

REDEFINING MOBILITY



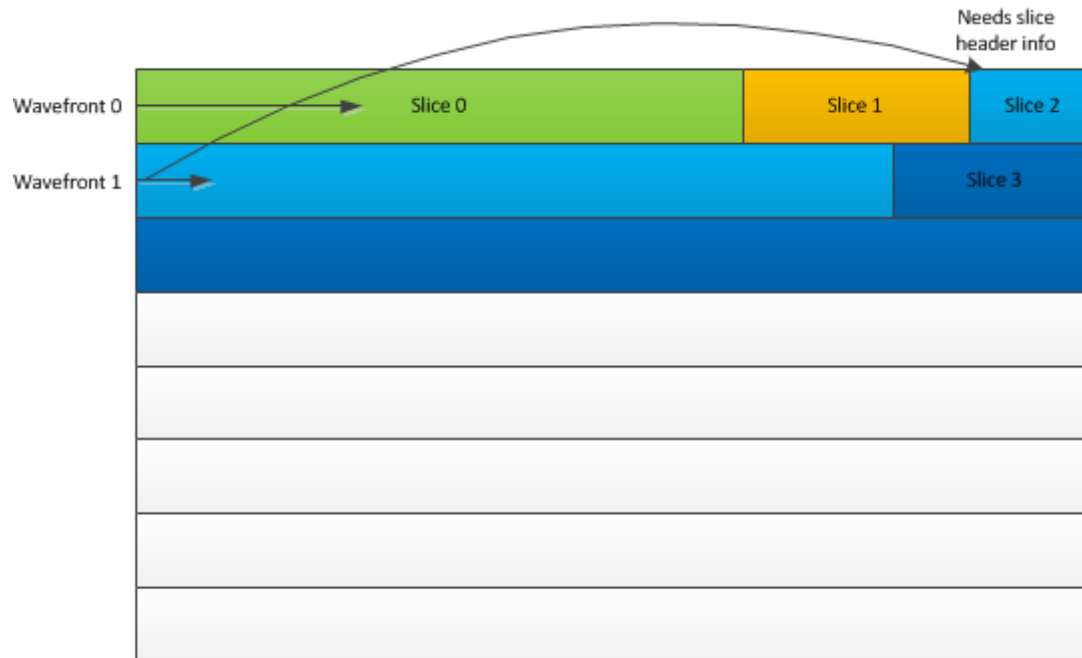
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Restriction on coexistence of WPP and slices

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WPP & Slices

- Currently slices start and end anywhere within a WPP framework.
- Problem: In order to decode wavefronts in parallel the decoder has to parse all the slice headers to the end upfront to get a map of where entry points and slice locations are.



Proposed solution #1

- One or both of the following conditions shall be fulfilled for each slice and row of coding treeblocks:
 - All coded blocks in a slice belong to the same row of coding treeblocks.
 - All coded blocks in a row of coding treeblocks belong to the same slice.
 - NOTE: within the same picture, there may be both slices that contain multiple rows of coding treeblocks and rows of coding treeblocks that contain multiple slices.



Proposed solution 2

- A slice that does not start at the beginning of a CTB row has to end in the CTB row it started.

