

ISO/IEC 23090-3:2022-09 (E)

Information technology - Coded representation of immersive media - Part 3: Versatile video coding

Contents		Page
	Foreword.....	vi
	Introduction	vii
1	Scope.....	1
2	Normative references	1
3	Terms and definitions.....	1
4	Abbreviated terms	16
5	Conventions	18
	5.1 General.....	18
	5.2 Arithmetic operators	19
	5.3 Logical operators.....	19
	5.4 Relational operators	19
	5.5 Bit-wise operators	20
	5.6 Assignment operators.....	20
	5.7 Range notation	20
	5.8 Mathematical functions	20
	5.9 Order of operation precedence	21
	5.10 Variables, syntax elements and tables.....	22
	5.11 Text description of logical operations	23
	5.12 Processes	24
6	Bitstream and picture formats, partitionings, scanning processes and neighbouring relationships.....	25
	6.1 Bitstream formats.....	25
	6.2 Source, decoded and output picture formats	25
	6.3 Partitioning of pictures, subpictures, slices, tiles, and CTUs.....	27
	6.3.1 Partitioning of pictures into subpictures, slices, and tiles	27
	6.3.2 Block, quadtree and multi-type tree structures	30
	6.3.3 Spatial or component-wise partitionings.....	30
	6.4 Availability processes.....	31
	6.4.1 Allowed quad split process	31
	6.4.2 Allowed binary split process.....	32
	6.4.3 Allowed ternary split process	34
	6.4.4 Derivation process for neighbouring block availability.....	35
	6.5 Scanning processes.....	36
	6.5.1 CTB raster scanning, tile scanning, and subpicture scanning processes	36
	6.5.2 Up-right diagonal scan order array initialization process	40
	6.5.3 Horizontal and vertical traverse scan order array initialization process.....	40
7	Syntax and semantics.....	41
	7.1 Method of specifying syntax in tabular form.....	41
	7.2 Specification of syntax functions and descriptors.....	42
	7.3 Syntax in tabular form	44
	7.3.1 NAL unit syntax.....	44
	7.3.2 Raw byte sequence payloads, trailing bits and byte alignment syntax.....	44
	7.3.3 Profile, tier, and level syntax.....	64
	7.3.4 DPB parameters syntax	67

	7.3.5	Timing and HRD parameters syntax	67
	7.3.6	Supplemental enhancement information message syntax	68
	7.3.7	Slice header syntax	68
	7.3.8	Weighted prediction parameters syntax.....	71
	7.3.9	Reference picture lists syntax.....	72
	7.3.10	Reference picture list structure syntax.....	72
	7.3.11	Slice data syntax	73
	7.4	Semantics.....	95
	7.4.1	General	95
	7.4.2	NAL unit semantics.....	95
	7.4.3	Raw byte sequence payloads, trailing bits and byte alignment semantics	104
	7.4.4	Profile, tier, and level semantics.....	163
	7.4.5	DPB parameters semantics.....	169
	7.4.6	Timing and HRD parameters semantics	170
	7.4.7	Supplemental enhancement information message semantics.....	175
	7.4.8	Slice header semantics	175
	7.4.9	Weighted prediction parameters semantics	185
	7.4.10	Reference picture lists semantics.....	187
	7.4.11	Reference picture list structure semantics.....	188
	7.4.12	Slice data semantics	189
	8	Decoding process.....	215
	8.1	General decoding process.....	215
	8.2	NAL unit decoding process	218
	8.3	Slice decoding process	218
	8.3.1	Decoding process for picture order count.....	218
	8.3.2	Decoding process for reference picture lists construction.....	220
	8.3.3	Decoding process for reference picture marking.....	225
	8.3.4	Decoding process for generating unavailable reference pictures	226
	8.3.5	Decoding process for symmetric motion vector difference reference indices	227
	8.3.6	Decoding process for collocated picture and no backward prediction	228
	8.4	Decoding process for coding units coded in intra prediction mode	228
	8.4.1	General decoding process for coding units coded in intra prediction mode	228
	8.4.2	Derivation process for luma intra prediction mode	230
	8.4.3	Derivation process for chroma intra prediction mode.....	233
	8.4.4	Cross-component chroma intra prediction mode checking process.....	235
	8.4.5	Decoding process for intra blocks.....	236
	8.5	Decoding process for coding units coded in inter prediction mode	271
	8.5.1	General decoding process for coding units coded in inter prediction mode	271
	8.5.2	Derivation process for motion vector components and reference indices	276
	8.5.3	Decoder-side motion vector refinement process.....	298
	8.5.4	Derivation process for geometric partitioning mode motion vector components and reference indices	304
	8.5.5	Derivation process for subblock motion vector components and reference indices 306	
	8.5.6	Decoding process for inter blocks.....	336
	8.5.7	Decoding process for geometric partitioning mode inter blocks	360
	8.5.8	Decoding process for the residual signal of coding blocks coded in inter prediction mode.....	366
	8.5.9	Decoding process for the reconstructed signal of chroma coding blocks coded in inter prediction mode	368
	8.6	Decoding process for coding units coded in IBC prediction mode.....	370
	8.6.1	General decoding process for coding units coded in IBC prediction mode.....	370
	8.6.2	Derivation process for block vector components for IBC blocks.....	372
	8.6.3	Decoding process for IBC blocks	377
	8.7	Scaling, transformation and array construction process	378
	8.7.1	Derivation process for quantization parameters.....	378
	8.7.2	Scaling and transformation process.....	380
	8.7.3	Scaling process for transform coefficients	381
	8.7.4	Transformation process for scaled transform coefficients	384
	8.7.5	Picture reconstruction process	404
	8.8	In-loop filter process	408
	8.8.1	General	408
	8.8.2	Picture inverse mapping process for luma samples	409

8.8.3	Deblocking filter process.....	410
8.8.4	Sample adaptive offset process.....	440
8.8.5	Adaptive loop filter process.....	442
9	Parsing process	455
9.1	General.....	455
9.2	Parsing process for k-th order Exp-Golomb codes	455
9.2.1	General.....	455
9.2.2	Mapping process for signed Exp-Golomb codes.....	457
9.3	CABAC parsing process for slice data	457
9.3.1	General.....	457
9.3.2	Initialization process	459
9.3.3	Binarization process	482
9.3.4	Decoding process flow.....	492
	Annex A (normative) Profiles, tiers and levels.....	510
	Annex B (normative) Byte stream format.....	530
	Annex C (normative) Hypothetical reference decoder	533
	Annex D (normative) Supplemental enhancement information and use of SEI and VUI	559