
**Information technology — Coding of
audio-visual objects —**

**Part 10:
Advanced Video Coding**

Technologies de l'information — Codage des objets audiovisuels —

Partie 10: Codage Visuel Avancé
iTeh STANDARD PREVIEW
(standards.iteh.ai)

ISO/IEC 14496-10:2012

<https://standards.iteh.ai/catalog/standards/sist/1d43bbeF-9569-4a4c-97a3-55614902ace4/iso-iec-14496-10-2012>

iTeh STANDARD PREVIEW
(standards.iteh.ai)

[ISO/IEC 14496-10:2012](https://standards.iteh.ai/catalog/standards/sist/1d43bbeF-9569-4a4c-97a3-55614902aee4/iso-iec-14496-10-2012)
<https://standards.iteh.ai/catalog/standards/sist/1d43bbeF-9569-4a4c-97a3-55614902aee4/iso-iec-14496-10-2012>



COPYRIGHT PROTECTED DOCUMENT

© ISO/IEC 2012

All rights reserved. Unless otherwise specified, no part of this publication may be reproduced or utilized in any form or by any means, electronic or mechanical, including photocopying and microfilm, without permission in writing from either ISO at the address below or ISO's member body in the country of the requester.

ISO copyright office
Case postale 56 • CH-1211 Geneva 20
Tel. + 41 22 749 01 11
Fax + 41 22 749 09 47
E-mail copyright@iso.org
Web www.iso.org

Published in Switzerland

Contents

	Page
0 Introduction	xvii
0.1 Prologue.....	xvii
0.2 Purpose.....	xvii
0.3 Applications.....	xvii
0.4 Publication and versions of this Specification.....	xvii
0.5 Profiles and levels.....	xviii
0.6 Overview of the design characteristics.....	xix
0.6.1 Predictive coding.....	xix
0.6.2 Coding of progressive and interlaced video.....	xx
0.6.3 Picture partitioning into macroblocks and smaller partitions.....	xx
0.6.4 Spatial redundancy reduction.....	xx
0.7 How to read this Specification.....	xx
1 Scope	1
2 Normative references	1
3 Definitions	1
4 Abbreviations	9
5 Conventions	10
5.1 Arithmetic operators.....	10
5.2 Logical operators.....	11
5.3 Relational operators.....	11
5.4 Bit-wise operators.....	11
5.5 Assignment operators.....	11
5.6 Range notation.....	12
5.7 Mathematical functions.....	12
5.8 Order of operation precedence.....	13
5.9 Variables, syntax elements, and tables.....	14
5.10 Text description of logical operations.....	14
5.11 Processes.....	15
6 Source, coded, decoded and output data formats, scanning processes, and neighbouring relationships	16
6.1 Bitstream formats.....	16
6.2 Source, decoded, and output picture formats.....	16
6.3 Spatial subdivision of pictures and slices.....	21
6.4 Inverse scanning processes and derivation processes for neighbours.....	22
6.4.1 Inverse macroblock scanning process.....	22
6.4.2 Inverse macroblock partition and sub-macroblock partition scanning process.....	23
6.4.3 Inverse 4x4 luma block scanning process.....	25
6.4.4 Inverse 4x4 Cb or Cr block scanning process for ChromaArrayType equal to 3.....	25
6.4.5 Inverse 8x8 luma block scanning process.....	25
6.4.6 Inverse 8x8 Cb or Cr block scanning process for ChromaArrayType equal to 3.....	26
6.4.7 Inverse 4x4 chroma block scanning process.....	26
6.4.8 Derivation process of the availability for macroblock addresses.....	26
6.4.9 Derivation process for neighbouring macroblock addresses and their availability.....	26
6.4.10 Derivation process for neighbouring macroblock addresses and their availability in MBAFF frames.....	27
6.4.11 Derivation processes for neighbouring macroblocks, blocks, and partitions.....	28
6.4.12 Derivation process for neighbouring locations.....	33
6.4.13 Derivation processes for block and partition indices.....	35
7 Syntax and semantics	37
7.1 Method of specifying syntax in tabular form.....	37
7.2 Specification of syntax functions, categories, and descriptors.....	38
7.3 Syntax in tabular form.....	40
7.3.1 NAL unit syntax.....	40

7.3.2	Raw byte sequence payloads and RBSP trailing bits syntax.....	40
7.3.3	Slice header syntax	49
7.3.4	Slice data syntax	54
7.3.5	Macroblock layer syntax.....	55
7.4	Semantics.....	62
7.4.1	NAL unit semantics	62
7.4.2	Raw byte sequence payloads and RBSP trailing bits semantics	72
7.4.3	Slice header semantics	86
7.4.4	Slice data semantics.....	98
7.4.5	Macroblock layer semantics.....	98
8	Decoding process.....	111
8.1	NAL unit decoding process	112
8.2	Slice decoding process.....	113
8.2.1	Decoding process for picture order count	113
8.2.2	Decoding process for macroblock to slice group map	117
8.2.3	Decoding process for slice data partitions	121
8.2.4	Decoding process for reference picture lists construction.....	121
8.2.5	Decoded reference picture marking process	128
8.3	Intra prediction process.....	133
8.3.1	Intra_4x4 prediction process for luma samples.....	133
8.3.2	Intra_8x8 prediction process for luma samples.....	140
8.3.3	Intra_16x16 prediction process for luma samples.....	148
8.3.4	Intra prediction process for chroma samples.....	150
8.3.5	Sample construction process for I_PCM macroblocks	154
8.4	Inter prediction process.....	155
8.4.1	Derivation process for motion vector components and reference indices.....	158
8.4.2	Decoding process for Inter prediction samples	170
8.4.3	Derivation process for prediction weights	179
8.5	Transform coefficient decoding process and picture construction process prior to deblocking filter process ..	182
8.5.1	Specification of transform decoding process for 4x4 luma residual blocks.....	182
8.5.2	Specification of transform decoding process for luma samples of Intra_16x16 macroblock prediction mode	183
8.5.3	Specification of transform decoding process for 8x8 luma residual blocks.....	184
8.5.4	Specification of transform decoding process for chroma samples.....	184
8.5.5	Specification of transform decoding process for chroma samples with ChromaArrayType equal to 3	186
8.5.6	Inverse scanning process for 4x4 transform coefficients and scaling lists.....	186
8.5.7	Inverse scanning process for 8x8 transform coefficients and scaling lists.....	187
8.5.8	Derivation process for chroma quantisation parameters	189
8.5.9	Derivation process for scaling functions.....	189
8.5.10	Scaling and transformation process for DC transform coefficients for Intra_16x16 macroblock type	191
8.5.11	Scaling and transformation process for chroma DC transform coefficients	191
8.5.12	Scaling and transformation process for residual 4x4 blocks.....	193
8.5.13	Scaling and transformation process for residual 8x8 blocks.....	196
8.5.14	Picture construction process prior to deblocking filter process.....	200
8.5.15	Intra residual transform-bypass decoding process	201
8.6	Decoding process for P macroblocks in SP slices or SI macroblocks	202
8.6.1	SP decoding process for non-switching pictures.....	202
8.6.2	SP and SI slice decoding process for switching pictures	205
8.7	Deblocking filter process.....	207
8.7.1	Filtering process for block edges	211
8.7.2	Filtering process for a set of samples across a horizontal or vertical block edge.....	213
9	Parsing process	219
9.1	Parsing process for Exp-Golomb codes	219
9.1.1	Mapping process for signed Exp-Golomb codes	221
9.1.2	Mapping process for coded block pattern	221
9.2	CAVLC parsing process for transform coefficient levels.....	224
9.2.1	Parsing process for total number of non-zero transform coefficient levels and number of trailing ones ..	225
9.2.2	Parsing process for level information	229
9.2.3	Parsing process for run information.....	230

9.2.4	Combining level and run information	233
9.3	CABAC parsing process for slice data	233
9.3.1	Initialisation process	235
9.3.2	Binarization process	259
9.3.3	Decoding process flow	268
9.3.4	Arithmetic encoding process (informative)	290
Annex A (normative) Profiles and levels		298
A.1	Requirements on video decoder capability	298
A.2	Profiles	298
A.2.1	Baseline profile	298
A.2.2	Main profile	299
A.2.3	Extended profile	299
A.2.4	High profile	300
A.2.5	High 10 profile	301
A.2.6	High 4:2:2 profile	301
A.2.7	High 4:4:4 Predictive profile	302
A.2.8	High 10 Intra profile	302
A.2.9	High 4:2:2 Intra profile	303
A.2.10	High 4:4:4 Intra profile	303
A.2.11	CAVLC 4:4:4 Intra profile	304
A.3	Levels	304
A.3.1	Level limits common to the Baseline, Constrained Baseline, Main, and Extended profiles	304
A.3.2	Level limits common to the High, Progressive High, High 10, High 4:2:2, High 4:4:4 Predictive, High 10 Intra, High 4:2:2 Intra, High 4:4:4 Intra, and CAVLC 4:4:4 Intra profiles	307
A.3.3	Profile-specific level limits	309
A.3.4	Effect of level limits on frame rate (informative)	314
A.3.5	Effect of level limits on maximum DPB size in units of frames (informative)	317
Annex B (normative) Byte stream format		319
B.1	Byte stream NAL unit syntax and semantics	319
B.1.1	Byte stream NAL unit syntax	319
B.1.2	Byte stream NAL unit semantics	319
B.2	Byte stream NAL unit decoding process	320
B.3	Decoder byte-alignment recovery (informative)	320
Annex C (normative) Hypothetical reference decoder		322
C.1	Operation of coded picture buffer (CPB)	326
C.1.1	Timing of bitstream arrival	326
C.1.2	Timing of coded picture removal	327
C.2	Operation of the decoded picture buffer (DPB)	328
C.2.1	Decoding of gaps in frame_num and storage of "non-existing" frames	329
C.2.2	Picture decoding and output	329
C.2.3	Removal of pictures from the DPB before possible insertion of the current picture	330
C.2.4	Current decoded picture marking and storage	331
C.3	Bitstream conformance	332
C.4	Decoder conformance	334
C.4.1	Operation of the output order DPB	335
C.4.2	Decoding of gaps in frame_num and storage of "non-existing" pictures	335
C.4.3	Picture decoding	335
C.4.4	Removal of pictures from the DPB before possible insertion of the current picture	336
C.4.5	Current decoded picture marking and storage	337
Annex D (normative) Supplemental enhancement information		341
D.1	SEI payload syntax	342
D.1.1	Buffering period SEI message syntax	344
D.1.2	Picture timing SEI message syntax	344
D.1.3	Pan-scan rectangle SEI message syntax	345
D.1.4	Filler payload SEI message syntax	346
D.1.5	User data registered by ITU-T Rec. T.35 SEI message syntax	346
D.1.6	User data unregistered SEI message syntax	346
D.1.7	Recovery point SEI message syntax	346
D.1.8	Decoded reference picture marking repetition SEI message syntax	347

D.1.9	Spare picture SEI message syntax	347
D.1.10	Scene information SEI message syntax	348
D.1.11	Sub-sequence information SEI message syntax	348
D.1.12	Sub-sequence layer characteristics SEI message syntax	348
D.1.13	Sub-sequence characteristics SEI message syntax	349
D.1.14	Full-frame freeze SEI message syntax	349
D.1.15	Full-frame freeze release SEI message syntax	349
D.1.16	Full-frame snapshot SEI message syntax	349
D.1.17	Progressive refinement segment start SEI message syntax	350
D.1.18	Progressive refinement segment end SEI message syntax	350
D.1.19	Motion-constrained slice group set SEI message syntax	350
D.1.20	Film grain characteristics SEI message syntax	351
D.1.21	Deblocking filter display preference SEI message syntax	351
D.1.22	Stereo video information SEI message syntax	352
D.1.23	Post-filter hint SEI message syntax	352
D.1.24	Tone mapping information SEI message syntax	353
D.1.25	Frame packing arrangement SEI message syntax	354
D.1.26	Reserved SEI message syntax	354
D.2	SEI payload semantics	354
D.2.1	Buffering period SEI message semantics	354
D.2.2	Picture timing SEI message semantics	355
D.2.3	Pan-scan rectangle SEI message semantics	360
D.2.4	Filler payload SEI message semantics	361
D.2.5	User data registered by ITU-T Rec. T.35 SEI message semantics	361
D.2.6	User data unregistered SEI message semantics	362
D.2.7	Recovery point SEI message semantics	362
D.2.8	Decoded reference picture marking repetition SEI message semantics	364
D.2.9	Spare picture SEI message semantics	364
D.2.10	Scene information SEI message semantics	366
D.2.11	Sub-sequence information SEI message semantics	368
D.2.12	Sub-sequence layer characteristics SEI message semantics	369
D.2.13	Sub-sequence characteristics SEI message semantics	370
D.2.14	Full-frame freeze SEI message semantics	372
D.2.15	Full-frame freeze release SEI message semantics	372
D.2.16	Full-frame snapshot SEI message semantics	372
D.2.17	Progressive refinement segment start SEI message semantics	372
D.2.18	Progressive refinement segment end SEI message semantics	373
D.2.19	Motion-constrained slice group set SEI message semantics	373
D.2.20	Film grain characteristics SEI message semantics	374
D.2.21	Deblocking filter display preference SEI message semantics	380
D.2.22	Stereo video information SEI message semantics	382
D.2.23	Post-filter hint SEI message semantics	382
D.2.24	Tone mapping information SEI message semantics	383
D.2.25	Frame packing arrangement SEI message semantics	385
D.2.26	Reserved SEI message semantics	395
Annex E (normative) Video usability information	396	
E.1	VUI syntax	397
E.1.1	VUI parameters syntax	397
E.1.2	HRD parameters syntax	398
E.2	VUI semantics	398
E.2.1	VUI parameters semantics	398
E.2.2	HRD parameters semantics	411
Annex F (informative) Patent Rights	413	
Annex G (normative) Scalable video coding	415	
G.1	Scope	415
G.2	Normative references	415
G.3	Definitions	415
G.4	Abbreviations	419
G.5	Conventions	419

G.6	Source, coded, decoded and output data formats, scanning processes, neighbouring and reference layer relationships	419
G.6.1	Derivation process for reference layer macroblocks	419
G.6.2	Derivation process for reference layer partitions	422
G.6.3	Derivation process for reference layer sample locations in resampling	423
G.6.4	SVC derivation process for macroblock and sub-macroblock partition indices	425
G.7	Syntax and semantics	425
G.7.1	Method of specifying syntax in tabular form	425
G.7.2	Specification of syntax functions, categories, and descriptors	425
G.7.3	Syntax in tabular form	425
G.7.4	Semantics	437
G.8	SVC decoding process	471
G.8.1	SVC initialisation and decoding processes	472
G.8.2	SVC reference picture lists construction and decoded reference picture marking process	492
G.8.3	SVC intra decoding processes	503
G.8.4	SVC Inter prediction process	513
G.8.5	SVC transform coefficient decoding and sample array construction processes	526
G.8.6	Resampling processes for prediction data, intra samples, and residual samples	543
G.8.7	SVC deblocking filter processes	573
G.8.8	Specification of bitstream subsets	585
G.9	Parsing process	586
G.9.1	Alternative parsing process for coded block pattern	587
G.9.2	Alternative CAVLC parsing process for transform coefficient levels	588
G.9.3	Alternative CABAC parsing process for slice data in scalable extension	592
G.10	Profiles and levels	595
G.10.1	Profiles	595
G.10.2	Levels	598
G.11	Byte stream format	603
G.12	Hypothetical reference decoder	603
G.13	Supplemental enhancement information	603
G.13.1	SEI payload syntax	604
G.13.2	SEI payload semantics	610
G.14	Video usability information	638
G.14.1	SVC VUI parameters extension syntax	639
G.14.2	SVC VUI parameters extension semantics	639
Annex H (normative)	Multiview video coding	642
H.1	Scope	642
H.2	Normative references	642
H.3	Definitions	642
H.4	Abbreviations	644
H.5	Conventions	644
H.6	Source, coded, decoded and output data formats, scanning processes, and neighbouring relationships	644
H.7	Syntax and semantics	645
H.7.1	Method of specifying syntax in tabular form	645
H.7.2	Specification of syntax functions, categories, and descriptors	645
H.7.3	Syntax in tabular form	645
H.7.4	Semantics	649
H.8	MVC decoding process	663
H.8.1	MVC decoding process for picture order count	663
H.8.2	MVC decoding process for reference picture lists construction	664
H.8.3	MVC decoded reference picture marking process	668
H.8.4	MVC inter prediction and inter-view prediction process	668
H.8.5	Specification of bitstream subsets	669
H.9	Parsing process	673
H.10	Profiles and levels	673
H.10.1	Profiles	673
H.10.2	Levels	674
H.11	Byte stream format	678
H.12	MVC hypothetical reference decoder	678
H.13	MVC SEI messages	678

H.13.1	SEI message syntax.....	678
H.13.2	SEI message semantics	684
H.14	Video usability information	696
H.14.1	MVC VUI parameters extension syntax	697
H.14.2	MVC VUI parameters extension semantics	697

LIST OF FIGURES

Figure 6-1	– Nominal vertical and horizontal locations of 4:2:0 luma and chroma samples in a frame.....	18
Figure 6-2	– Nominal vertical and horizontal sampling locations of 4:2:0 samples in top and bottom fields.....	19
Figure 6-3	– Nominal vertical and horizontal locations of 4:2:2 luma and chroma samples in a frame.....	19
Figure 6-4	– Nominal vertical and horizontal sampling locations of 4:2:2 samples top and bottom fields.....	20
Figure 6-5	– Nominal vertical and horizontal locations of 4:4:4 luma and chroma samples in a frame.....	20
Figure 6-6	– Nominal vertical and horizontal sampling locations of 4:4:4 samples top and bottom fields.....	21
Figure 6-7	– A picture with 11 by 9 macroblocks that is partitioned into two slices.....	22
Figure 6-8	– Partitioning of the decoded frame into macroblock pairs	22
Figure 6-9	– Macroblock partitions, sub-macroblock partitions, macroblock partition scans, and sub-macroblock partition scans	24
Figure 6-10	– Scan for 4x4 luma blocks.....	25
Figure 6-11	– Scan for 8x8 luma blocks.....	25
Figure 6-12	– Neighbouring macroblocks for a given macroblock.....	27
Figure 6-13	– Neighbouring macroblocks for a given macroblock in MBAFF frames.....	28
Figure 6-14	– Determination of the neighbouring macroblock, blocks, and partitions (informative).....	29
Figure 7-1	– Structure of an access unit not containing any NAL units with nal_unit_type equal to 0, 7, 8, or in the range of 12 to 18, inclusive, or in the range of 20 to 31, inclusive.....	70
Figure 8-1	– Intra_4x4 prediction mode directions (informative)	135
Figure 8-2	– Example for temporal direct-mode motion vector inference (informative)	167
Figure 8-3	– Directional segmentation prediction (informative).....	168
Figure 8-4	– Integer samples (shaded blocks with upper-case letters) and fractional sample positions (un-shaded blocks with lower-case letters) for quarter sample luma interpolation	174
Figure 8-5	– Fractional sample position dependent variables in chroma interpolation and surrounding integer position samples A, B, C, and D	177
Figure 8-6	– Assignment of the indices of dcY to luma4x4BlkIdx	183
Figure 8-7	– Assignment of the indices of dcC to chroma4x4BlkIdx: (a) ChromaArrayType equal to 1, (b) ChromaArrayType equal to 2	185
Figure 8-8	– 4x4 block scans. (a) Zig-zag scan. (b) Field scan (informative).....	187
Figure 8-9	– 8x8 block scans. (a) 8x8 zig-zag scan. (b) 8x8 field scan (informative).....	188
Figure 8-10	– Boundaries in a macroblock to be filtered	208
Figure 8-11	– Convention for describing samples across a 4x4 block horizontal or vertical boundary	212
Figure 9-1	– Illustration of CABAC parsing process for a syntax element SE (informative)	235
Figure 9-2	– Overview of the arithmetic decoding process for a single bin (informative).....	284
Figure 9-3	– Flowchart for decoding a decision	285

iTeH STANDARD PREVIEW
 (standards.iteh.ai)
 ISO/IEC 14496-10:2012
<https://standards.iteh.ai/catalog/standards/siv/14496-10-2012>
 55614902acc4/iso-iec-14496-10-2012

Figure 9-4 – Flowchart of renormalization	288
Figure 9-5 – Flowchart of bypass decoding process	289
Figure 9-6 – Flowchart of decoding a decision before termination	290
Figure 9-7 – Flowchart for encoding a decision.....	292
Figure 9-8 – Flowchart of renormalization in the encoder.....	293
Figure 9-9 – Flowchart of PutBit(B).....	294
Figure 9-10 – Flowchart of encoding bypass.....	295
Figure 9-11 – Flowchart of encoding a decision before termination	296
Figure 9-12 – Flowchart of flushing at termination	296
Figure C-1 – Structure of byte streams and NAL unit streams for HRD conformance checks.....	322
Figure C-2 – HRD buffer model.....	324
Figure D-1 – Rearrangement and upconversion of checkerboard interleaving (frame_packing_arrangement_type equal to 0).....	390
Figure D-2 – Rearrangement and upconversion of column interleaving with frame_packing_arrangement_type equal to 1, quincunx_sampling_flag equal to 0, and (x, y) equal to (0, 0) or (4, 8) for both constituent frames.....	390
Figure D-3 – Rearrangement and upconversion of column interleaving with frame_packing_arrangement_type equal to 1, quincunx_sampling_flag equal to 0, (x, y) equal to (0, 0) or (4, 8) for constituent frame 0 and (x, y) equal to (12, 8) for constituent frame 1.....	391
Figure D-4 – Rearrangement and upconversion of row interleaving with frame_packing_arrangement_type equal to 2, quincunx_sampling_flag equal to 0 and (x, y) equal to (0, 0) or (8, 4) for both constituent frames.....	391
Figure D-5 – Rearrangement and upconversion of row interleaving with frame_packing_arrangement_type equal to 2, quincunx_sampling_flag equal to 0, (x, y) equal to (0, 0) or (8, 4) for constituent frame 0, and (x, y) equal to (8, 12) for constituent frame 1.....	392
Figure D-6 – Rearrangement and upconversion of side-by-side packing arrangement with frame_packing_arrangement_type equal to 3, quincunx_sampling_flag equal to 0, and (x, y) equal to (0, 0) or (4, 8) for both constituent frames.....	392
Figure D-7 – Rearrangement and upconversion of side-by-side packing arrangement with frame_packing_arrangement_type equal to 3, quincunx_sampling_flag equal to 0, (x, y) equal to (12, 8) for constituent frame 0, and (x, y) equal to (0, 0) or (4, 8) for constituent frame 1.....	393
Figure D-8 – Rearrangement and upconversion of top-bottom packing arrangement with frame_packing_arrangement_type equal to 4, quincunx_sampling_flag equal to 0, and (x, y) equal to (0, 0) or (8, 4) for both constituent frames.....	393
Figure D-9 – Rearrangement and upconversion of top-bottom packing arrangement with frame_packing_arrangement_type equal to 4, quincunx_sampling_flag equal to 0, (x, y) equal to (8, 12) for constituent frame 0, and (x, y) equal to (0, 0) or (8, 4) for constituent frame 1.....	394
Figure D-10 – Rearrangement and upconversion of side-by-side packing arrangement with quincunx sampling (frame_packing_arrangement_type equal to 3 with quincunx_sampling_flag equal to 1).....	394
Figure D-11 – Rearrangement of a temporal interleaving frame arrangement (frame_packing_arrangement_type equal to 5).....	395
Figure E-1 – Location of chroma samples for top and bottom fields for chroma_format_idc equal to 1 (4:2:0 chroma format) as a function of chroma_sample_loc_type_top_field and chroma_sample_loc_type_bottom_field.....	407

LIST OF TABLES

Table 5-1 – Operation precedence from highest (at top of table) to lowest (at bottom of table)..... 13

Table 6-1 – SubWidthC, and SubHeightC values derived from chroma_format_idc and separate_colour_plane_flag.... 17

Table 6-2 – Specification of input and output assignments for subclauses 6.4.11.1 to 6.4.11.7 29

Table 6-3 – Specification of mbAddrN 34

Table 6-4 – Specification of mbAddrN and yM..... 35

Table 7-1 – NAL unit type codes, syntax element categories, and NAL unit type classes..... 63

Table 7-2 – Assignment of mnemonic names to scaling list indices and specification of fall-back rule..... 75

Table 7-3 – Specification of default scaling lists Default_4x4_Intra and Default_4x4_Inter 75

Table 7-4 – Specification of default scaling lists Default_8x8_Intra and Default_8x8_Inter 76

Table 7-5 – Meaning of primary_pic_type 84

Table 7-6 – Name association to slice_type 87

Table 7-7 – modification_of_pic_nums_idc operations for modification of reference picture lists 93

Table 7-8 – Interpretation of adaptive_ref_pic_marking_mode_flag..... 95

Table 7-9 – Memory management control operation (memory_management_control_operation) values 96

Table 7-10 – Allowed collective macroblock types for slice_type..... 99

Table 7-11 – Macroblock types for I slices..... 100

Table 7-12 – Macroblock type with value 0 for SI slices..... 101

Table 7-13 – Macroblock type values 0 to 4 for P and SP slices..... 102

Table 7-14 – Macroblock type values 0 to 22 for B slices..... 103

Table 7-15 – Specification of CodedBlockPatternChroma values..... 105

Table 7-16 – Relationship between intra_chroma_pred_mode and spatial prediction modes..... 106

Table 7-17 – Sub-macroblock types in P macroblocks..... 107

Table 7-18 – Sub-macroblock types in B macroblocks 108

Table 8-1 – Refined slice group map type 118

Table 8-2 – Specification of Intra4x4PredMode[luma4x4BlkIdx] and associated names..... 134

Table 8-3 – Specification of Intra8x8PredMode[luma8x8BlkIdx] and associated names..... 141

Table 8-4 – Specification of Intra16x16PredMode and associated names 148

Table 8-5 – Specification of Intra chroma prediction modes and associated names 151

Table 8-6 – Specification of the variable colPic..... 160

Table 8-7 – Specification of PicCodingStruct(X)..... 160

Table 8-8 – Specification of mbAddrCol, yM, and vertMvScale..... 162

Table 8-9 – Assignment of prediction utilization flags 164

Table 8-10 – Derivation of the vertical component of the chroma vector in field coding mode 170

Table 8-11 – Differential full-sample luma locations..... 175

Table 8-12 – Assignment of the luma prediction sample predPartLXL[xL, yL] 176

Table 8-13 – Specification of mapping of idx to c_{ij} for zig-zag and field scan..... 187

Table 8-14 – Specification of mapping of idx to c_{ij} for 8x8 zig-zag and 8x8 field scan..... 188

STANDARD PREVIEW
 (standards.iteh.ai)
 ISO/IEC 14496-10:2012
<https://standards.iteh.ai/catalog/standards/sist/1d43bbe9-9569-4a4c-97a3-55c14903acc4/iso-iec-14496-10-2012>

Table 8-15 – Specification of QP_C as a function of qP_I	189
Table 8-16 – Derivation of offset dependent threshold variables α' and β' from indexA and indexB.....	216
Table 8-17 – Value of variable t'_{CO} as a function of indexA and bS.....	217
Table 9-1 – Bit strings with "prefix" and "suffix" bits and assignment to codeNum ranges (informative).....	220
Table 9-2 – Exp-Golomb bit strings and codeNum in explicit form and used as $ue(v)$ (informative).....	220
Table 9-3 – Assignment of syntax element to codeNum for signed Exp-Golomb coded syntax elements $se(v)$	221
Table 9-4 – Assignment of codeNum to values of coded_block_pattern for macroblock prediction modes.....	222
Table 9-5 – coeff_token mapping to TotalCoeff(coeff_token) and TrailingOnes(coeff_token).....	227
Table 9-6 – Codeword table for level_prefix (informative).....	230
Table 9-7 – total_zeros tables for 4x4 blocks with tzVlcIndex 1 to 7.....	231
Table 9-8 – total_zeros tables for 4x4 blocks with tzVlcIndex 8 to 15.....	232
Table 9-9 – total_zeros tables for chroma DC 2x2 and 2x4 blocks.....	232
Table 9-10 – Tables for run_before.....	233
Table 9-11 – Association of ctxIdx and syntax elements for each slice type in the initialisation process.....	236
Table 9-12 – Values of variables m and n for ctxIdx from 0 to 10.....	237
Table 9-13 – Values of variables m and n for ctxIdx from 11 to 23.....	238
Table 9-14 – Values of variables m and n for ctxIdx from 24 to 39.....	238
Table 9-15 – Values of variables m and n for ctxIdx from 40 to 53.....	238
Table 9-16 – Values of variables m and n for ctxIdx from 54 to 59, and 399 to 401.....	239
Table 9-17 – Values of variables m and n for ctxIdx from 60 to 69.....	239
Table 9-18 – Values of variables m and n for ctxIdx from 70 to 104.....	240
Table 9-19 – Values of variables m and n for ctxIdx from 105 to 165.....	241
Table 9-20 – Values of variables m and n for ctxIdx from 166 to 226.....	242
Table 9-21 – Values of variables m and n for ctxIdx from 227 to 275.....	243
Table 9-22 – Values of variables m and n for ctxIdx from 277 to 337.....	244
Table 9-23 – Values of variables m and n for ctxIdx from 338 to 398.....	245
Table 9-24 – Values of variables m and n for ctxIdx from 402 to 459.....	246
Table 9-25 – Values of variables m and n for ctxIdx from 460 to 483.....	247
Table 9-26 – Values of variables m and n for ctxIdx from 484 to 571.....	248
Table 9-27 – Values of variables m and n for ctxIdx from 572 to 659.....	250
Table 9-28 – Values of variables m and n for ctxIdx from 660 to 717.....	252
Table 9-29 – Values of variables m and n for ctxIdx from 718 to 775.....	253
Table 9-30 – Values of variables m and n for ctxIdx from 776 to 863.....	254
Table 9-31 – Values of variables m and n for ctxIdx from 864 to 951.....	256
Table 9-32 – Values of variables m and n for ctxIdx from 952 to 1011.....	258
Table 9-33 – Values of variables m and n for ctxIdx from 1012 to 1023.....	259
Table 9-34 – Syntax elements and associated types of binarization, maxBinIdxCtx, and ctxIdxOffset.....	261
Table 9-35 – Bin string of the unary binarization (informative).....	264

Table 9-36 – Binarization for macroblock types in I slices	266
Table 9-37 – Binarization for macroblock types in P, SP, and B slices	267
Table 9-38 – Binarization for sub-macroblock types in P, SP, and B slices.....	268
Table 9-39 – Assignment of ctxIdxInc to binIdx for all ctxIdxOffset values except those related to the syntax elements coded_block_flag, significant_coeff_flag, last_significant_coeff_flag, and coeff_abs_level_minus1	270
Table 9-40 – Assignment of ctxIdxBlockCatOffset to ctxBlockCat for syntax elements coded_block_flag, significant_coeff_flag, last_significant_coeff_flag, and coeff_abs_level_minus1	271
Table 9-41 – Specification of ctxIdxInc for specific values of ctxIdxOffset and binIdx.....	280
Table 9-42 – Specification of ctxBlockCat for the different blocks	281
Table 9-43 – Mapping of scanning position to ctxIdxInc for ctxBlockCat == 5, 9, or 13.....	282
Table 9-44 – Specification of rangeTabLPS depending on pStateIdx and qCodIRangeIdx.....	286
Table 9-45 – State transition table	287
Table A-1 – Level limits.....	307
Table A-2 – Specification of cpbBrVclFactor and cpbBrNalFactor.....	310
Table A-3 – Baseline and Constrained Baseline profile level limits	311
Table A-4 – Main, High, Progressive High, High 10, High 4:2:2, High 4:4:4 Predictive, High 10 Intra, High 4:2:2 Intra, High 4:4:4 Intra, and CAVLC 4:4:4 Intra profile level limits	312
Table A-5 – Extended profile level limits	313
Table A-6 – Maximum frame rates (frames per second) for some example frame sizes.....	314
Table A-7 – Maximum DPB size (frames) for some example frame sizes.....	317
Table D-1 – Interpretation of pic_struct	357
Table D-2 – Mapping of ct_type to source picture scan	358
Table D-3 – Definition of counting_type values	359
Table D-4 – scene_transition_type values	367
Table D-5 – model_id values.....	375
Table D-6 – blending_mode_id values.....	376
Table D-7 – filter_hint_type values	383
Table D-8 – Definition of frame_packing_arrangement_type.....	386
Table D-9 – Definition of content_interpretation_type	387
Table E-1 – Meaning of sample aspect ratio indicator	399
Table E-2 – Meaning of video_format	400
Table E-3 – Colour primaries	401
Table E-4 – Transfer characteristics	402
Table E-5 – Matrix coefficients.....	405
Table E-6 – Divisor for computation of $\Delta t_{fi,dpb}(n)$	408
Table F-1 – Organisations providing patent rights licensing notices.....	413
Table G-1 – Name association to slice_type for NAL units with nal_unit_type equal to 20.....	456
Table G-2 – Interpretation of adaptive_ref_base_pic_marking_mode_flag.....	465
Table G-3 – Memory management base control operation (memory_management_base_control_operation) values.....	466

ITeH STANDARD PREVIEW
 (standards.iteh.ai)
<https://standards.iteh.ai/catalog/standards/sist/1d43bbe9-9569-4a4c-97a3-95614902acc4/iso-iec-14496-10-2012>

Table G-4 – Allowed collective macroblock types for slice_type	469
Table G-5 – Inferred macroblock type I_BL for EI slices	469
Table G-6 – Scale values cS for transform coefficient level scaling	534
Table G-7 – Macroblock type predictors mbTypeILPred	552
Table G-8 – Sub-macroblock type predictors subMbTypeILPred[mbPartIdx]	552
Table G-9 – 16-phase luma interpolation filter for resampling in Intra_Base prediction	562
Table G-10 – Mapping of (nX, nY) to coeffTokenIdx and vice versa	589
Table G-11 – Association of ctxIdx and syntax elements for each slice type in the initialisation process	593
Table G-12 – Values of variables m and n for ctxIdx from 1024 to 1026	593
Table G-13 – Values of variables m and n for ctxIdx from 1027 to 1030	593
Table G-14 – Syntax elements and associated types of binarization, maxBinIdxCtx, and ctxIdxOffset	594
Table G-15 – Assignment of ctxIdxInc to binIdx for the ctxIdxOffset values related to the syntax elements base_mode_flag and residual_prediction_flag	594
Table G-16 – Scalable Baseline profile level limits	603
Table G-17 – Specification of cpbBrVclFactor and cpbBrNalFactor	603
Table H-1 – modification_of_pic_nums_idc operations for modification of reference picture lists	662
Table H-2 – Association between camera parameter variables and syntax elements	694

ITeH STANDARD PREVIEW
(standards.iteh.ai)

[ISO/IEC 14496-10:2012](https://standards.iteh.ai/catalog/standards/sist/1d43bbeef-9569-4a4c-97a3-55614902ace4/iso-iec-14496-10-2012)

<https://standards.iteh.ai/catalog/standards/sist/1d43bbeef-9569-4a4c-97a3-55614902ace4/iso-iec-14496-10-2012>

Foreword

ISO (the International Organization for Standardization) and IEC (the International Electrotechnical Commission) form the specialized system for worldwide standardization. National bodies that are members of ISO or IEC participate in the development of International Standards through technical committees established by the respective organization to deal with particular fields of technical activity. ISO and IEC technical committees collaborate in fields of mutual interest. Other international organizations, governmental and non-governmental, in liaison with ISO and IEC, also take part in the work. In the field of information technology, ISO and IEC have established a joint technical committee, ISO/IEC JTC 1.

International Standards are drafted in accordance with the rules given in the ISO/IEC Directives, Part 2.

The main task of the joint technical committee is to prepare International Standards. Draft International Standards adopted by the joint technical committee are circulated to national bodies for voting. Publication as an International Standard requires approval by at least 75 % of the national bodies casting a vote.

Attention is drawn to the possibility that some of the elements of this document may be the subject of patent rights. ISO and IEC shall not be held responsible for identifying any or all such patent rights.

ISO/IEC 14496-10 was prepared by Joint Technical Committee ISO/IEC JTC 1, *Information technology*, Subcommittee SC 29, *Coding of audio, picture, multimedia and hypermedia information* in collaboration with ITU-T.

This part of ISO/IEC 14496 is technically aligned with ITU-T Rec. H.264 but is not published as identical text.

This seventh edition cancels and replaces the sixth edition (ISO/IEC 14496-10:2010) which has been technically revised.

ISO/IEC 14496 consists of the following parts, under the general title *Information technology — Coding of audio-visual objects*:

- *Part 1: Systems*
- *Part 2: Visual*
- *Part 3: Audio*
- *Part 4: Conformance testing*
- *Part 5: Reference software*
- *Part 6: Delivery Multimedia Integration Framework (DMIF)*
- *Part 7: Optimized reference software for coding of audio-visual objects [Technical Report]*
- *Part 8: Carriage of ISO/IEC 14496 contents over IP networks*
- *Part 9: Reference hardware description [Technical Report]*
- *Part 10: Advanced Video Coding*
- *Part 11: Scene description and application engine*

- Part 12: ISO base media file format
- Part 13: Intellectual Property Management and Protection (IPMP) extensions
- Part 14: MP4 file format
- Part 15: Advanced Video Coding (AVC) file format
- Part 16: Animation Framework eXtension (AFX)
- Part 17: Streaming text format
- Part 18: Font compression and streaming
- Part 19: Synthesized texture stream
- Part 20: Lightweight Application Scene Representation (LAsER) and Simple Aggregation Format (SAF)
- Part 21: MPEG-J Graphics Framework eXtensions (GFX)
- Part 22: Open Font Format
- Part 23: Symbolic Music Representation
- Part 24: Audio and systems interaction
- Part 25: 3D Graphics Compression Model
- Part 26: Audio conformance
- Part 27: 3D Graphics conformance

iTeh STANDARD PREVIEW
(standards.iteh.ai)

[ISO/IEC 14496-10:2012](https://standards.iteh.ai/catalog/standards/sist/1d43bbe4-9569-4a4c-97a3-55614902ace4/iso-iec-14496-10-2012)

<https://standards.iteh.ai/catalog/standards/sist/1d43bbe4-9569-4a4c-97a3-55614902ace4/iso-iec-14496-10-2012>