**coded\_sub\_block\_flag**[ xS ][ yS ] specifies the following for the 4x4 sub-block at position ( xS, yS ) within the current transform block.

* If coded\_sub\_block\_flag[ xS ][ yS ] is equal to 0, the 16 transform coefficient levels of the sub-block at location ( xS, yS ) are inferred to be equal to 0;
* Otherwise (coded\_sub\_block\_flag[ xS ][ yS ] is equal to 1), the following applies.
* If ( xS, yS ) is equal to ( 0, 0 ), at least one of the 16 significant\_coeff\_flag syntax elements is present for the sub-block at location ( xS, yS ) .
* Otherwise, at least one of the 16 transform coefficient levels of the sub-block at location ( xS, yS ) has a non zero value.

When coded\_sub\_block\_flag[ xS ][ yS ] is not present, it is inferred as follows.

* If one or more of the following conditions are true, coded\_sub\_block\_flag[ xS ][ yS ] is inferred to be equal to 1.
* ( xS, yS ) is equal to ( 0, 0 )
* ( xS, yS ) is equal to ( LastSignificantCoeffX >> 2, LastSignificantCoeffY >> 2 )
* Otherwise, coded\_sub\_block\_flag[ xS ][ yS ] is inferred to be equal to 0.