps_max_sublayers_minus1 > 0 )	
vps_all_layers_same_num_sublayers_flag	u(1)
if( vps_max_layers_minus1 > 0 )	
vps_all_independent_layers_flag	u(1)
for( i = 0; i <= vps_max_layers_minus1; i++ ) {	
vps_layer_id[i]	u(6)
if( i > 0 && vps_all_independent_layers_flag ) {	
vps_independent_layer_flag[i-1]	u(1)
if( vps_independent_layer_flag[i] {	
for( j = 0; j < i; j++ )	
vps_direct_ref_layer_flag[i][j]	u(1)
max_tid_ref_present_flag[i]	u(1)
if( max_tid_ref_present_flag[i] )	u(3)
max_tid_il_ref_pics_plus1[i]	
}	
}	
}	
}	
}	
if( vps_max_layers_minus1 > 0 ) {	
if( vps_all_independent_layers_flag )	
each_layer_is_an_ols_flag	u(1)
if( each_layer_is_an_ols_flag ) {	
if( vps_all_independent_layers_flag )	
ols_mode_idc	u(2)
if( ols_mode_idc == 2 ) {	
num_output_layer_sets_minus1	u(8)
for( i = 1; i <= num_output_layer_sets_minus1; i++ )	
for( j = 0; j <= vps_max_layers_minus1; j++ )	
ols_output_layer_flag[i][j]	u(1)
}	
}	
}	
}	
}	
...	

FIG. 22

Descriptor	
vps video parameter set rbsp[ ] {	
vps max layers minus1	u(4)
vps max sublayers minus1	u(6)
if( vps max layers minus1 > 0 && vps max sublayers minus1 > 0 )	u(3)
vps all layers same num sublayers flag	u(1)
if( vps max layers minus1 > 0 )	u(1)
vps all independent layers flag	u(1)
for( i = 0; i <= vps max layers minus1; i++ ) {	
vps layer id[ i ]	u(6)
if( i > 0 && vps all independent layers flag ) {	
vps independent layer flag[ i ]	u(1)
if( !vps independent layer flag[ i ] ) {	
for( j = 0; j < i; j++ )	
vps direct ref layer flag[ i ][ j ]	u(1)
max tid ref present flag[ i ]	u(1)
if( max tid ref present flag[ i ] )	
max tid il ref pic plus1[ i ]	u(3)
}	
}	
}	
}	
}	
if( vps max layers minus1 > 0 ) {	
if( vps all independent layers flag )	
each layer is an ols flag	u(1)
if( each layer is an ols flag ) {	
if( !vps all independent layers flag )	
ols mode idc	u(2)
if( ols mode idc == 2 && vps max layers minus1 > 1 ) {	
num output layer sets minus1	u(8)
for( i = 1; i <= num output layer sets minus1; i++ )	
for( j = 0; j <= vps max layers minus1; j++ )	
ols output layer flag[ i ][ j ]	u(1)
}	
}	
}	
...	

FIG. 23

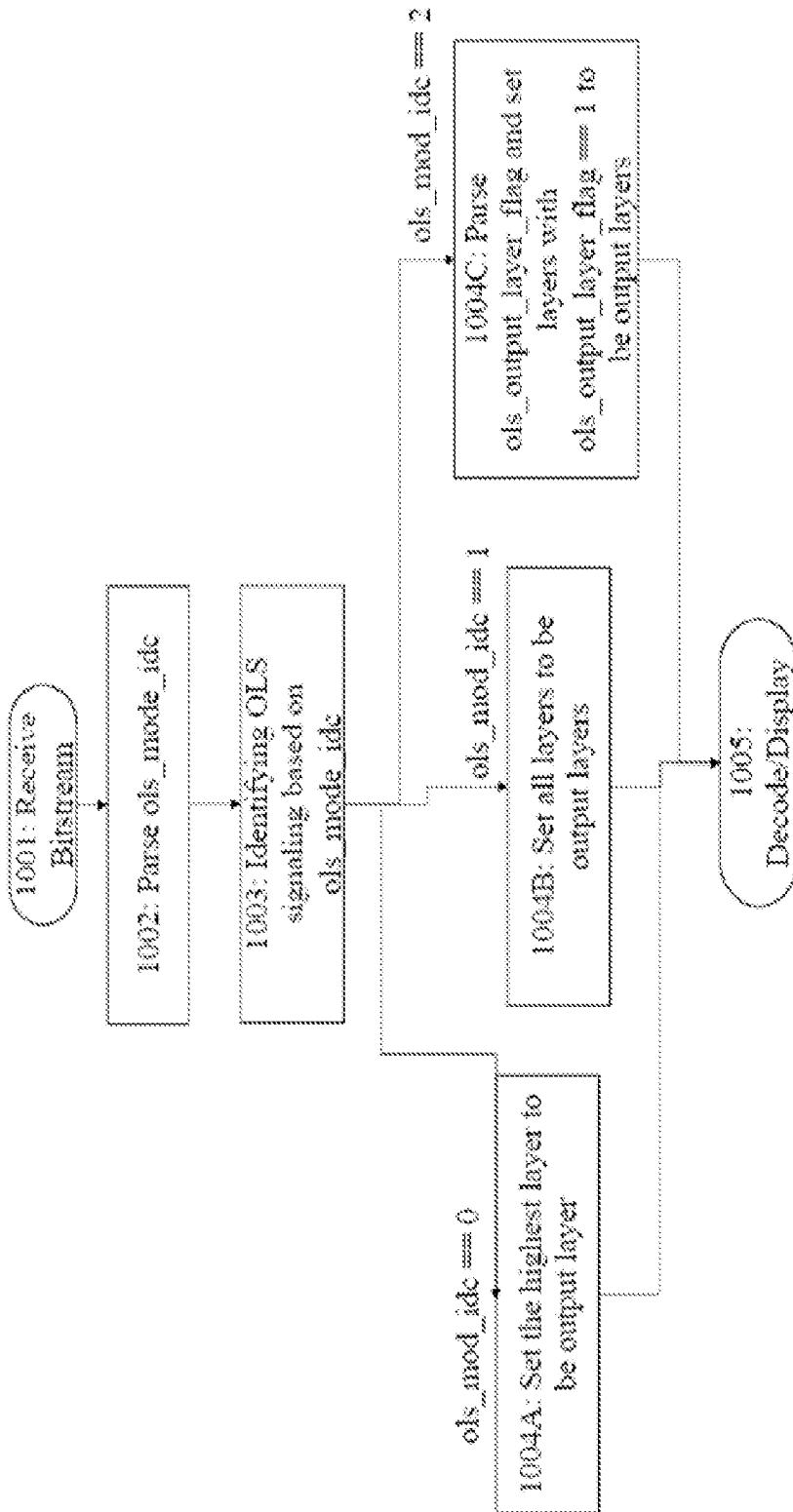


FIG. 24

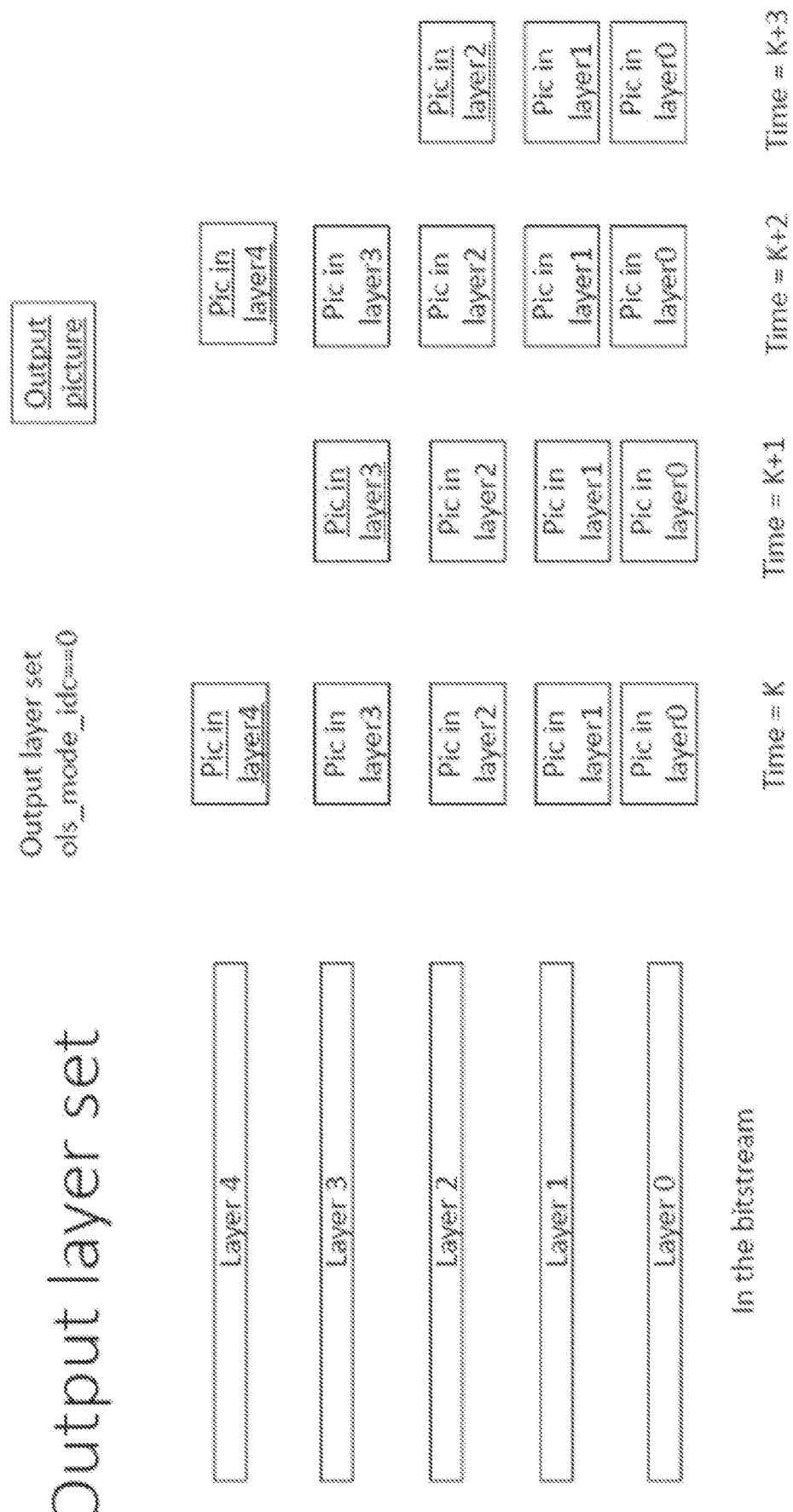
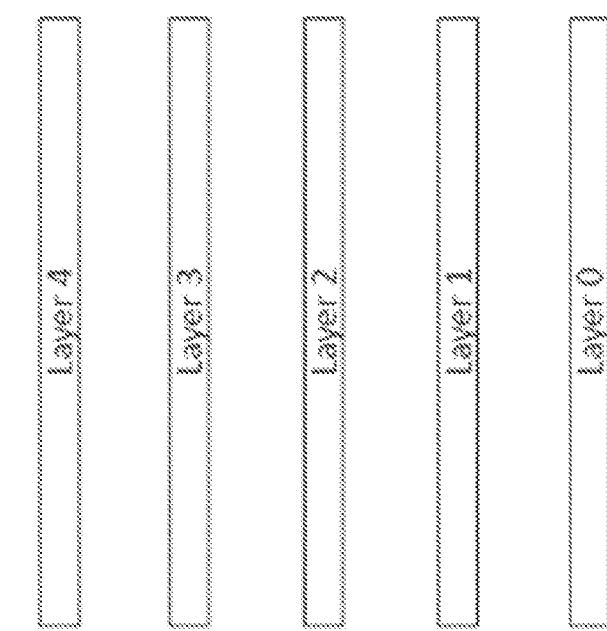


FIG. 254

# Output layer set

Output layer set  
ols\_mode\_lfc=-1

Output  
picture



in the bitstream

Time = K

Time = K+1

Time = K+2

Time = K+3

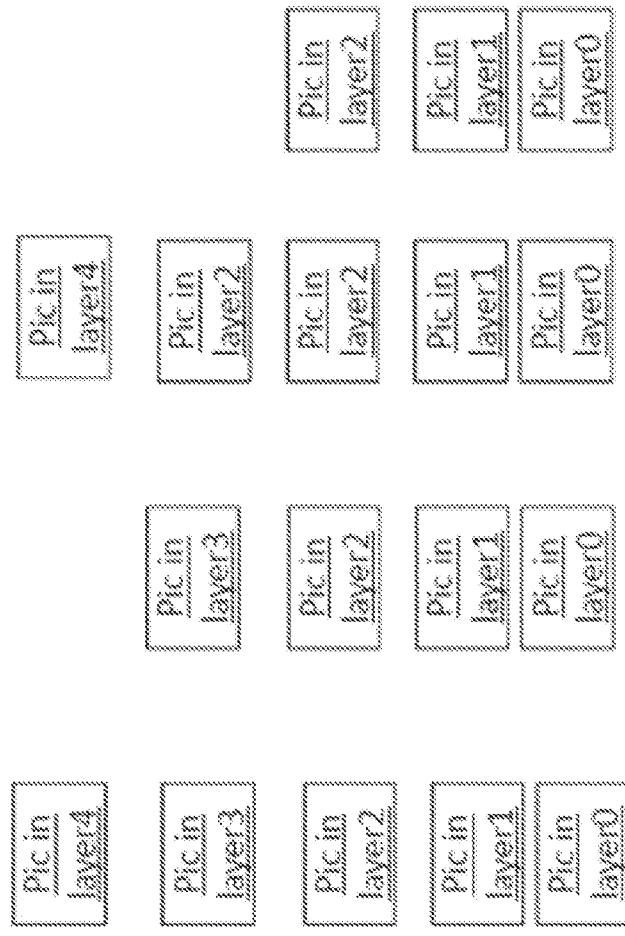


FIG. 25B

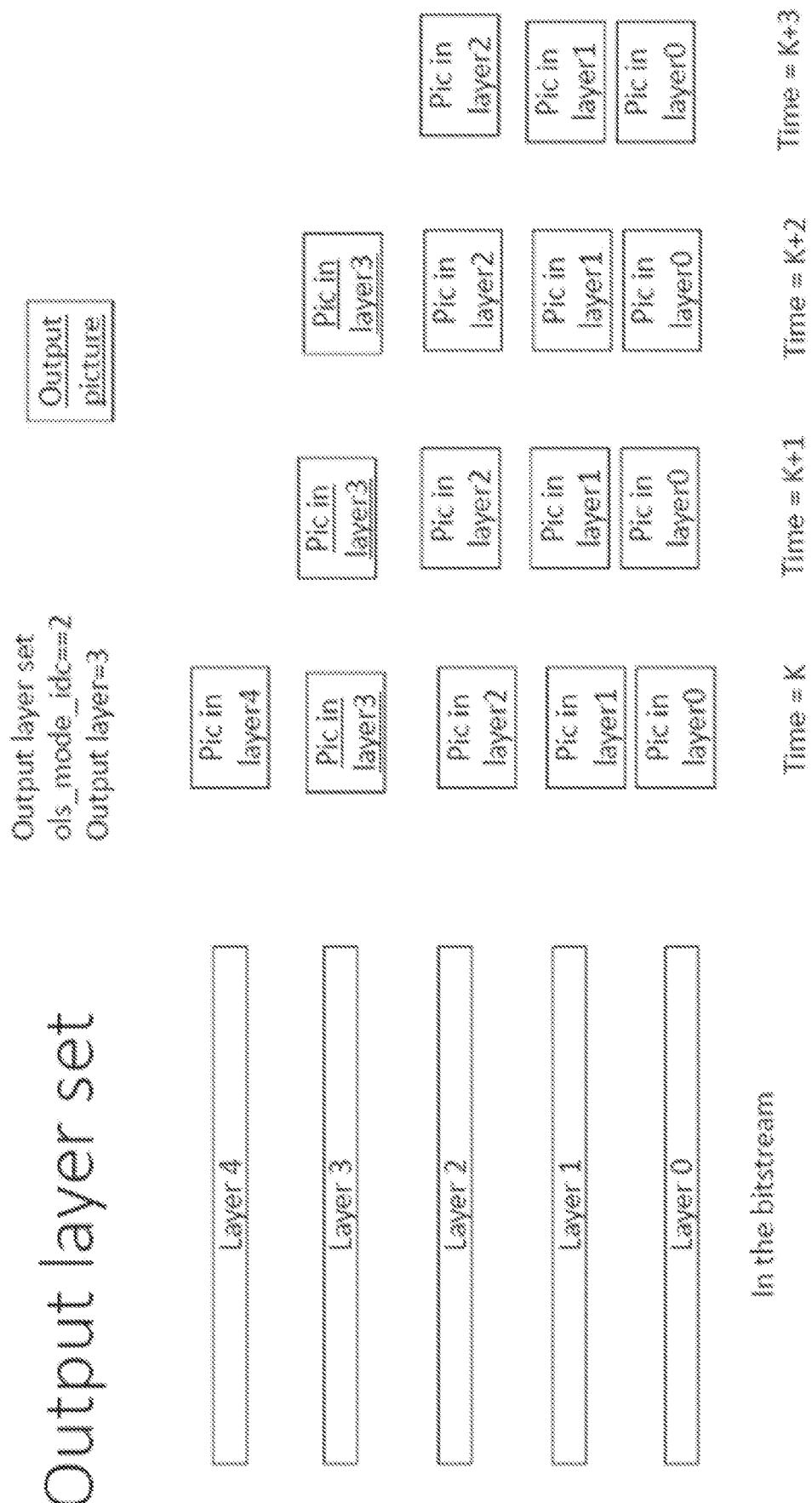


FIG. 25C