I.9.3.3.6 Binarization process for part\_mode

Inputs to this process are a request for a binarization for the syntax element part\_mode a luma location ( xCb, yCb ), specifying the top-left sample of the current luma coding block relative to the top-left luma sample of the current picture, a variable log2CbSize specifying the current luma coding block size, and the variable partPredIdc which indicates the partition mode of the collocated texture CU.

Output of this process is the binarization of the syntax element.

The bin string for the syntax element part\_mode is empty if the variable predPartModeFlag equals 1.

Otherwise, the binarization for the syntax element part\_mode is specified in Table I‑22 depending on the values of CuPredMode[ xCb ][ yCb ], log2CbSize, and partPredIdc.

Table I‑22 – Binarization for part\_mode when predPartModeFlag=0

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| **CuPredMode**[ xCb ][ yCb ] | **part\_mode** | partPredIdc | **PartMode** | **Bin string** | | | |
| log2CbSize >  MinCbLog2SizeY | | log2CbSize  = =  MinCbLog2SizeY | |
| !amp\_enabled\_flag | amp\_enabled\_flag | log2CbSize  = =  3 | log2CbSize > 3 |
| MODE\_INTRA | 0 | - | PART\_2Nx2N | - | - | 1 | 1 |
| 1 | - | PART\_NxN | - | - | 0 | 0 |
| MODE\_INTER | 0 | 0, 1, 2 | PART\_2Nx2N | 1 | 1 | 1 | 1 |
| 1 | 0 | PART\_2NxN | 01 | 011 | 01 | 01 |
| 1 | 1 | PART\_2NxN | 0 | 01 | 0 | 0 |
| 1 | 2 | PART\_Nx2N | 0 | 01 | 0 | 0 |
| 2 | 0 | PART\_Nx2N | 00 | 001 | 00 | 001 |
| 2 | 1 | PART\_2NxnU | - | 000 | - | - |
| 2 | 2 | PART\_nLx2N | - | 000 | - | - |
| 3 | 0 | PART\_NxN | - | - | - | 000 |
| 3 | 1 | PART\_2NxnD | - | 001 | - | - |
| 3 | 2 | PART\_nRx2N | - | 001 | - | - |
| 4 | 0 | PART\_2NxnU | - | 0100 | - | - |
| 5 | 0 | PART\_2NxnD | - | 0101 | - | - |
| 6 | 0 | PART\_nLx2N | - | 0000 | - | - |
| 7 | 0 | PART\_nRx2N | - | 0001 | - | - |