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Information technology – General video coding —

Part 2: Low complexity enhancement video coding

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Partie 2: Codage vidéo d'amélioration de faible complexité

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Foreword

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Information technology – General video coding —

Part 2:
Low complexity enhancement video coding

1 Scope

This document specifies low complexity enhancement video coding.

2 Normative references

The following documents are referred to in the text in such a way that some or all of their content constitutes requirements of this document. For dated references, only the edition cited applies. For undated references, the latest edition of the referenced document (including any amendments) applies.

ISO/IEC 11578:1996, *Information technology — Open systems interconnection — Remote procedure call (RPC)*

ITU-T H.273 | ISO/IEC 23091-2:2019, *Information technology — Coding-independent code points — Part 2: Video*

ITU-T Recommendation T.35:2000, *Procedure for the allocation of ITU-T defined codes for non-standard facilities*

3 Terms and definitions

For the purposes of this document, the following terms and definitions apply.

ISO and IEC maintain terminological databases for use in standardization at the following addresses:

— ISO Online browsing platform: available at https://www.iso.org/obp

— IEC Electropedia: available at https://www.electropedia.org/

3.1
access unit
AU
set of *NAL units* (3.35) that are associated with a particular output time, are consecutive in *decoding order* (3.20), and contain exactly one *coded picture* (3.9)

3.2
bitstream
sequence of bits, in the form of a *NAL unit stream* (3.36) or a *byte stream* (3.6), that forms the representation of *coded pictures* (3.9), and associated data forming one or more coded video sequences (CVSs)

3.3
block
MxN (M-column by N-row) array of samples, or an MxN array of *transform coefficients* (3.57)

3.4
byte
sequence of 8 bits, within which, when written or read as a sequence of bit values, the left-most and right-most bits represent the most and least significant bits, respectively

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