



- (51) International Patent Classification:  
H04N 19/122 (2014.01) H04N 19/119 (2014.01)  
H04N 19/136 (2014.01)
- (21) International Application Number:  
PCT/CN2020/114227
- (22) International Filing Date:  
09 September 2020 (09.09.2020)
- (25) Filing Language: English
- (26) Publication Language: English
- (30) Priority Data:  
PCT/CN2019/104874  
09 September 2019 (09.09.2019) CN
- (71) Applicants: **BEIJING BYTEDANCE NETWORK TECHNOLOGY CO., LTD.** [CN/CN]; Room B-0035, 2/F, No. 3 Building, No. 30, Shixing Road, Shijingshan District, Beijing 100041 (CN). **BYTEDANCE INC.** [US/US]; 12655 West Jefferson Boulevard, Sixth Floor, Suite No. 137, Los Angeles, California 90066 (US).

- (72) Inventors: **XU, Jizheng**; 12655 West Jefferson Boulevard, Sixth Floor, Suite No. 137, Los Angeles, California 90066 (US). **ZHANG, Kai**; 12655 West Jefferson Boulevard, Sixth Floor, Suite No. 137, Los Angeles, California 90066 (US). **ZHANG, Li**; 12655 West Jefferson Boulevard, Sixth Floor, Suite No. 137, Los Angeles, California 90066 (US). **LIU, Hongbin**; Jinritoutiao Post Office, China Satellite Communications Tower, No. 63, Zhichun Road, Haidian District, Beijing 100080 (CN). **DENG, Zhipin**; Jinritoutiao Post Office, China Satellite Communications Tower, No. 63, Zhichun Road, Haidian District, Beijing 100080 (CN). **WANG, Yue**; Jinritoutiao Post Office, China Satellite Communications Tower, No. 63, Zhichun Road, Haidian District, Beijing 100080 (CN).
- (74) Agent: **LIU, SHEN & ASSOCIATES**; 10th Floor, Building 1, 10 Caihefang Road, Haidian District, Beijing 100080 (CN).
- (81) Designated States (*unless otherwise indicated, for every kind of national protection available*): AE, AG, AL, AM, AO, AT, AU, AZ, BA, BB, BG, BH, BN, BR, BW, BY, BZ,

(54) Title: COEFFICIENT SCALING FOR HIGH PRECISION IMAGE AND VIDEO CODING

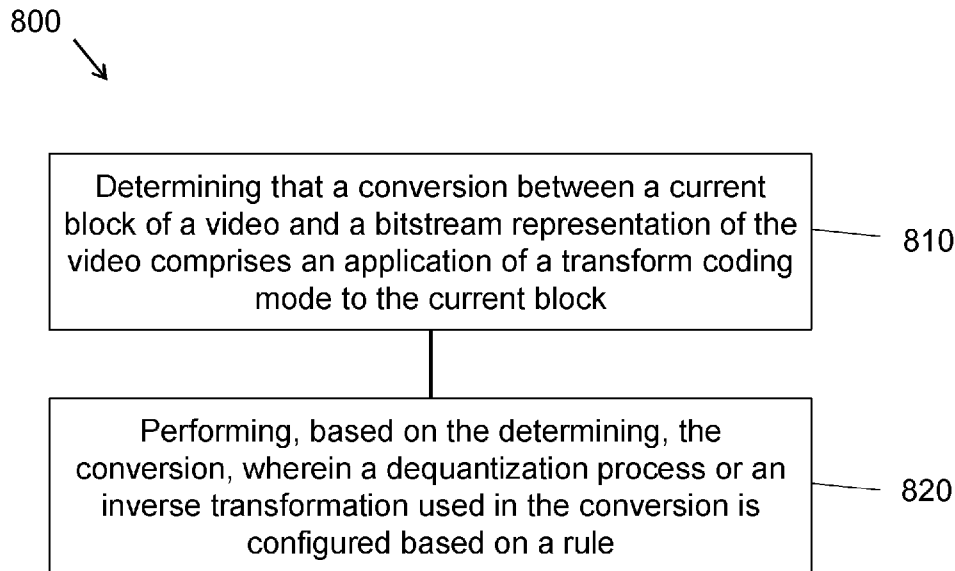


FIG. 8

(57) Abstract: Methods, systems, and devices for coefficient scaling for high-precision image and video coding are described. A example method of video processing includes performing a conversion between a current block of a video and a bitstream representation of the video according to a rule, wherein the rule specifies that the conversion comprises during encoding, skipping applying a forward transform to residual coefficients of the current block prior to including in the bitstream representation, or during decoding, reconstructing residual coefficients of the current block from the bitstream representation without applying an inverse transform, and wherein the rule further specifies that a scale factor is applied to the residual coefficients independent of a size of the current block.



CA, CH, CL, CN, CO, CR, CU, CZ, DE, DJ, DK, DM, DO,  
DZ, EC, EE, EG, ES, FI, GB, GD, GE, GH, GM, GT, HN,  
HR, HU, ID, IL, IN, IR, IS, IT, JO, JP, KE, KG, KH, KN,  
KP, KR, KW, KZ, LA, LC, LK, LR, LS, LU, LY, MA, MD,  
ME, MG, MK, MN, MW, MX, MY, MZ, NA, NG, NI, NO,  
NZ, OM, PA, PE, PG, PH, PL, PT, QA, RO, RS, RU, RW,  
SA, SC, SD, SE, SG, SK, SL, ST, SV, SY, TH, TJ, TM, TN,  
TR, TT, TZ, UA, UG, US, UZ, VC, VN, WS, ZA, ZM, ZW.

- (84) Designated States** (*unless otherwise indicated, for every kind of regional protection available*): ARIPO (BW, GH, GM, KE, LR, LS, MW, MZ, NA, RW, SD, SL, ST, SZ, TZ, UG, ZM, ZW), Eurasian (AM, AZ, BY, KG, KZ, RU, TJ, TM), European (AL, AT, BE, BG, CH, CY, CZ, DE, DK, EE, ES, FI, FR, GB, GR, HR, HU, IE, IS, IT, LT, LU, LV, MC, MK, MT, NL, NO, PL, PT, RO, RS, SE, SI, SK, SM, TR), OAPI (BF, BJ, CF, CG, CI, CM, GA, GN, GQ, GW, KM, ML, MR, NE, SN, TD, TG).

**Declarations under Rule 4.17:**

- *of inventorship (Rule 4.17(iv))*

**Published:**

- *with international search report (Art. 21(3))*

## COEFFICIENT SCALING FOR HIGH PRECISION IMAGE AND VIDEO CODING

### CROSS-REFERENCE TO RELATED APPLICATION

[0001] Under the applicable patent law and/or rules pursuant to the Paris Convention, this application is made to timely claim the priority to and benefits of International Patent Application No. PCT/CN2019/104874 filed on September 9, 2019. For all purposes under the law, the entire disclosures of the aforementioned applications are incorporated by reference as part of the disclosure of this application.

### TECHNICAL FIELD

[0002] This patent document relates to video coding and decoding.

### BACKGROUND

[0003] In spite of the advances in video compression, digital video still accounts for the largest bandwidth use on the internet and other digital communication networks. As the number of connected user devices capable of receiving and displaying video increases, it is expected that the bandwidth demand for digital video usage will continue to grow.

### SUMMARY

[0004] Devices, systems and methods related to digital video coding, and specifically, to coefficient scaling for high-precision image and video coding.

[0005] In one example aspect, a video processing method is disclosed. The method includes performing a conversion between a current block of a video and a bitstream representation of the video according to a rule, wherein the rule specifies that the conversion comprises during encoding, skipping applying a forward transform to residual coefficients of the current block prior to including in the bitstream representation, or during decoding, reconstructing residual coefficients of the current block from the bitstream representation without applying an inverse transform, and wherein the rule further specifies that a scale factor is applied to the residual coefficients independent of a size of the current block.

[0006] In another example aspect, a video processing method is disclosed. The method includes determining that a conversion between a current block of a video and a bitstream representation of the video comprises an application of a transform coding mode to the current block; and performing, based on the determining, the conversion, wherein a dequantization process or an inverse transformation used in the conversion is configured based on a rule.

[0007] In yet another example aspect, a video processing method is disclosed. The method includes determining that a conversion between a current block of a video and a bitstream representation of the video comprises a lossless conversion; and performing, based on the determining, the conversion, wherein a transformation, an inverse transformation, a quantization process, and/or a dequantization process used in the conversion is applied without a bit-shifting operation.

[0008] In yet another aspect, the above-described method is embodied in the form of processor-executable code and stored in a computer-readable program medium.

[0009] In yet another aspect, a device that is configured or operable to perform the above-described method is disclosed. The device may include a processor that is programmed to implement this method.

[0010] In yet another aspect, a video decoder apparatus may implement a method as described herein.

[0011] The above and other aspects and features of the disclosed technology are described in greater detail in the drawings, the description and the claims.

#### BRIEF DESCRIPTION OF THE DRAWINGS

[0012] FIG. 1 shows an example of a Low-Frequency Non-Separable Transform (LFNST) process.

[0013] FIG. 2 shows examples of SBT position, type and transform type.

[0014] FIG. 3 is an illustration of the two scalar quantizers used in the proposed approach of dependent quantization.

[0015] FIG. 4 shows an example state transition and quantizer selection for the proposed dependent quantization.

[0016] FIG. 5 is a block diagram of an example video processing system in which disclosed techniques may be implemented.

[0017] FIG. 6 is a block diagram for an example hardware platform for video processing.

[0018] FIGS. 7-9 are flowcharts for example methods of video processing.

## DETAILED DESCRIPTION

[0019] Embodiments of the disclosed technology may be applied to existing video coding standards (e.g., HEVC, H.265) and future standards to improve compression performance. Section headings are used in the present document to improve readability of the description and do not in any way limit the discussion or the embodiments (and/or implementations) to the respective sections only.

### 1 Summary

[0020] This document is related to image and video coding technologies. Specifically, it is related to transform, quantization, dequantization and inverse transform in image and video coding. It may be applied to the existing video coding standard like HEVC, or the standard (Versatile Video Coding) to be finalized. It may be also applicable to future video coding standards or video codec.

### 2 Background

[0021] Video coding standards have evolved primarily through the development of the well-known ITU-T and ISO/IEC standards. The ITU-T produced H.261 and H.263, ISO/IEC produced MPEG-1 and MPEG-4 Visual, and the two organizations jointly produced the H.262/MPEG-2 Video and H.264/MPEG-4 Advanced Video Coding (AVC) and H.265/HEVC standards. Since H.262, the video coding standards are based on the hybrid video coding structure wherein temporal prediction plus transform coding are utilized. To explore the future video coding technologies beyond HEVC, Joint Video Exploration Team (JVET) was founded by VCEG and MPEG jointly in 2015. Since then, many new methods have been adopted by JVET and put into the reference software named Joint Exploration Model (JEM). In April 2018, the Joint Video Expert Team (JVET) between VCEG (Q6/16) and ISO/IEC JTC1 SC29/WG11 (MPEG) was created to work on the VVC standard targeting at 50% bitrate reduction compared to HEVC.

[0022] The latest version of VVC draft, i.e., Versatile Video Coding (Draft 6) could be found at:

[0023] [http://phenix.it-sudparis.eu/jvet/doc\\_end\\_user/documents/15\\_Gothenburg/wg11/JVET-O2001-v14.zip](http://phenix.it-sudparis.eu/jvet/doc_end_user/documents/15_Gothenburg/wg11/JVET-O2001-v14.zip)

[0024] The latest reference software of VVC, named VTM, could be found at:

[0025] [https://vcgit.hhi.fraunhofer.de/jvet/VVCSOFTWARE\\_VTM/-/tags/VTM-6.0rc1](https://vcgit.hhi.fraunhofer.de/jvet/VVCSOFTWARE_VTM/-/tags/VTM-6.0rc1)

## **2.1 Transform and quantization**

### **2.1.1 Large block-size transforms with high-frequency zeroing**

[0026] In VTM5, large block-size transforms, up to  $64 \times 64$  in size, are enabled, which is primarily useful for higher resolution video, e.g., 1080p and 4K sequences. High frequency transform coefficients are zeroed out for the transform blocks with size (width or height, or both width and height) equal to 64, so that only the lower-frequency coefficients are retained. For example, for an  $M \times N$  transform block, with  $M$  as the block width and  $N$  as the block height, when  $M$  is equal to 64, only the left 32 columns of transform coefficients are kept. Similarly, when  $N$  is equal to 64, only the top 32 rows of transform coefficients are kept. When transform skip mode is used for a large block, the entire block is used without zeroing out any values.

### **2.1.2 Multiple transform selection (MTS) for core transform**

[0027] In addition to DCT-II which has been employed in HEVC, a Multiple Transform Selection (MTS) scheme is used for residual coding both inter and intra coded blocks. It uses multiple selected transforms from the DCT8/DST7. The newly introduced transform matrices are DST-VII and DCT-VIII. Table 1 shows the basis functions of the selected DST/DCT.

Table 1 - Transform basis functions of DCT-II/ VIII and DSTVII for N-point input

Transform Type	Basis function $T_i(j)$ , $i, j = 0, 1, \dots, N-1$
DCT-II	$T_i(j) = \omega_0 \cdot \sqrt{\frac{2}{N}} \cdot \cos\left(\frac{\pi \cdot i \cdot (2j + 1)}{2N}\right)$ <p>where, <math>\omega_0 = \begin{cases} \sqrt{\frac{2}{N}} &amp; i = 0 \\ 1 &amp; i \neq 0 \end{cases}</math></p>
DCT-VIII	$T_i(j) = \sqrt{\frac{4}{2N + 1}} \cdot \cos\left(\frac{\pi \cdot (2i + 1) \cdot (2j + 1)}{4N + 2}\right)$
DST-VII	$T_i(j) = \sqrt{\frac{4}{2N + 1}} \cdot \sin\left(\frac{\pi \cdot (2i + 1) \cdot (j + 1)}{2N + 1}\right)$

**[0028]** In order to keep the orthogonality of the transform matrix, the transform matrices are quantized more accurately than the transform matrices in HEVC. To keep the intermediate values of the transformed coefficients within the 16-bit range, after horizontal and after vertical transform, all the coefficients are to have 10-bit.

**[0029]** In order to control MTS scheme, separate enabling flags are specified at SPS level for intra and inter, respectively. When MTS is enabled at SPS, a CU level flag is signalled to indicate whether MTS is applied or not. Here, MTS is applied only for luma. The MTS CU level flag is signalled when the following conditions are satisfied.

- Both width and height smaller than or equal to 32
- CBF flag is equal to one

**[0030]** If MTS CU flag is equal to zero, then DCT2 is applied in both directions. However, if MTS CU flag is equal to one, then two other flags are additionally signalled to indicate the transform type for the horizontal and vertical directions, respectively. Transform and signalling mapping table as shown in Table 2. Unified the transform selection for ISP and implicit MTS is used by removing the intra-mode and block-shape dependencies. If current block is ISP mode or

if the current block is intra block and both intra and inter explicit MTS is on, then only DST7 is used for both horizontal and vertical transform cores. When it comes to transform matrix precision, 8-bit primary transform cores are used. Therefore, all the transform cores used in HEVC are kept as the same, including 4-point DCT-2 and DST-7, 8-point, 16-point and 32-point DCT-2. Also, other transform cores including 64-point DCT-2, 4-point DCT-8, 8-point, 16-point, 32-point DST-7 and DCT-8, use 8-bit primary transform cores.

Table 2 - Transform and signaling mapping table

MTS_CU_flag	MTS_Hor_flag	MTS_Ver_flag	Intra/inter	
			Horizontal	Vertical
0			DCT2	
1	0	0	DST7	DST7
	0	1	DCT8	DST7
	1	0	DST7	DCT8
	1	1	DCT8	DCT8

[0031] To reduce the complexity of large size DST-7 and DCT-8, High frequency transform coefficients are zeroed out for the DST-7 and DCT-8 blocks with size (width or height, or both width and height) equal to 32. Only the coefficients within the 16x16 lower-frequency region are retained.

[0032] As in HEVC, the residual of a block can be coded with transform skip mode. To avoid the redundancy of syntax coding, the transform skip flag is not signalled when the CU level MTS\_CU\_flag is not equal to zero. The block size limitation for transform skip is the same to that for MTS in JEM4, which indicate that transform skip is applicable for a CU when both block width and height are equal to or less than 32.

**2.1.3 Transform coefficient zeroing out**

[0033] When a transform unit is large, it may need a large transform core, which brings much more complexity compared with small transform. Therefore, in the current VVC design, when a



transform unit is large enough, a certain part of the transform coefficients will be set to 0 to reduce the size of transform needed.

[0034] Specifically, in the current VVC draft, it defines two variables to reflect which part of coefficients will be preserved:

$$\text{nonZeroW} = \text{Min}(\text{nTbW}, (\text{trTypeHor} > 0) ? 16 : 32)$$

$$\text{nonZeroH} = \text{Min}(\text{nTbH}, (\text{trTypeVer} > 0) ? 16 : 32)$$

[0035] Thus, after a 2-D forward transform, only with  $x=0..\text{nonZeroW}-1$  and  $y=0..\text{nonZeroH}-1$  may contain non-zero coefficients and all other coefficients are set to 0.

[0036] We denote  $\text{nonZeroW}$  and  $\text{nonZeroH}$  as the actual transform size in width and height, which may be different from the width ( $\text{nTbW}$ ) and height ( $\text{nTbH}$ ) of the transform unit.

### 2.1.4 Low-Frequency Non-Separable Transform (LFNST)

[0037] In VTM5, LFNST (low-frequency non-separable transform), which is known as reduced secondary transform, is applied between forward primary transform and quantization (at encoder) and between de-quantization and inverse primary transform (at decoder side) as shown in FIG. 1. In LFNST, 4x4 non-separable transform or 8x8 non-separable transform is applied according to block size. For example, 4x4 LFNST is applied for small blocks (i.e.,  $\min(\text{width}, \text{height}) < 8$ ) and 8x8 LFNST is applied for larger blocks (i.e.,  $\min(\text{width}, \text{height}) > 4$ ).

[0038] FIG. 1 shows an example of a Low-Frequency Non-Separable Transform (LFNST) process.

[0039] Application of a non-separable transform, which is being used in LFNST, is described as follows using input as an example. To apply 4x4 LFNST, the 4x4 input block  $X$

$$X = \begin{bmatrix} X_{00} & X_{01} & X_{02} & X_{03} \\ X_{10} & X_{11} & X_{12} & X_{13} \\ X_{20} & X_{21} & X_{22} & X_{23} \\ X_{30} & X_{31} & X_{32} & X_{33} \end{bmatrix} \quad (3-1)$$

is first represented as a vector  $\vec{X}$ :

$$\vec{X} = [X_{00} \ X_{01} \ X_{02} \ X_{03} \ X_{10} \ X_{11} \ X_{12} \ X_{13} \ X_{20} \ X_{21} \ X_{22} \ X_{23} \ X_{30} \ X_{31} \ X_{32} \ X_{33}]^T \quad (3-2)$$

[0040] The non-separable transform is calculated as  $\vec{F} = T \cdot \vec{X}$ , where  $\vec{F}$  indicates the transform coefficient vector, and  $T$  is a 16x16 transform matrix. The 16x1 coefficient vector  $\vec{F}$  is subsequently re-organized as 4x4 block using the scanning order for that block (horizontal, vertical

or diagonal). The coefficients with smaller index will be placed with the smaller scanning index in the 4x4 coefficient block.

#### 2.1.4.1 Reduced Non-separable transform

[0041] LFNST (low-frequency non-separable transform) is based on direct matrix multiplication approach to apply non-separable transform so that it is implemented in a single pass without multiple iterations. However, the non-separable transform matrix dimension needs to be reduced to minimize computational complexity and memory space to store the transform coefficients. Hence, reduced non-separable transform (or RST) method is used in LFNST. The main idea of the reduced non-separable transform is to map an  $N$  ( $N$  is commonly equal to 64 for 8x8 NSST) dimensional vector to an  $R$  dimensional vector in a different space, where  $N/R$  ( $R < N$ ) is the reduction factor. Hence, instead of  $N \times N$  matrix, RST matrix becomes an  $R \times N$  matrix as follows:

$$T_{R \times N} = \begin{bmatrix} t_{11} & t_{12} & t_{13} & \dots & t_{1N} \\ t_{21} & t_{22} & t_{23} & \dots & t_{2N} \\ \vdots & \vdots & \vdots & \ddots & \vdots \\ t_{R1} & t_{R2} & t_{R3} & \dots & t_{RN} \end{bmatrix} \quad (3-3)$$

[0042] where the  $R$  rows of the transform are  $R$  bases of the  $N$  dimensional space. The inverse transform matrix for RT is the transpose of its forward transform. For 8x8 LFNST, a reduction factor of 4 is applied in VTM5, and 64x64 direct matrix, which is conventional 8x8 non-separable transform matrix size, is reduced to 16x48 direct matrix. Hence, the 48x16 inverse RST matrix is used at the decoder side to generate core (primary) transform coefficients in 8x8 top-left regions. When 16x48 matrices are applied instead of 16x64 with the same transform set configuration, each of which takes 48 input data from three 4x4 blocks in a top-left 8x8 block excluding right-bottom 4x4 block. With the help of the reduced dimension, memory usage for storing all LFNST matrices is reduced from 10KB to 8KB with reasonable performance drop. In order to further reduce worst case complexity in terms of multiplication count occurs when all TUs consist of 4x4 TU or 8x8 TU, top 8x48 and 8x16 matrices are applied to 8x8 TU and 4x4 TU, respectively. For blocks larger than 8x8 TU, worst case does not occur so that 8x8 LFNST (i.e. 16x48 matrix) is applied to top-left 8x8 region. For 8x4 TU or 4x8 TU, 4x4 LFNST (i.e. 16x16 matrix) is applied to only top-left 4x4 region. For 4xN or Nx4 TU ( $N \geq 16$ ), 4x4 LFNST is applied to two adjacent top-left 4x4

blocks each. With the aforementioned simplification, the worst-case number of multiplications becomes 8 per sample.

#### 2.1.4.2 LFNST transform selection

[0043] There are totally 4 transform sets and 2 non-separable transform matrices (kernels) per transform set are used in LFNST. The mapping from the intra prediction mode to the transform set is pre-defined as shown in Table 3. For each transform set, the selected non-separable secondary transform candidate is further specified by the explicitly signalled LFNST index. The index is signalled in a bit-stream once per Intra CU after transform coefficients.

*Table 3 Transform selection table*

IntraPredMode	Tr. set index
IntraPredMode < 0	1
0 <= IntraPredMode <= 1	0
2 <= IntraPredMode <= 12	1
13 <= IntraPredMode <= 23	2
24 <= IntraPredMode <= 44	3
45 <= IntraPredMode <= 55	2
56 <= IntraPredMode	1

#### 2.1.4.3 LFNST index Signaling and interaction with other tools

[0044] The forward 8x8 LFNST uses 16x48 matrices so that it produces non-zero coefficients only in the top-left 4x4 region within the given 8x8 region. In other words, if LFNST is applied then the 8x8 region except the top-left 4x4 region generates only zero coefficients. As a result, LFNST index is not coded when any non-zero element is detected within 8x8 block region other than top-left 4x4 because it implies that LFNST was not applied. In such a case, LFNST index is inferred to be zero. If LFNST index is equal to 0, LFNST is not applied. Otherwise, LFNST is applied. In addition, the LFNST index is context coded but does not depend on intra prediction mode, and only the first bin is context coded.

[0045] An inverse LFNST is conditionally applied when the following two conditions are satisfied:

- a. Block size is greater than or equal to the given threshold ( $W \geq 4$  &  $H \geq 4$ )
- b. Transform skip mode flag is equal to zero

[0046] If both width (W) and height (H) of a transform coefficient block is greater than 4, then the 8x8 LFNST is applied to the top-left 8×8 region of the transform coefficient block. Otherwise, the 4x4 LFNST is applied on the top-left  $\min(8, W) \times \min(8, H)$  region of the transform coefficient block.

[0047] Furthermore, LFNST is applied for intra CU in both intra and inter slices, and for both Luma and Chroma. If a dual tree is enabled, LFNST indices for Luma and Chroma are signaled separately. For inter slice (the dual tree is disabled), a single LFNST index is signaled and used for both Luma and Chroma.

[0048] When ISP mode is selected, LFNST is disabled and RST index is not signaled, because performance improvement was marginal even if RST is applied to every feasible partition block. Furthermore, disabling RST for ISP-predicted residual could reduce encoding complexity. LFNST is also disabled and the index is not signaled when MIP mode is selected.

### 2.1.5 Sub-block Transform (SBT)

[0049] In VTM, sub-block transform is introduced for an inter-predicted CU. In this transform mode, only a sub-part of the residual block is coded for the CU. When inter-predicted CU with  $cu\_cbf$  equal to 1,  $cu\_sbt\_flag$  may be signaled to indicate whether the whole residual block or a sub-part of the residual block is coded. In the former case, inter MTS information is further parsed to determine the transform type of the CU. In the latter case, a part of the residual block is coded with inferred adaptive transform and the other part of the residual block is zeroed out.

[0050] When SBT is used for an inter-coded CU, SBT type and SBT position information are signaled in the bitstream. There are two SBT types and two SBT positions, as indicated in FIG. 2. For SBT-V (or SBT-H), the TU width (or height) may equal to half of the CU width (or height) or 1/4 of the CU width (or height), resulting in 2:2 split or 1:3/3:1 split. The 2:2 split is like a binary tree (BT) split while the 1:3/3:1 split is like an asymmetric binary tree (ABT) split. In ABT splitting, only the small region contains the non-zero residual. If one dimension of a CU is 8 in luma samples, the 1:3/3:1 split along that dimension is disallowed. There are at most 8 SBT modes for a CU.

[0051] Position-dependent transform core selection is applied on luma transform blocks in SBT-V and SBT-H (chroma TB always using DCT-2). The two positions of SBT-H and SBT-V are associated with different core transforms. More specifically, the horizontal and vertical transforms for each SBT position is specified in FIG. 2. For example, the horizontal and vertical transforms for SBT-V position 0 is DCT-8 and DST-7, respectively. When one side of the residual TU is greater than 32, the transform for both dimensions is set as DCT-2. Therefore, the sub-block transform jointly specifies the TU tiling, cbf, and horizontal and vertical core transform type of a residual block.

[0052] A variable `maxSbtSize` is signaled in SPS to specify the max CU size for which SBT can be applied. In the VTM5, for HD and 4K sequences, `maxSbtSize` is set as 64 by encoder; for other smaller resolution sequences, `maxSbtSize` is set as 32.

[0053] The SBT is not applied to the CU coded with combined inter-intra mode or TPM mode.

### 2.1.6 Quantization

[0054] In VTM5, Maximum QP was extended from 51 to 63, and the signaling of initial QP was changed accordingly. The initial value of `SliceQpY` is modified at the slice segment layer when a non-zero value of `slice_qp_delta` is coded. Specifically, the value of `init_qp_minus26` is modified to be in the range of  $(-26 + QpBdOffsetY)$  to +37. In VTM5, when the size of a transform block is not a power of 4, the transform coefficients are processed along with a modification to the QP or QP `levelScale` table rather than by multiplication by 181/256 (or 181/128), to compensate for an implicit scaling by the transform process.

[0055] In addition, the same HEVC scalar quantization is used with a new concept called dependent scalar quantization. Dependent scalar quantization refers to an approach in which the set of admissible reconstruction values for a transform coefficient depends on the values of the transform coefficient levels that precede the current transform coefficient level in reconstruction order. The main effect of this approach is that, in comparison to conventional independent scalar quantization as used in HEVC, the admissible reconstruction vectors are packed denser in the N-dimensional vector space (N represents the number of transform coefficients in a transform block). That means, for a given average number of admissible reconstruction vectors per N-dimensional unit volume, the average distortion between an input vector and the closest reconstruction vector

is reduced. The approach of dependent scalar quantization is realized by: (a) defining two scalar quantizers with different reconstruction levels and (b) defining a process for switching between the two scalar quantizers.

[0056]

[0057] FIG. 3 is an illustration of the two scalar quantizers used in the proposed approach of dependent quantization.

[0058] The two scalar quantizers used, denoted by Q0 and Q1, are illustrated in FIG. 3. The location of the available reconstruction levels is uniquely specified by a quantization step size  $\Delta$ . The scalar quantizer used (Q0 or Q1) is not explicitly signalled in the bitstream. Instead, the quantizer used for a current transform coefficient is determined by the parities of the transform coefficient levels that precede the current transform coefficient in coding/reconstruction order.

[0059] FIG. 4 shows an example state transition and quantizer selection for the proposed dependent quantization.

[0060] As illustrated in FIG. 4, the switching between the two scalar quantizers (Q0 and Q1) is realized via a state machine with four states. The state can take four different values: 0, 1, 2, 3. It is uniquely determined by the parities of the transform coefficient levels preceding the current transform coefficient in coding/reconstruction order. At the start of the inverse quantization for a transform block, the state is set equal to 0. The transform coefficients are reconstructed in scanning order (i.e., in the same order they are entropy decoded). After a current transform coefficient is reconstructed, the state is updated as shown in FIG. 4, where  $k$  denotes the value of the transform coefficient level.

[0061] It is also supported to signal the default and user-defined scaling matrices. The DEFAULT mode scaling matrices are all flat, with elements equal to 16 for all TB sizes. IBC and intra coding modes currently share the same scaling matrices. Thus, for the case of USER\_DEFINED matrices, the number of MatrixType and MatrixType\_DC are updated as follows:

- **MatrixType: 30 = 2** (2 for intra&IBC/inter)  $\times$  **3** (Y/Cb/Cr components)  $\times$  **5** (square TB size: from 4 $\times$ 4 to 64 $\times$ 64 for luma, from 2 $\times$ 2 to 32 $\times$ 32 for chroma)

- **MatrixType\_DC: 14 = 2** (2 for intra&IBC/inter  $\times$  1 for Y component)  $\times$  **3** (TB size: 16 $\times$ 16, 32 $\times$ 32, 64 $\times$ 64) + **4** (2 for intra&IBC/inter  $\times$  2 for Cb/Cr components)  $\times$  **2** (TB size: 16 $\times$ 16, 32 $\times$ 32)

**[0062]** The DC values are separately coded for following scaling matrices: 16 $\times$ 16, 32 $\times$ 32, and 64 $\times$ 64. For TBs of size smaller than 8 $\times$ 8, all elements in one scaling matrix are signalled. If the TBs have size greater than or equal to 8 $\times$ 8, only 64 elements in one 8 $\times$ 8 scaling matrix are signalled as a base scaling matrix. For obtaining square matrices of size greater than 8 $\times$ 8, the 8 $\times$ 8 base scaling matrix is up-sampled (by duplication of elements) to the corresponding square size (i.e. 16 $\times$ 16, 32 $\times$ 32, 64 $\times$ 64). when the zeroing-out of the high frequency coefficients for 64-point transform is applied, corresponding high frequencies of the scaling matrices are also zeroed out. That is, if the width or height of the TB is greater than or equal to 32, only left or top half of the coefficients is kept, and the remaining coefficients are assigned to zero. Moreover, the number of elements signalled for the 64 $\times$ 64 scaling matrix is also reduced from 8 $\times$ 8 to three 4 $\times$ 4 submatrices, since the bottom-right 4 $\times$ 4 elements are never used.

### 2.1.7 Joint coding of chroma residuals

**[0063]** VTM5 supports a mode where the chroma residuals are coded jointly. When this mode is activated, one single joint residual block is signalled for both Cb and Cr blocks in the same transform unit. Then, the Cb residual is set equal to the signalled residual, and the Cr residual is set by negating the signs of the signalled residual. In other words, at the decoder, to reconstruct the chroma blocks, the signalled joint residual is added to the Cb prediction block and deducted from the Cr prediction block. The joint residual is coded using the regular chroma residual coding process. The flag indicating whether joint residual mode is used is signaled with a flag in the bitstream if both the Cb and the Cr coded block flags (cbf) are 1.

**[0064]** In the PPS and in the slice header, chroma QP offset values are signalled for the joint chroma residual coding mode separate from the usual chroma QP offset values signalled for regular chroma residual coding mode. These chroma QP offset values are used to derive the chroma QP values for those blocks coded using the joint chroma residual coding mode. In the VTM5 encoder, chroma QP offset is set to -1 for the joint chroma residual coding mode and +1 for the regular chroma residual coding mode.

[0065] At the encoder side, the average of the Cr residual subtracted from the Cb residual is used as the input to the transform and quantization process:

$$\text{resJoint} = (\text{resCb} - \text{resCr}) / 2$$

[0066] If chroma scaling of the LMCS mode is active, chroma scaling is applied to the joint residual in the same way as what is done in the regular chroma residual coding mode. That is, the coded joint residual signal is scaled.

## 2.2 Dequantization and inverse transform design in VVC draft 6

### 2.2.1 Dequantization

#### 8.7.3 Scaling process for transform coefficients

Inputs to this process are:

- a luma location (  $xTbY, yTbY$  ) specifying the top-left sample of the current luma transform block relative to the top-left luma sample of the current picture,
- a variable  $nTbW$  specifying the transform block width,
- a variable  $nTbH$  specifying the transform block height,
- a variable  $cIdx$  specifying the colour component of the current block,
- a variable  $bitDepth$  specifying the bit depth of the current colour component.

Output of this process is the  $(nTbW) \times (nTbH)$  array  $d$  of scaled transform coefficients with elements  $d[x][y]$ .

The quantization parameter  $qP$  is derived as follows:

- If  $cIdx$  is equal to 0 and  $\text{transform\_skip\_flag}[xTbY][yTbY]$  is equal to 0, the following applies:

$$qP = Qp'_Y \quad (8-950)$$

- Otherwise, if  $cIdx$  is equal to 0 (and  $\text{transform\_skip\_flag}[xTbY][yTbY]$  is equal to 1), the following applies:

$$qP = \text{Max}(QpPrimeTsMin, Qp'_Y) \quad (8-951)$$

- Otherwise, if  $TuCResMode[xTbY][yTbY]$  is equal to 2, the following applies:

$$qP = Qp'_{CbCr} \quad (8-952)$$

- Otherwise, if  $cIdx$  is equal to 1, the following applies:



$$qP = Qp'_{cb} \quad (8-953)$$

- Otherwise (cIdx is equal to 2), the following applies:

$$qP = Qp'_{cr} \quad (8-954)$$

The variable rectNonTsFlag is derived as follows:

$$\text{rectNonTsFlag} = ( ( \text{Log2}( nTbW ) + \text{Log2}( nTbH ) ) \& 1 ) == 1 \&\& \quad (8-955)$$

$$\text{transform\_skip\_flag}[ xTbY ][ yTbY ] == 0 )$$

The variables bdShift, rectNorm and bdOffset are derived as follows:

$$\text{bdShift} = \text{bitDepth} + ( ( \text{rectNonTsFlag} ? 1 : 0 ) + \quad (8-956)$$

$$( \text{Log2}( nTbW ) + \text{Log2}( nTbH ) ) / 2 ) - 5 + \text{dep\_quant\_enabled\_flag}$$

$$\text{bdOffset} = ( 1 \ll \text{bdShift} ) \gg 1 \quad (8-957)$$

The list levelScale[ ][ ] is specified as levelScale[ j ][ k ] = { { 40, 45, 51, 57, 64, 72 }, { 57, 64, 72, 80, 90, 102 } } with j = 0..1, k = 0..5.

The (nTbW)x(nTbH) array dz is set equal to the (nTbW)x(nTbH) array TransCoeffLevel[ xTbY ][ yTbY ][ cIdx ].

For the derivation of the scaled transform coefficients d[ x ][ y ] with x = 0..nTbW - 1, y = 0..nTbH - 1, the following applies:

- The intermediate scaling factor m[ x ][ y ] is derived as follows:

- If one or more of the following conditions are true, m[ x ][ y ] is set equal to 16:

- sps\_scaling\_list\_enabled\_flag is equal to 0.

- transform\_skip\_flag[ xTbY ][ yTbY ] is equal to 1.

- Otherwise, the following applies:

$$m[ x ][ y ] = \text{ScalingFactor}[ \text{Log2}( nTbW ) ][ \text{Log2}( nTbH ) ][ \text{matrixId} ][ x ][ y ],$$

with matrixId as specified in Table 7-5 (8-958)

- The scaling factor ls[ x ][ y ] is derived as follows:

- If dep\_quant\_enabled\_flag is equal to 1, the following applies:

$$ls[ x ][ y ] = ( m[ x ][ y ] * \text{levelScale}[ \text{rectNonTsFlag} ][ ( qP + 1 ) \% 6 ] ) \ll ( ( qP + 1 ) / 6 ) \quad (8-959)$$

- Otherwise (dep\_quant\_enabled\_flag is equal to 0), the following applies:

$$ls[ x ][ y ] = ( m[ x ][ y ] * \text{levelScale}[ \text{rectNonTsFlag} ][ qP \% 6 ] ) \ll ( qP / 6 ) \quad (8-960)$$

- When BdpcmFlag[ xTbY ][ yTbY ] is equal to 1, dz[ x ][ y ] is modified as follows:

- If  $BdpcmDir[xTbY][yYbY]$  is equal to 0 and  $x$  is greater than 0, the following applies:

$$dz[x][y] = Clip3(CoeffMin, CoeffMax, dz[x-1][y] + dz[x][y]) \quad (8-961)$$

- Otherwise, if  $BdpcmDir[xTbY][yYbY]$  is equal to 1 and  $y$  is greater than 0, the following applies:

$$dz[x][y] = Clip3(CoeffMin, CoeffMax, dz[x][y-1] + dz[x][y]) \quad (8-962)$$

- The value  $dnc[x][y]$  is derived as follows:

$$dnc[x][y] = (dz[x][y] * ls[x][y] + bdOffset) \gg bdShift \quad (8-963)$$

- The scaled transform coefficient  $d[x][y]$  is derived as follows:

$$d[x][y] = Clip3(CoeffMin, CoeffMax, dnc[x][y]) \quad (8-964)$$

## 2.2.2 Inverse transform

### 8.7.5 Transformation process for scaled transform coefficients

#### 8.7.5.1 General

Inputs to this process are:

- a luma location  $(xTbY, yTbY)$  specifying the top-left sample of the current luma transform block relative to the top-left luma sample of the current picture,
- a variable  $nTbW$  specifying the width of the current transform block,
- a variable  $nTbH$  specifying the height of the current transform block,
- a variable  $cIdx$  specifying the colour component of the current block,
- an  $(nTbW) \times (nTbH)$  array  $d[x][y]$  of scaled transform coefficients with  $x = 0..nTbW - 1$ ,  $y = 0..nTbH - 1$ .

Output of this process is the  $(nTbW) \times (nTbH)$  array  $r[x][y]$  of residual samples with  $x = 0..nTbW - 1$ ,  $y = 0..nTbH - 1$ .

When  $lfnc\_idx[xTbY][yTbY]$  is not equal to 0 and both  $nTbW$  and  $nTbH$  are greater than or equal to 4, the following applies:

- The variables `predModeIntra`, `nLfnstOutSize`, `log2LfnstSize`, `nLfnstSize`, and `nonZeroSize` are derived as follows:

$$\text{predModeIntra} = (\text{cIdx} == 0) ? \text{IntraPredModeY}[\text{xTbY}][\text{yTbY}] : \text{IntraPredModeC}[\text{xTbY}][\text{yTbY}] \quad (8-965)$$

$$\text{nLfnstOutSize} = (\text{nTbW} \geq 8 \ \&\& \ \text{nTbH} \geq 8) ? 48 : 16 \quad (8-966)$$

$$\text{log2LfnstSize} = (\text{nTbW} \geq 8 \ \&\& \ \text{nTbH} \geq 8) ? 3 : 2 \quad (8-967)$$

$$\text{nLfnstSize} = 1 \ll \text{log2LfnstSize} \quad (8-968)$$

$$\text{nonZeroSize} = ((\text{nTbW} == 4 \ \&\& \ \text{nTbH} == 4) || (\text{nTbW} == 8 \ \&\& \ \text{nTbH} == 8)) ? 8 : 16 \quad (8-969)$$

- When `intra_mip_flag[xTbComp][yTbComp]` is equal to 1 and `cIdx` is equal to 0, `predModeIntra` is set equal to `INTRA_PLANAR`.
- When `predModeIntra` is equal to either `INTRA_LT_CCLM`, `INTRA_L_CCLM`, or `INTRA_T_CCLM`, `predModeIntra` is set equal to `IntraPredModeY[xTbY + nTbW / 2][yTbY + nTbH / 2]`.
- The wide angle intra prediction mode mapping process as specified in clause 8.4.5.2.6 is invoked with `predModeIntra`, `nTbW`, `nTbH` and `cIdx` as inputs, and the modified `predModeIntra` as output.
- The values of the list `u[x]` with `x = 0..nonZeroSize - 1` are derived as follows:
 
$$\text{xC} = \text{DiagScanOrder}[2][2][x][0] \quad (8-970)$$

$$\text{yC} = \text{DiagScanOrder}[2][2][x][1] \quad (8-971)$$

$$\text{u}[x] = \text{d}[\text{xC}][\text{yC}] \quad (8-972)$$
- The one-dimensional low frequency non-separable transformation process as specified in clause 8.7.4.2 is invoked with the input length of the scaled transform coefficients `nonZeroSize`, the transform output length `nTrS` set equal to `nLfnstOutSize`, the list of scaled non-zero transform coefficients `u[x]` with `x = 0..nonZeroSize - 1`, the intra prediction mode for LFNST set selection `predModeIntra`, and the LFNST index for transform selection in the selected LFNST set `lfnst_idx[xTbY][yTbY]` as inputs, and the list `v[x]` with `x = 0..nLfnstOutSize - 1` as output.
- The array `d[x][y]` with `x = 0..nLfnstSize - 1`, `y = 0..nLfnstSize - 1` is derived as follows:

- If `predModeIntra` is less than or equal to 34, the following applies:
 
$$d[x][y] = (y < 4) ? v[x + (y \ll \log_2 \text{LfnstSize})] : (8-973)$$

$$((x < 4) ? v[32 + x + ((y - 4) \ll 2)] : d[x][y])$$
- Otherwise, the following applies:
 
$$d[x][y] = (x < 4) ? v[y + (x \ll \log_2 \text{LfnstSize})] : (8-974)$$

$$((y < 4) ? v[32 + y + ((x - 4) \ll 2)] : d[x][y])$$

The variable `implicitMtsEnabled` is derived as follows:

- If `sps_mts_enabled_flag` is equal to 1 and one of the following conditions is true, `implicitMtsEnabled` is set equal to 1:
  - `IntraSubPartitionsSplitType` is not equal to `ISP_NO_SPLIT`
  - `cu_sbt_flag` is equal to 1 and `Max(nTbW, nTbH)` is less than or equal to 32
  - `sps_explicit_mts_intra_enabled_flag` is equal to 0 and `CuPredMode[0][xTbY][yTbY]` is equal to `MODE_INTRA` and `lfnst_idx[x0][y0]` is equal to 0 and `intra_mip_flag[x0][y0]` is equal to 0
- Otherwise, `implicitMtsEnabled` is set equal to 0.

The variable `trTypeHor` specifying the horizontal transform kernel and the variable `trTypeVer` specifying the vertical transform kernel are derived as follows:

- If `cIdx` is greater than 0, `trTypeHor` and `trTypeVer` are set equal to 0.
- Otherwise, if `implicitMtsEnabled` is equal to 1, the following applies:
  - If `IntraSubPartitionsSplitType` is not equal to `ISP_NO_SPLIT` or `sps_explicit_mts_intra_enabled_flag` is equal to 0 and `CuPredMode[0][xTbY][yTbY]` is equal to `MODE_INTRA`, `trTypeHor` and `trTypeVer` are derived as follows:
 
$$\text{trTypeHor} = (nTbW \geq 4 \ \&\& \ nTbW \leq 16) ? 1 : 0 \quad (8-975)$$

$$\text{trTypeVer} = (nTbH \geq 4 \ \&\& \ nTbH \leq 16) ? 1 : 0 \quad (8-976)$$
  - Otherwise (`cu_sbt_flag` is equal to 1), `trTypeHor` and `trTypeVer` are specified in Table 8-15 depending on `cu_sbt_horizontal_flag` and `cu_sbt_pos_flag`.
- Otherwise, `trTypeHor` and `trTypeVer` are specified in Table 8-14 depending on `tu_mts_idx[xTbY][yTbY]`.

The variables `nonZeroW` and `nonZeroH` are derived as follows:

- If  $lfst\_idx[xTbY][yTbY]$  is not equal to 0 and  $nTbW$  is greater than or equal to 4 and  $nTbH$  is greater than or equal to 4, the following applies:

$$nonZeroW = (nTbW == 4 \parallel nTbH == 4) ? 4 : 8 \quad (8-977)$$

$$nonZeroH = (nTbW == 4 \parallel nTbH == 4) ? 4 : 8 \quad (8-978)$$

- Otherwise, the following applies:

$$nonZeroW = \text{Min}(nTbW, (trTypeHor > 0) ? 16 : 32) \quad (8-979)$$

$$nonZeroH = \text{Min}(nTbH, (trTypeVer > 0) ? 16 : 32) \quad (8-980)$$

The  $(nTbW) \times (nTbH)$  array  $r$  of residual samples is derived as follows:

1. When  $nTbH$  is greater than 1, each (vertical) column of scaled transform coefficients  $d[x][y]$  with  $x = 0..nonZeroW - 1$ ,  $y = 0..nonZeroH - 1$  is transformed to  $e[x][y]$  with  $x = 0..nonZeroW - 1$ ,  $y = 0..nTbH - 1$  by invoking the one-dimensional transformation process as specified in clause 8.7.4.4 for each column  $x = 0..nonZeroW - 1$  with the height of the transform block  $nTbH$ , the non-zero height of the scaled transform coefficients  $nonZeroH$ , the list  $d[x][y]$  with  $y = 0..nonZeroH - 1$  and the transform type variable  $trType$  set equal to  $trTypeVer$  as inputs, and the output is the list  $e[x][y]$  with  $y = 0..nTbH - 1$ .
2. When  $nTbH$  and  $nTbW$  are both greater than 1, the intermediate sample values  $g[x][y]$  with  $x = 0..nonZeroW - 1$ ,  $y = 0..nTbH - 1$  are derived as follows:

$$g[x][y] = \text{Clip3}(\text{CoeffMin}, \text{CoeffMax}, (e[x][y] + 64) \gg 7) \quad (8-981)$$

3. When  $nTbW$  is greater than 1, each (horizontal) row of the resulting array  $g[x][y]$  with  $x = 0..nonZeroW - 1$ ,  $y = 0..nTbH - 1$  is transformed to  $r[x][y]$  with  $x = 0..nTbW - 1$ ,  $y = 0..nTbH - 1$  by invoking the one-dimensional transformation process as specified in clause 8.7.4.4 for each row  $y = 0..nTbH - 1$  with the width of the transform block  $nTbW$ , the non-zero width of the resulting array  $g[x][y]$   $nonZeroW$ , the list  $g[x][y]$  with  $x = 0..nonZeroW - 1$  and the transform type variable  $trType$  set equal to  $trTypeHor$  as inputs, and the output is the list  $r[x][y]$  with  $x = 0..nTbW - 1$ .
4. When  $nTbW$  is equal to 1,  $r[x][y]$  is set equal to  $e[x][y]$  for  $x = 0..nTbW - 1$ ,  $y = 0..nTbH - 1$ .

Table 8-14 – Specification of  $trTypeHor$  and  $trTypeVer$  depending on  $tu\_mts\_idx[x][y]$

tu_mts_idx[ x0 ][ y0 ]	0	1	2	3	4
trTypeHor	0	1	2	1	2
trTypeVer	0	1	1	2	2

Table 8-15 – Specification of trTypeHor and trTypeVer depending on cu\_sbt\_horizontal\_flag and cu\_sbt\_pos\_flag

cu_sbt_horizontal_flag	cu_sbt_pos_flag	trTypeHor	trTypeVer
0	0	2	1
0	1	1	1
1	0	1	2
1	1	1	1

**8.7.4.2 Low frequency non-separable transformation process**

Inputs to this process are:

- a variable nonZeroSize specifying the transform input length,
- a variable nTrS specifying the transform output length,
- a list of scaled non-zero transform coefficients x[ j ] with j = 0..nonZeroSize – 1,
- a variable predModeIntra specifying the intra prediction mode for LFNST set selection,
- a variable lfnstIdx specifying the LFNST index for transform selection in the selected LFNST set.

Output of this process is the list of transformed samples y[ i ] with i = 0..nTrS – 1.

The transformation matrix derivation process as specified in clause 8.7.4.3 is invoked with the transform output length nTrS, the intra prediction mode for LFNST set selection predModeIntra, and the LFNST index for transform selection in the selected LFNST set lfnstIdx as inputs, and the (nTrS)x(nonZeroSize) LFNST matrix lowFreqTransMatrix as output.

The list of transformed samples y[ i ] with i = 0..nTrS – 1 is derived as follows:

$$y[i] = \text{Clip3}( \text{CoeffMin}, \text{CoeffMax}, ( ( \sum_{j=0}^{\text{nonZeroSize}-1} \text{lowFreqTransMatrix}[i][j] * x[j] ) + 64 ) \gg 7 ) \quad (8-982)$$

**8.7.4.3 Low frequency non-separable transformation matrix derivation process**

Inputs to this process are:

- a variable nTrS specifying the transform output length,
- a variable predModeIntra specifying the intra prediction mode for LFNST set selection,
- a variable lfnstIdx specifying the LFNST index for transform selection in the selected LFNST set.

Output of this process is the transformation matrix lowFreqTransMatrix.

The variable lfnstTrSetIdx is specified in Table 8-16 depending on predModeIntra.

*Table 8-16 – Specification of lfnstTrSetIdx*

<b>predModeIntra</b>	<b>lfnstTrSetIdx</b>
predModeIntra < 0	1
0 <= predModeIntra <= 1	0
2 <= predModeIntra <= 12	1
13 <= predModeIntra <= 23	2
24 <= predModeIntra <= 44	3
45 <= predModeIntra <= 55	2
56 <= predModeIntra <= 80	1

The transformation matrix lowFreqTransMatrix is derived based on nTrS, lfnstTrSetIdx, and lfnstIdx as follows:

- If nTrS is equal to 16, lfnstTrSetIdx is equal to 0, and lfnstIdx is equal to 1, the following applies:

lowFreqTransMatrix[ m ][ n ] =

```
{
  { 108 -44 -15 1 -44 19 7 -1 -11 6 2 -1 0 -1 -1 0 }
  { -40 -97 56 12 -11 29 -12 -3 18 18 -15 -3 -1 -3 2 1 }
  { 25 -31 -1 7 100 -16 -29 1 -54 21 14 -4 -7 2 4 0 }
  { -32 -39 -92 51 -6 -16 36 -8 3 22 18 -15 4 1 -5 2 }
  { 8 -9 33 -8 -16 -102 36 23 -4 38 -27 -5 5 16 -8 -6 }
  { -25 5 16 -3 -38 14 11 -3 -97 7 26 1 55 -10 -19 3 }
  { 8 9 16 1 37 36 94 -38 -7 3 -47 11 -6 -13 -17 10 }
  { 2 34 -5 1 -7 24 -25 -3 8 99 -28 -29 6 -43 21 11 }
  { -16 -27 -39 -109 6 10 16 24 3 19 10 24 -4 -7 -2 -3 }
  { -9 -10 -34 4 -9 -5 -29 5 -33 -26 -96 33 14 4 39 -14 }
  { -13 1 4 -9 -30 -17 -3 -64 -35 11 17 19 -86 6 36 14 }
  { 8 -7 -5 -15 7 -30 -28 -87 31 4 4 33 61 -5 -17 22 }
  { -2 13 -6 -4 -2 28 -13 -14 -3 37 -15 -3 -2 107 -36 -24 }
  { 4 9 11 31 4 9 16 19 12 33 32 94 12 0 34 -45 }
  { 2 -2 8 -16 8 5 28 -17 6 -7 18 -45 40 36 97 -8 }
  { 0 -2 0 -10 -1 -7 -3 -35 -1 -7 -2 -32 -6 -33 -16 -112 }
},
```

- Otherwise, if nTrS is equal to 16, lfnstTrSetIdx is equal to 0, and lfnstIdx is equal to 2, the following applies:

lowFreqTransMatrix[ m ][ n ] =

```
{
  { 119 -30 -22 -3 -23 -2 3 2 -16 3 6 0 -3 2 1 0 }
  { -27 -101 31 17 -47 2 22 3 19 30 -7 -9 5 3 -5 -1 }
  { 0 58 22 -15 -102 2 38 2 10 -13 -5 4 14 -1 -9 0 }
  { 23 4 66 -11 22 89 -2 -26 13 -8 -38 -1 -9 -20 -2 8 }
  { -19 -5 -89 2 -26 76 -11 -17 20 13 18 -4 1 -15 3 5 }
  { -10 -1 -1 6 23 25 87 -7 -74 4 39 -5 0 -1 -20 -1 }
  { -17 -28 12 -8 -32 14 -53 -6 -68 -67 17 29 2 6 25 4 }
  { 1 -24 -23 1 17 -7 52 9 50 -92 -15 27 -15 -10 -6 3 }
  { -6 -17 -2 -111 7 -17 8 -42 9 18 16 25 -4 2 -1 11 }
  { 9 5 35 0 6 21 -9 34 44 -3 102 11 -7 13 11 -20 }
  { 4 -5 -5 -10 15 19 -2 6 6 -12 -13 6 95 69 -29 -24 }
  { -6 -4 -9 -39 1 22 0 102 -19 19 -32 30 -16 -14 -8 -23 }
  { 4 -4 7 8 4 -13 -18 5 0 0 21 22 58 -88 -54 28 }
  { -4 -7 0 -24 -7 0 -25 3 -3 -30 8 -76 -34 4 -80 -26 }
  { 0 6 0 30 -6 1 -13 -23 1 20 -2 80 -44 37 -68 1 }
  { 0 0 -1 5 -1 -7 1 -34 -2 3 -6 19 5 -38 11 -115 }
},
```

- Otherwise, if nTrS is equal to 16, lfnstTrSetIdx is equal to 1, and lfnstIdx is equal to 1, the following applies:



lowFreqTransMatrix[ m ][ n ] =

```
{
{ -111  39  4  3  44  11 -12  -1  7 -16  -5  2  3  -1  4  2  }
{ -47  -27  15  -1  -92  43  20  -2  20  39 -16  -5  10  -5  -13  2  }
{ -35  -23  4  4  -17  -72  32  6  -59  18  50  -6  0  40  0  -13  }
{ 13  93  -27  -4  -48  13  -34  4  -52  11  1  10  3  16  -3  1  }
{ -11  -27  1  2  -47  -4  -36  10  -2  -85  14  29  -20  -2  57  4  }
{ 0  -35  32  -2  26  60  -3  -17  -82  1  -30  0  -37  21  3  12  }
{ -17  -46  -92  14  7  -10  -39  29  -17  27  -28  17  1  -15  -13  17  }
{ 4  -10  -23  4  16  58  -17  26  30  21  67  2  -13  59  13  -40  }
{ 5  -20  32  -5  8  -3  -46  -7  -4  2  -15  24  100  44  0  5  }
{ -4  -1  38  -18  -7  -42  -63  -6  33  34  -23  15  -65  33  -20  2  }
{ -2  -10  35  -19  5  8  -44  14  -25  25  58  17  7  -84  -16  -18  }
{ 5  13  18  34  11  -4  18  18  5  58  -3  42  -2  -10  85  38  }
{ -5  -7  -34  -83  2  -1  -4  -73  4  20  15  -12  4  -3  44  12  }
{ 0  4  -2  -60  5  9  42  34  5  -14  9  80  -5  13  -38  37  }
{ -1  2  7  -57  3  -7  9  68  -9  6  -49  -20  6  -4  36  -64  }
{ -1  0  -12  23  1  -4  17  -53  -3  4  -21  72  -4  -8  -3  -83  }
},
```

- Otherwise, if nTrS is equal to 16, lfnstTrSetIdx is equal to 1, and lfnstIdx is equal to 2, the following applies:

lowFreqTransMatrix[ m ][ n ] =

```
{
{ 88  -55  6  -3  -66  27  9  -2  11  11  -13  1  -2  -7  1  2  }
{ -58  -20  27  -2  -27  75  -29  0  47  -42  -11  11  -9  -3  19  -4  }
{ -51  23  -22  5  -63  3  37  -5  1  64  -35  -4  29  -31  -11  13  }
{ -27  -76  49  -2  40  14  9  -17  -56  36  -25  6  14  3  -6  8  }
{ 19  -4  -36  22  52  7  36  -23  28  -17  -64  15  -5  -44  48  9  }
{ 29  50  13  -10  1  34  -59  1  -51  4  -16  30  52  -33  24  -5  }
{ -12  -21  -74  43  -13  39  18  -5  -58  -35  27  -5  19  26  6  -5  }
{ 19  38  -10  -5  28  66  0  -5  -4  19  -30  -26  -40  28  -60  37  }
{ -6  27  18  -5  -37  -18  12  -25  -44  -10  -38  37  -66  45  40  -7  }
{ -13  -28  -45  -39  0  -5  -39  69  -23  16  -12  -18  -50  -31  24  13  }
{ -1  8  24  -51  -15  -9  44  10  -28  -70  -12  -39  24  -18  -4  51  }
{ -8  -22  -17  33  -18  -45  -57  -27  0  -31  -30  29  -2  -13  -53  49  }
{ 1  12  32  51  -8  8  -2  -31  -22  4  46  -39  -49  -67  14  17  }
{ 4  5  24  60  -5  -14  -23  38  9  8  -34  -59  24  47  42  28  }
{ -1  -5  -20  -34  4  4  -15  -46  18  31  42  10  10  27  49  78  }
{ -3  -7  -22  -34  -5  -11  -36  -69  -1  -3  -25  -73  5  4  4  -49  }
},
```

- Otherwise, if nTrS is equal to 16, lfnstTrSetIdx is equal to 2, and lfnstIdx is equal to 1, the following applies:

lowFreqTransMatrix[ m ][ n ] =

```
{
{ -112  47  -2   2 -34  13   2   0  15  -7   1   0   8  -3  -1   0 }
{  29  -7   1  -1 -108  40   2   0 -45  13   4  -1   8  -5   1   0 }
{ -36 -87  69 -10 -17 -33  26  -2   7  14 -11   2   6   8  -7   0 }
{  28  -5   2  -2 -29  13  -2   0 103 -36  -4   1  48 -16  -4   1 }
{ -12 -24  15  -3  26  80 -61   9  15  54 -36   2   0  -4   6  -2 }
{  18  53  69 -74  14  24  28 -30  -6  -7 -11  12  -5  -7  -6   8 }
{   5  -1   2   0 -26   6   0   1  45  -9  -1   0 -113  28   8  -1 }
{ -13 -32  18  -2  15  34 -27   7 -25 -80  47  -1 -16 -50  28   2 }
{  -4 -13 -10  19  18  46  60 -48  16  33  60 -48   1   0   5  -2 }
{  15  33  63  89   8  15  25  40  -4  -8 -15  -8  -2  -6  -9  -7 }
{  -8 -24 -27  15  12  41  26 -29 -17 -50 -39  27   0  35 -67  26 }
{  -2  -6 -24  13  -1  -8  37 -22   3  18 -51  22 -23 -95  17  17 }
{  -3  -7 -16 -21  10  24  46  75   8  20  38  72   1   2   1   7 }
{   2   6  10  -3  -5 -16 -31  12   7  24  41 -16 -16 -41 -89  49 }
{   4   8  21  40  -4 -11 -28 -57   5  14  31  70   7  18  32  52 }
{   0   1   4  11  -2  -4 -13 -34   3   7  20  47  -6 -19 -42 -101 }
},
```

- Otherwise, if nTrS is equal to 16, lfnstTrSetIdx is equal to 2, and lfnstIdx is equal to 2, the following applies:

lowFreqTransMatrix[ m ][ n ] =

```
{
{ -99  39  -1   2  65 -20  -5   0 -15  -2   5  -1   0   3  -1   0 }
{  58  42 -33   3  33 -63  23  -1 -55  32   3  -5  21  -2  -8   3 }
{ -15  71 -44   5 -58 -29  25   3  62  -7  -4  -4 -19   4   0   1 }
{  46   5   4  -6  71 -12 -15   5  52 -38  13  -2 -63  23   3  -3 }
{ -14 -54 -29  29  25  -9  61 -29  27  44 -48   5 -27 -21  12   7 }
{  -3   3  69 -42 -11 -50 -26  26  24  63 -19  -5 -18 -22  12   0 }
{  17  16  -2   1  38  18 -12   0  62   1 -14   5  89 -42   8  -2 }
{  15  54  -8   6   6  60 -26  -8 -30  17 -38  22 -43 -45  42  -7 }
{  -6 -17 -55 -28   9  30  -8  58   4  34  41 -52 -16 -36 -20  16 }
{  -2  -1  -9 -79   7  11  48  44 -13 -34 -55   6  12  23  20 -11 }
{   7  29  14  -6  12  53  10 -11  14  59 -15  -3   5  71 -54  13 }
{  -5 -24 -53  15  -3 -15 -61  26   6  30 -16  23  13  56  44 -35 }
{   4   8  21  52  -1  -1  -5  29  -7 -17 -44 -84   8  20  31  39 }
{  -2 -11 -25  -4  -4 -21 -53   2  -5 -26 -64  19  -8 -19 -73  39 }
{  -3  -5 -23 -57  -2  -4 -24 -75   1   3   9 -25   6  15  41  61 }
{   1   1   7  18   1   2  16  47   2   5  24  67   3   9  25  88 }
},
```

- Otherwise, if nTrS is equal to 16, lfnstTrSetIdx is equal to 3, and lfnstIdx is equal to 1, the following applies:

lowFreqTransMatrix[ m ][ n ] =

```
{
  { -114  37   3   2 -22 -23  14   0  21 -17  -5   2   5   2  -4  -1  }
  { -19  -41  19  -2  85 -60 -11   7  17  31 -34   2 -11  19   2  -8  }
  {  36  -25  18  -2 -42 -53  35   5  46 -60 -25  19   8  21 -33  -1  }
  { -27  -80  44  -3 -58   1 -29  19 -41  18 -12  -7  12 -17   7  -6  }
  { -11  -21  37 -10  44  -4  47 -12 -37 -41  58  18  10 -46 -16  31  }
  {  15  47  10  -6 -16 -44  42  10 -80  25 -40  21 -23  -2   3 -14  }
  {  13  25  79 -39 -13  10  31  -4  49  45  12  -8   3  -1  43   7  }
  {  16  11 -26  13 -13 -74 -20  -1   5  -6  29 -47  26 -49  54   2  }
  {  -8 -34 -26   7 -26 -19  29 -37   1  22  46  -9 -81  37  14  20  }
  {  -6 -30 -42 -12  -3   5  57 -52  -2  37 -12   6  74  10   6 -15  }
  {   5   9  -6  42 -15 -18  -9  26  15  58  14  43  23 -10 -37  75  }
  {  -5 -23 -23  36   3  22  36  40  27  -4 -16  56 -25 -46  56 -24  }
  {   1   3  23  73   8   5  34  46 -12   2  35 -38  26  52   2 -31  }
  {  -3  -2 -21 -52   1 -10 -17  44 -19 -20  30  45  27  61  49  21  }
  {  -2  -7 -33 -56  -4  -6  21  63  15  31  32 -22 -10 -26 -52 -38  }
  {  -5 -12 -18 -12   8  22  38  36  -5 -15 -51 -63  -5   0  15  73  }
},
```

- Otherwise, if nTrS is equal to 16, lfnstTrSetIdx is equal to 3, and lfnstIdx is equal to 2, the following applies:

lowFreqTransMatrix[ m ][ n ] =

```
{
  { -102  22   7   2  66 -25  -6  -1 -15  14   1  -1   2  -2   1   0  }
  {  12  93 -27  -6 -27 -64  36   6  13   5 -23   0  -2   6   5  -3  }
  { -59 -24  17   1 -62  -2  -3   2  83 -12 -17  -2 -24  14   7  -2  }
  { -33  23 -36  11 -21  50  35 -16 -23 -78  16  19  22  15 -30 -5  }
  {   0 -38 -81  30  27   5  51 -32  24  36 -16  12 -24  -8   9   1  }
  {  28  38   8  -9  62  32 -13   2  51 -32  15   5 -66  28   0  -1  }
  {  11 -35  21 -17  30 -18  31  18 -11 -36 -80  12  16  49  13 -32  }
  { -13  23  22 -36 -12  64  39  25 -19  23 -36   9 -30 -58  33  -7  }
  {  -9 -20 -55 -83   3  -2   1  62   8   2  27 -28   7  15 -11   5  }
  {  -6  24 -38  23  -8  40 -49   0  -7   9 -25 -44  23  39  70  -3  }
  {  12  17  17   0  32  27  21   2  67  11  -6 -10  89 -22 -12  16  }
  {   2  -9   8  45   7  -8  27  35  -9 -31 -17 -87 -23 -22 -19  44  }
  {  -1  -9  28 -24  -1 -10  49 -30  -8  -7  40   1   4  33  65  67  }
  {   5 -12 -24 -17  13 -34 -32 -16  14 -67  -7   9   7 -74  49   1  }
  {   2  -6  11  45   3 -10  33  55   8  -5  59   4   7  -4  44 -66  }
  {  -1   1 -14  36  -1   2 -20  69   0   0 -15  72   3   4   5  65  }
},
```

- Otherwise, if nTrS is equal to 48, lfnstTrSetIdx is equal to 0, and lfnstIdx is equal to 1 the following applies:

lowFreqTransMatrix[ m ][ n ] = lowFreqTransMatrixCol0to15[ m ][ n ] with m = 0..15, n = 0..15

lowFreqTransMatrixCol0to15 =

```
{
{ -117  28  18  2  4  1  2  1  32 -18 -2  0 -1  0  0  0 }
{ -29 -91  47  1  9  0  3  0 -54  26 -8  3  0  1  0  0 }
{ -10  62 -11 -8 -2 -2 -1 -1 -95  3  32  0  4  0  2  0 }
{ -15  15 -10 -2  1  0  1  0  10 112 -20 -17 -4 -4 -1 -2 }
{  32  39  92 -44  4 -10  1 -4  26  12 -15 13 -5  2 -2  0 }
{ -10  1  50 -15  2 -3  1 -1 -28 -15 14  6  1  1  1  0 }
{  1 -33 -11 -14  7 -2  2  0  29 -12 37 -7 -4  0 -1  0 }
{  0  6  -6  21 -4  2  0  0 -20 -24 -104 30  5  5  1  2 }
{ -13 -13 -37 -101 29 -11  8 -3 -12 -15 -20  2 -11  5 -2  1 }
{  6  1 -14 -36  9 -3  2  0  10  9 -18 -1 -3  1  0  0 }
{ -12 -2 -26 -12 -9  2 -1  1 -3  30  4  34 -4  0 -1  0 }
{  0 -3  0 -4 -15  6 -3  1 -7 -15 -28 -86 19 -5  4 -1 }
{ -1  9 13  5 14 -2  2 -1 -8  3 -4 -62  4  1  1  0 }
{  6  2 -3  2 10 -1  2  0  8  3 -1 -20  0  1  0  0 }
{  6  9 -2 35 110 -22 11 -4 -2  0 -3  1 -18 12 -3  2 }
{ -1  7 -2  9 -11  5 -1  1 -7  2 -22  4 -13  0 -1  0 }
},
```

lowFreqTransMatrix[ m ][ n ] = lowFreqTransMatrixCol16to31[ m - 16 ][ n ] with m = 16..31, n = 0..15

lowFreqTransMatrixCol16to31 =

```
{
{  14 -1 -3  0 -1  0  0  0  2  0  0  0  0  0  0  0 }
{  33  5 -9 -1 -2  0 -1  0 -3  3  0  0  0  0  0  0 }
{  32 -30 -4  4 -1  1  0  0  6  2 -5  0  0  0  0  0 }
{ -20 -26 31  1  0  0  0  0  2 -16 -1  6  0  1  0  0 }
{  29 -16 -22  8  0  1  0  1 -20  6  4 -3  1  0  0  0 }
{ -99 -4  9  5  5  2  2  1  44 -10 -11  1 -2  0 -1  0 }
{  6 -99  3 26 -1  5  0  2  14  30 -27 -2  1 -1  0 -1 }
{ -7 -46 10 -14  7  0  1  0  9  21  7 -6 -2 -1  0 -1 }
{ -12 10 26 12 -6  0 -1  0 -32 -2 11  3  3 -1  1  0 }
{  38 26 -13 -1 -5 -1 -1  0 102  3 -14 -1 -5 -1 -2  0 }
{ -30  3 -92 14 19  0  3  0 -11 34 21 -33  1 -2  0 -1 }
{ -5 -17 -41 42 -6  2 -1  1 -1 -40 37 13 -4  2 -1  1 }
{ -12 23 16 -11 -17  0 -1  0 -11 97 -3 -3  0 -6  0 -2 }
{ -4  4 -16  0 -2  0  1  0  34 23  6 -7 -4 -2 -1  0 }
{ -5 -4 -22  8 -25  3  0  0 -3 -21  2 -3  9 -2  1  0 }
{  0 28  0 76  4 -6  0 -2 -13  5 -76 -4 33 -1  3  0 }
},
```

lowFreqTransMatrix[ m ][ n ] = lowFreqTransMatrixCol32to47[ m - 32 ][ n ] with m = 32..47, n = 0..15

lowFreqTransMatrixCol32to47 =

```
{
{  3  0 -1  0  1  0  0  0  1  0  0  0  1  0  0  0 }
```

```

{ 7 2 -2 0 -1 1 0 0 2 1 -1 0 0 0 0 0 }
{ 6 -3 0 0 2 0 -1 0 2 -1 0 0 1 0 0 0 }
{ 1 -4 0 0 0 -3 0 1 0 -1 0 0 0 -2 0 0 }
{ 1 -4 -3 2 -4 1 0 0 1 -1 -2 1 -2 0 0 0 }
{ -5 4 -3 0 8 -1 -2 0 -2 1 -1 0 4 0 -1 0 }
{ -6 6 6 -3 1 3 -3 0 -1 1 1 0 0 1 -1 0 }
{ 2 2 5 -2 0 3 4 -1 0 0 1 0 0 1 2 -1 }
{ 11 -5 -1 6 -4 2 1 0 3 -1 1 2 -1 0 0 0 }
{ -29 10 10 0 10 -4 -1 1 -7 1 2 1 2 -1 0 0 }
{ -9 -4 18 3 2 0 0 -2 -1 -1 3 0 0 0 0 -1 }
{ -10 13 -1 -4 4 -4 3 4 -2 2 -1 -1 1 -1 1 2 }
{ -21 -5 23 0 2 -2 -1 6 -3 -3 1 0 0 0 0 2 }
{ 108 -5 -30 6 -27 10 7 -2 11 -3 -1 1 -4 1 0 1 }
{ -7 1 3 -5 3 0 -1 0 0 1 0 -1 1 0 0 0 }
{ 9 18 -3 -35 -4 -1 6 1 1 2 0 -3 -1 0 2 0 }
},

```

- Otherwise, if nTrS is equal to 48, lfnstTrSetIdx is equal to 0, and lfnstIdx is equal to 2 the following applies:

lowFreqTransMatrix[ m ][ n ] = lowFreqTransMatrixCol0to15[ m ][ n ] with m = 0..15, n = 0..15

lowFreqTransMatrixCol0to15 =

```
{
{ -108  48   9   1   1   1   0   0  44  -6  -9  -1  -1   0  -1   0 }
{  55  66 -37  -5  -6  -1  -2   0  67 -30 -20   4  -2   0  -1   0 }
{   2  86 -21 -13  -4  -2  -1  -1 -88   5   6   4   5   1   1   0 }
{ -24 -21 -38  19   0   4  -1   2 -23 -89  31  20   2   3   1   1 }
{   9  20  98 -26  -3  -5   0  -2  -9 -26  15 -16   2   0   1   0 }
{ -21  -7 -37  10   2   2  -1   1 -10  69  -5  -7  -2  -2   0  -1 }
{ -10 -25   4 -17   8  -2   2  -1 -27 -17 -71  25   8   2   1   1 }
{   2   5  10  64  -9   4  -3   1  -4   8  62   3 -17   1  -2   0 }
{ -11 -15 -28 -97   6  -1   4  -1   7   3  57 -15  10  -2   0  -1 }
{   9  13  24  -6   7  -2   1  -1  16  39  20  47  -2  -2  -2   0 }
{  -7  11  12   7   2  -1   0  -1 -14  -1 -24  11   2   0   0   0 }
{   0   0   7  -6  23  -3   3  -1   5   1  18  96  13  -9  -1  -1 }
{  -2  -6  -1 -10   0   1   1   0  -7  -2 -28  20 -15   4  -3   1 }
{  -1   6 -16   0  24  -3   1  -1   2   6   6  16  18  -7   1  -1 }
{  -5  -6  -3 -19 -104  18  -4   3   0   6   0  35 -41  20  -2   2 }
{  -1  -2   0  23  -9   0  -2   0   1   1   8  -1  29   1   1   0 }
},
```

lowFreqTransMatrix[ m ][ n ] = lowFreqTransMatrixCol16to31[ m - 16 ][ n ] with m = 16..31, n = 0..15

lowFreqTransMatrixCol16to31 =

```
{
{   9  -9  -1   1   0   0   0   0   3  -1   1   0   0   0   0   0 }
{ -31 -19  14   4   1   1   1   0  -6   3   5  -2   0   0   0   0 }
{  14  -5   0   3   0   0   0   0  10  -5  -2   0  -1   0   0   0 }
{ -30  26  36  -8  -2  -2   0  -1  14  18  -7  -9  -1  -1   0   0 }
{ -61  -3  -2   3   7   1   1   0  12  16  -6  -1   0  -1   0   0 }
{ -93   2  19   0   3   0   2   0  17   4   0   0  -1   0   0   0 }
{  -4 -66  28  36  -5   3   0   1 -10  20  33 -13  -8   0   0  -1 }
{  -3 -75   5 -14   1   4   0   1 -36   3  18  -4   4   0   1   0 }
{  -1 -27  13   6   1  -1   0   0 -34  -6   0   3   4   1   2   0 }
{  28  23  76  -5 -25  -3  -3  -1   6  36  -7 -39  -4  -1   0  -1 }
{ -20  48  11 -13  -5  -2   0  -1 -105 -19  17   0   6   2   3   0 }
{ -21  -7 -42  14 -24  -3   0   0  11 -47  -7   3  -5   9   1   2 }
{  -2 -32  -2 -66   3   7   1   2  -11  13 -70   5  43  -2   3   0 }
{  -3  11 -63   9   4  -5   2  -1  -22  94  -4  -6  -4  -4   1  -2 }
{  -2  10 -18  16  21   3  -2   0  -2  11   6 -10   6  -3  -1   0 }
{   3  -6  13  76  30 -11  -1  -2  -26  -8 -69   7  -9  -7   3  -1 }
},
```

lowFreqTransMatrix[ m ][ n ] = lowFreqTransMatrixCol32to47[ m - 32 ][ n ] with m = 32..47, n = 0..15

lowFreqTransMatrixCol32to47 =

```
{
{   1  -1   0   0   1   0   0   0   0   0  -1   0   0   0   0   0 }
}
```

```

{ -7 -1 1 0 -1 1 1 0 -2 -1 1 0 0 0 0 }
{ 6 -5 0 1 2 -1 0 0 1 -1 0 0 1 0 0 }
{ 1 3 -2 -1 3 2 -2 -1 0 1 0 0 1 1 -1 0 }
{ 2 0 -8 1 3 1 -1 1 0 -1 -2 0 1 0 -1 0 }
{ 5 -4 -2 0 4 -2 0 1 0 0 0 0 2 -1 0 0 }
{ 3 6 -3 -7 -1 3 3 -1 1 0 -1 0 0 1 1 -1 }
{ 1 14 -2 -8 -2 1 -3 0 2 2 -1 -2 0 1 -1 0 }
{ -2 8 1 5 -2 0 -3 1 1 1 0 2 -1 0 -1 0 }
{ 2 -4 -18 -3 -1 -1 -2 -2 1 -2 -2 0 0 0 -1 -1 }
{ -14 8 8 2 1 2 -1 -2 3 0 -1 0 0 0 0 0 }
{ 0 -1 19 -1 1 0 -1 -6 -1 1 2 0 1 0 0 -2 }
{ 8 -14 -3 43 -1 2 7 -1 1 -2 1 3 -1 1 1 0 }
{ 10 23 -19 -5 0 -6 -4 6 3 -2 1 1 0 -1 0 0 }
{ -1 5 -1 -6 -1 -1 -1 -1 -1 0 0 0 0 0 0 -1 }
{ -10 -34 -25 13 -1 0 11 5 1 -1 1 -2 0 0 2 0 }
},

```

- Otherwise, if nTrS is equal to 48, lfnstTrSetIdx is equal to 1, and lfnstIdx is equal to 1 the following applies:

lowFreqTransMatrix[ m ][ n ] = lowFreqTransMatrixCol0to15[ m ][ n ] with m = 0..15, n = 0..15

lowFreqTransMatrixCol0to15 =

```
{
{ 110 -49 -3 -4 -1 -1 0 -1 -38 -1 10 0 2 0 1 0 }
{ -43 -19 17 -1 3 0 1 0 -98 46 14 -1 2 0 1 0 }
{ -19 17 -7 3 -2 1 -1 0 -32 -59 29 3 4 0 2 0 }
{ -35 -103 39 1 7 0 2 0 38 -13 25 -6 1 -1 0 0 }
{ 9 5 -6 -1 -1 0 -1 0 42 4 21 -11 1 -3 1 -1 }
{ -5 -5 -28 9 -3 2 -1 1 -20 -78 22 16 1 3 0 1 }
{ 14 17 27 -12 1 -3 1 -1 8 19 -13 4 -2 1 -1 0 }
{ 7 35 17 -4 -1 0 0 0 3 8 54 -17 1 -2 1 -1 }
{ -13 -27 -101 24 -8 6 -3 2 11 43 6 28 -6 3 -1 1 }
{ -11 -13 -3 -10 3 -1 1 0 -19 -19 -37 8 4 2 0 1 }
{ -4 -10 -24 -11 3 -2 0 -1 -6 -37 -45 -17 8 -2 2 -1 }
{ -2 1 13 -17 3 -5 1 -2 3 0 -55 22 6 1 1 0 }
{ 3 1 5 -15 1 -2 1 -1 7 4 -7 29 -1 2 -1 1 }
{ -4 -8 -1 -50 6 -4 2 -2 -1 5 -22 20 6 1 0 0 }
{ 5 -1 26 102 -13 12 -4 4 -4 -2 -40 -7 -23 3 -5 1 }
{ -5 -6 -27 -22 -12 0 -3 0 -5 8 -20 -83 0 0 0 0 }
},
```

lowFreqTransMatrix[ m ][ n ] = lowFreqTransMatrixCol16to31[ m - 16 ][ n ] with m = 16..31, n = 0..15

lowFreqTransMatrixCol16to31 =

```
{
{ -9 13 1 -2 0 0 0 0 -4 2 -3 0 0 0 0 0 }
{ 26 26 -15 -3 -2 -1 -1 0 11 -7 -9 2 0 0 0 0 }
{ -72 43 34 -9 3 -2 1 -1 13 36 -18 -10 0 -2 0 -1 }
{ -1 7 6 -7 1 -1 0 0 -13 14 2 -4 2 -1 0 0 }
{ 21 70 -32 -21 0 -4 -1 -1 34 -26 -57 11 4 2 0 1 }
{ 80 -6 25 -5 -4 -1 -1 0 6 -24 7 -9 0 0 0 0 }
{ 48 -1 48 -15 -4 -2 -1 -1 1 60 -28 -42 5 -6 1 -2 }
{ 10 14 -11 -34 4 -4 1 -1 -80 -7 -6 2 15 0 3 0 }
{ -3 14 21 -12 -7 -2 -1 -1 -23 10 -4 -12 3 0 1 0 }
{ -12 -30 3 -9 5 0 1 0 -56 -9 -47 8 21 1 4 1 }
{ 17 14 -58 14 15 0 2 0 -10 34 -7 28 4 -1 1 0 }
{ 8 74 21 40 -14 0 -2 0 -36 -8 11 -13 -23 1 -3 0 }
{ 8 3 12 -14 -9 -1 -1 0 4 29 -15 31 10 4 1 1 }
{ -16 -15 18 -29 -11 2 -2 1 40 -45 -19 -22 31 2 4 1 }
{ -1 5 8 -23 7 2 1 1 10 -11 -13 -3 12 -3 2 0 }
{ 9 7 24 -20 41 3 6 1 15 20 12 11 17 -9 1 -2 }
},
```

lowFreqTransMatrix[ m ][ n ] = lowFreqTransMatrixCol32to47[ m - 32 ][ n ] with m = 32..47, n = 0..15

lowFreqTransMatrixCol32to47 =

```
{
{ -2 2 0 1 -1 1 0 0 -1 1 0 0 -1 0 0 0 }
```



```

{  9  -3  -1  2  3  -3  0  0  4  -1  0  0  2  -1  0  0  }
{  3  0 -12  3  6  1  -3  2  1  -1  -2  0  3  1  -1  1  }
{ -2  11  -6  -2  -2  4  -3  0  0  3  -2  0  -1  1  -1  0  }
{ -4 -32  5  24  1  -6  12  4  -3  -2  4  -2  0  -1  0  0  }
{ -7  3  13  -4  -3  5  1  -5  -2  3  1  -2  -1  2  -1  -2  }
{ 11 -11 -51  11  -2 -10  -2  13  2  -6  -4  4  -2  -3  2  2  }
{ -16 46  1  3  2  7 -24  0  2  -2  -5  8  1  -1  -2  2  }
{  2  9 -10  0  1  -5  -4  4  2  -2  2  2  0  -2  1  0  }
{ -11 -30  10  59  -2  8  41  8  2  5  6  -7  -1  3  5  -2  }
{ 23  34 -31  4  10 -22 -30  22  4 -15  9  20  2  -5  9  4  }
{ -36  6  16 -14  2  19  -4 -12  -1  0  -7  -3  0  2  -2  -1  }
{ 61  22  55  14  13  3  -9 -65  1 -11 -21  -7  0  0  -1  3  }
{ -25 41  0  12  9  7 -42  12  -3 -14  2  28  5  1  6  2  }
{ -9  23  4  9  14  9 -14  -4  0 -12  -7  6  3  0  6  3  }
{ -26 -1  18  -1 -12  32  3 -18  -5  10 -25  -5  -2  1  -8  10  }
},

```

- Otherwise, if nTrS is equal to 48, lfnstTrSetIdx is equal to 1, and lfnstIdx is equal to 2 the following applies:

lowFreqTransMatrix[ m ][ n ] = lowFreqTransMatrixCol0to15[ m ][ n ] with m = 0..15, n = 0..15

lowFreqTransMatrixCol0to15 =

```
{
{ 80 -49 6 -4 1 -1 1 -1 -72 36 4 0 1 0 0 0 }
{ -72 -6 17 0 3 0 1 0 -23 58 -21 2 -3 1 -1 0 }
{ -50 19 -15 4 -1 1 -1 1 -58 -2 30 -3 4 -1 2 0 }
{ -33 -43 28 -7 4 -2 2 -1 -38 11 -8 4 1 1 0 0 }
{ 10 66 -21 -3 -3 0 -1 0 -53 -41 -2 16 -1 4 -1 1 }
{ 18 14 13 -9 2 -2 1 -1 34 32 -31 12 -5 2 -2 1 }
{ 21 66 -1 9 -4 2 -1 1 -21 41 -30 -10 0 -2 0 -1 }
{ 1 -6 -24 17 -5 3 -2 1 24 10 39 -21 5 -4 2 -1 }
{ 9 33 -24 1 4 0 1 0 6 50 26 1 -10 0 -2 0 }
{ -7 -9 -32 14 -3 3 -1 1 -23 -28 0 -5 -1 0 0 0 }
{ 6 30 69 -18 5 -4 3 -1 -3 -11 -34 -16 9 -4 2 -1 }
{ 1 -8 24 -3 7 -2 2 -1 -6 -51 -6 -4 -5 0 -1 0 }
{ 4 10 4 17 -9 4 -2 1 5 14 32 -15 9 -3 2 -1 }
{ -3 -9 -23 10 -10 3 -3 1 -5 -14 -16 -27 13 -5 2 -1 }
{ 2 11 22 2 9 -2 2 0 -6 -7 20 -32 -3 -4 0 -1 }
{ 2 -3 8 14 -5 3 -1 1 -2 -11 5 -18 8 -3 2 -1 }
},
```

lowFreqTransMatrix[ m ][ n ] = lowFreqTransMatrixCol16to31[ m - 16 ][ n ] with m = 16..31, n = 0..15

lowFreqTransMatrixCol16to31 =

```
{
{ 26 0 -12 2 -2 1 -1 0 -7 -9 6 1 0 0 0 0 }
{ 55 -46 -1 6 -2 1 -1 0 -22 7 17 -7 2 -1 1 0 }
{ 6 57 -34 0 -2 0 -1 0 34 -48 -2 14 -4 3 -1 1 }
{ -55 24 26 -5 2 -1 1 0 15 46 -40 -1 -1 0 -1 0 }
{ 36 -5 41 -20 3 -3 1 -1 -30 26 -32 -3 7 -2 2 -1 }
{ 40 4 -4 -9 -3 -2 -1 -1 27 -31 -43 19 -2 3 -1 1 }
{ -35 -17 -3 26 -6 5 -2 2 56 3 18 -25 -1 -2 -1 -1 }
{ 33 32 -30 4 -3 -1 -1 0 -4 13 -16 -10 0 -1 0 0 }
{ -27 1 -28 -21 16 -5 3 -2 -23 36 -2 40 -17 4 -3 1 }
{ -36 -59 -24 14 4 2 1 1 -23 -26 23 26 -3 5 0 2 }
{ -16 35 -35 30 -9 3 -2 1 -57 -13 6 4 -5 5 -1 1 }
{ 38 -1 0 25 6 2 1 1 47 20 35 1 -27 1 -5 0 }
{ 7 13 19 15 -8 1 -1 0 3 25 30 -18 1 -2 0 -1 }
{ -1 -13 -30 11 -5 2 -1 0 -5 -8 -22 -16 10 0 1 0 }
{ 13 -5 -28 6 18 -4 3 -1 -26 27 -14 6 -20 0 -2 0 }
{ 12 -23 -19 22 2 0 1 0 23 41 -7 35 -10 4 -1 1 }
},
```

lowFreqTransMatrix[ m ][ n ] = lowFreqTransMatrixCol32to47[ m - 32 ][ n ] with m = 32..47, n = 0..15

lowFreqTransMatrixCol32to47 =

```
{
{ 3 5 -1 -2 -2 -2 -1 1 1 1 0 0 -1 -1 0 0 }
},
```

```

{ 9 5 -12 1 -3 -4 4 2 4 1 -2 -1 -1 -1 1 0 }
{ -10 7 21 -10 6 1 -11 0 -1 -1 4 2 3 0 -2 -1 }
{ 17 -38 1 17 -3 11 15 -11 3 -1 -10 1 0 1 3 2 }
{ 15 -8 1 17 -1 -2 4 -8 2 0 -1 3 0 0 0 -1 }
{ 7 -49 52 10 -11 22 7 -26 -1 -6 -9 6 -2 2 4 -2 }
{ -15 -13 -27 9 9 -6 20 5 -3 2 -6 -9 3 -3 1 5 }
{ 24 -26 -37 33 5 -32 55 -5 -7 22 -14 -22 1 -9 -3 13 }
{ 43 -13 4 -41 -19 -2 -24 17 11 -4 8 4 -3 -3 -3 -3 }
{ 10 -26 38 7 -12 11 42 -22 -5 20 -14 -15 -1 -2 1 6 }
{ 28 10 4 7 0 -15 7 -10 -1 7 -2 2 1 -3 0 0 }
{ 37 -37 -9 -47 -28 5 0 18 8 6 0 -8 -4 -3 -3 1 }
{ 11 24 22 -11 -3 37 -13 -58 -5 12 -63 26 9 -15 11 8 }
{ 0 -29 -27 6 -27 -10 -30 9 -3 -10 -7 77 9 -13 45 -8 }
{ -76 -26 -4 -7 12 51 5 24 7 -17 -16 -12 -5 4 2 13 }
{ 5 7 23 5 69 -38 -8 -32 -15 -31 24 11 2 18 11 -15 }
},

```

- Otherwise, if nTrS is equal to 48, lfnstTrSetIdx is equal to 2, and lfnstIdx is equal to 1 the following applies:

lowFreqTransMatrix[ m ][ n ] = lowFreqTransMatrixCol0to15[ m ][ n ] with m = 0..15, n = 0..15

lowFreqTransMatrixCol0to15 =

```
{
{ -121  33   4   4   1   2   0   1  -1  -1   1   0   0   0   0   0 }
{   0  -2   0   0   0   0   0   0  121 -23  -7  -3  -2  -1  -1   0 }
{ -20  19  -5   2  -1   1   0   0   16   3  -2   0   0   0   0   0 }
{  32 108 -43  10  -9   3  -3   1   4   19  -7   1  -1   0   0   0 }
{  -3   0  -1   0   0   0   0   0  -29  11  -2   1   0   0   0   0 }
{  -4 -12  -3   1  -1   0   0   0   19 105 -31   7  -6   1  -2   0 }
{   7   1   2   0   0   0   0   0   4   3  -2   0   0   0   0   0 }
{  -8 -31  14  -4   3  -1   1   0   9  43   0   1  -1   0   0   0 }
{ -15 -43 -100 23 -12   6  -4   2  -6 -17 -48  10  -5   2  -1   1 }
{  -3   1   2   0   0   0   0   0  -6   3   1   0   0   0   0   0 }
{  -1  -6  -3   2  -1   0   0   0  -6 -35   9   0   2   0   0   0 }
{  -5 -14 -48   2  -5   1  -2   0  10  24  99 -17  10  -4   3  -1 }
{  -2   0   2   0   0   0   0   0  -2   0   1   0   0   0   0   0 }
{  -2 -10  -4   0   0   0   0   0   3  11  -1  -1   0   0   0   0 }
{  -2  -3 -25  -2  -3   0  -1   0  -1  -3  -1   4  -2   2   0   1 }
{   4  -4  28 103 -42  24  -9   7   1   2   4   0   3  -1   0   0 }
},
```

lowFreqTransMatrix[ m ][ n ] = lowFreqTransMatrixCol16to31[ m - 16 ][ n ] with m = 16..31, n = 0..15

lowFreqTransMatrixCol16to31 =

```
{
{  24  -5  -1  -1   0   0   0   0   5  -1   0   0   0   0   0   0 }
{  17   1  -2   0   0   0   0   0 -27   4   2   0   0   0   0   0 }
{ -120 14   8   1   3   1   1   0 -18  -2   3   0   1   0   0   0 }
{  11 -30   9  -2   1  -1   0   0   0  -8   2   0   0   0   0   0 }
{  12   7  -1   0   0   0   0   0 -117 12   9   1   3   0   1   0 }
{   9  46  -6   0   0   0   0   0   8  -29   9  -3   1   0   0   0 }
{  22  -8   1  -1   0   0   0   0 -28  -9   4   0   1   0   0   0 }
{ -13 -105 17  -2   2   0   0   0  -8  -25  -3   0   0   0   0   0 }
{   1  -5  19  -6   3  -1   1   0   2   7  15  -3   1  -1   0   0 }
{   0   3  -2   0   0   0   0   0 -20   8  -2   0   0   0   0   0 }
{   1  -6  11  -2   2   0   1   0  -9 -100 17  -1   1   0   0   0 }
{   4  14  32   0   2   0   1   0  -4   0 -39   6  -4   1  -1   0 }
{  -1  -1   1  -1   0   0   0   0  -1  -4   2   0   0   0   0   0 }
{  -6 -40 -15   6  -2   1   0   0   5  57  -6   2   0   0   0   0 }
{  -7  -8 -97  17  -9   3  -3   1  -8  -26 -61  -1  -3  -1  -1  -1 }
{  -1   0  -9 -42  17  -9   3  -2  -1   1 -14   6  -4   2  -1   0 }
},
```

lowFreqTransMatrix[ m ][ n ] = lowFreqTransMatrixCol32to47[ m - 32 ][ n ] with m = 32..47, n = 0..15

lowFreqTransMatrixCol32to47 =

```
{
{   3  -1   0   0   2  -1   0   0   2  -1   0   0   1   0   0   0 }
},
```

```

{ -12  2  1  0 -5  1  0  0 -1  0  0  0 -2  0  0  0 }
{  17 -3 -1  0  6 -1 -1  0  2  0  0  0  2  0  0  0 }
{  -7 -1  2  0 -3 -1  1  0 -2 -2  1  0  0  0  0  0 }
{ -32 -3  3  0 12 -2 -1  0  7  0  0  0  1  0  0  0 }
{  -3 -19  3  0 -4 -6  1  0  0  0  0  0  0  0 -1  0  0 }
{ 117 -10 -8  0 32  1 -4  0  3  1 -1  0 -3  1  0  0 }
{  -7 32 -5  1 -1  4  0  0  2 -1  0  0  1  0 -1  0 }
{  4 10  5 -1  0  3  1  0 -2  1  2  0 -1  1  1  0 }
{  30 13 -3  0 -116  6 10  0 -35 -5  4  0 -3 -1  0  0 }
{ -10 -63  1  2 -17  3 -4  0 -1  9 -1  0  3  4 -1  0 }
{  2 -3 -4  0  2 -2 -2  0  0  0 -1  0  0 -1 -1  0 }
{  -8 -2 -1  1 30  4 -4  1 -102  4  8 -1 -69 -2  6 -1 }
{  1 -95 18 -6 -10 -34 -2  0 -4 17 -2  0  0  2  1  0 }
{  2 10 24 -7  5  9 19 -1  0  1  4  0 -2  0  1  0 }
{ -1 -2 -4  4  0  3  1 -1  0  2  0 -2  2  0  0  0 }
},

```

- Otherwise, if nTrS is equal to 48, lfnstTrSetIdx is equal to 2, and lfnstIdx is equal to 2 the following applies:

lowFreqTransMatrix[ m ][ n ] = lowFreqTransMatrixCol0to15[ m ][ n ] with m = 0..15, n = 0..15

lowFreqTransMatrixCol0to15 =

```
{
{ 87 -41 3 -4 1 -1 0 -1 -73 28 2 1 1 1 0 0 }
{ -75 4 7 0 2 0 1 0 -41 36 -7 3 -1 1 0 0 }
{ 26 -44 22 -6 4 -2 1 -1 77 24 -22 2 -4 0 -1 0 }
{ -39 -68 37 -7 6 -2 2 0 -9 56 -21 1 -2 0 -1 0 }
{ 10 -20 2 0 1 0 0 0 50 -1 8 -5 1 -1 0 0 }
{ -21 -45 8 -2 3 -1 1 0 -7 -30 26 -8 3 -1 1 -1 }
{ -4 -2 -55 28 -8 5 -3 2 -2 37 43 -19 1 -2 1 -1 }
{ 2 19 47 -23 6 -4 2 -1 -23 -22 -44 17 -2 2 -1 0 }
{ -19 -62 -9 3 0 0 0 0 -12 -56 27 -7 3 -1 1 0 }
{ 1 9 -5 0 -1 0 0 0 0 22 -1 2 0 1 0 0 }
{ 5 17 -9 0 -2 1 0 0 13 54 -2 7 -1 1 0 0 }
{ 7 27 56 -2 10 -3 3 -1 -2 -6 8 -28 3 -4 1 -1 }
{ 0 0 19 -4 3 -2 2 -1 -3 -13 10 -4 1 0 0 0 }
{ -3 0 -27 -80 40 -16 6 -4 4 3 31 61 -22 7 -1 1 }
{ 1 2 -8 6 -1 1 0 0 2 8 -5 -1 0 0 0 0 }
{ -4 -18 -57 8 -8 1 -3 0 -5 -20 -69 7 -6 2 -2 1 }
},
```

lowFreqTransMatrix[ m ][ n ] = lowFreqTransMatrixCol16to31[ m - 16 ][ n ] with m = 16..31, n = 0..15

lowFreqTransMatrixCol16to31 =

```
{
{ 30 -5 -6 1 -1 0 0 0 -8 -3 3 0 0 0 0 0 }
{ 72 -29 -2 0 -1 0 -1 0 -37 6 7 -2 1 0 0 0 }
{ 7 -38 10 0 1 0 0 0 -51 27 4 -3 2 -1 1 0 }
{ -45 4 -3 6 -1 2 0 1 49 -13 3 -3 -1 0 0 0 }
{ 66 17 -24 4 -3 1 -1 0 13 -49 15 1 0 0 0 0 }
{ -9 69 -33 5 -2 0 -1 0 -44 -31 10 7 -2 2 0 1 }
{ -47 -34 -27 5 4 -1 1 0 -39 -2 27 4 -2 1 0 0 }
{ -33 3 22 -2 -4 1 -1 0 -58 -17 6 -6 7 -1 1 0 }
{ 7 -8 16 -6 4 -2 1 -1 -15 54 -23 2 -1 0 0 0 }
{ -13 17 0 -2 0 -1 0 0 -46 -10 -10 4 -1 1 0 0 }
{ 4 51 -3 -6 -1 -1 0 0 -20 6 -34 9 -2 2 -1 0 }
{ -1 -4 -68 35 -5 5 -2 1 0 35 43 -4 -6 1 -1 0 }
{ -6 -37 -18 -5 2 -2 1 -1 6 -6 -7 25 -6 4 -1 1 }
{ -4 -7 -26 -6 -10 6 -4 1 3 8 14 -18 15 -5 2 -1 }
{ 1 24 3 5 -1 1 0 0 -3 12 6 -10 1 -1 0 0 }
{ 1 4 0 33 -7 5 -2 1 0 -9 53 -22 3 -1 0 0 }
},
```

lowFreqTransMatrix[ m ][ n ] = lowFreqTransMatrixCol32to47[ m - 32 ][ n ] with m = 32..47, n = 0..15

lowFreqTransMatrixCol32to47 =

```
{
{ 3 2 -1 0 -2 -1 0 0 1 1 0 0 -1 0 0 0 }
```

```

{ 12 3 -4 0 -3 -2 1 0 4 0 0 0 -1 0 0 0 }
{ 31 -5 -8 3 -14 0 5 -1 6 1 -3 0 -4 -1 1 0 }
{ -19 2 0 0 5 1 1 0 -2 0 -1 0 1 0 0 0 }
{ -53 34 6 -5 30 -7 -11 3 -11 -2 5 1 4 2 -1 -1 }
{ 49 7 2 -6 -23 -3 -2 2 9 4 0 0 -2 -1 -1 0 }
{ -11 32 -8 -7 27 -12 -6 6 -13 0 4 -3 3 -1 -2 1 }
{ -23 40 -2 5 43 -11 -8 -1 -18 -4 5 2 4 3 0 -1 }
{ -42 -25 4 6 34 8 2 -2 -15 -1 0 -1 3 2 0 1 }
{ -80 -27 20 -4 -66 23 -2 -2 20 -3 -2 3 -14 2 3 -1 }
{ 16 -52 28 1 59 15 -8 -5 -28 -7 2 2 10 3 0 -1 }
{ -14 -38 -12 -10 9 5 7 6 -9 7 -4 -3 4 -4 0 3 }
{ 16 10 55 -24 15 46 -52 1 35 -43 10 12 -23 13 5 -8 }
{ -2 -4 -1 13 0 2 -4 -3 3 -1 2 1 -2 0 -2 -1 }
{ -9 -1 -25 10 45 -11 18 2 86 1 -13 -4 -65 -6 7 2 }
{ 4 -27 -2 -9 5 36 -13 5 -7 -17 1 2 4 6 4 -1 }
},

```

- Otherwise, if nTrS is equal to 48, lfnstTrSetIdx is equal to 3, and lfnstIdx is equal to 1 the following applies:

lowFreqTransMatrix[ m ][ n ] = lowFreqTransMatrixCol0to15[ m ][ n ] with m = 0..15, n = 0..15

lowFreqTransMatrixCol0to15 =

```
{
{ -115  37   9   2   2   1   1   0  10 -29   8   0   1   0   1   0 }
{  15  51 -18   0  -3   0  -1   0 -95   7  34  -3   5  -1   2   0 }
{  29 -22  16  -6   3  -2   1  -1  -4 -80  12  15   0   3   0   1 }
{ -36 -98  25   5   4   1   2   1 -59  11 -17   1   1   1   0   0 }
{  -6  18   3  -3  -1   0   0   0 -50  -5 -38  12   0   2   0   1 }
{   4  15  52 -13   5  -3   2  -1 -17 -45  16  24  -2   4  -1   2 }
{ -20  -7 -43   4   0   1  -1   1  -7  35   0  12  -4   1  -1   0 }
{   4  29   1  26  -5   4  -2   1 -17  -7 -73   6   6   2   1   1 }
{  12  13  10   2  -1   3  -1   1  17  -2 -46  12   7   0   2   0 }
{   5  20  90 -17   4  -3   2  -1   6  66   8  28  -7   3  -1   1 }
{  -3  -4 -34 -12   2  -1  -1   0   5  25  11  43 -10   4  -2   1 }
{  -1  -3   2  19  -2   4  -1   2   9   3 -35  22  11   1   2   0 }
{  10  -4  -6  12   5   1   1   0  11  -9 -12  -2  -7   0  -1   0 }
{   4   6  14  53  -4   4   0   2   0  -1 -20 -13   3   2  -1   1 }
{   2   9  13  37  19   6   2   2  -9  -3  -9 -28 -20  -4  -3  -1 }
{   3  -3  12  84 -12   8  -2   3   6  13  50  -1  45   1   7   0 }
},
```

lowFreqTransMatrix [ m ][ n ] = lowFreqTransMatrixCol16to31[ m - 16 ][ n ] with m = 16..31, n = 0..15

lowFreqTransMatrixCol16to31 =

```
{
{  23  -8  -8   1  -1   0   0   0   3   3  -2  -1   0   0   0   0 }
{  23 -47   1   6   0   1   0   1   8   5 -12   0  -1   0   0   0 }
{  45   7 -59   7  -2   1  -1   0 -15  41  -3 -16   2  -3   0  -1 }
{   6 -13   7  -3   0   0   0   0  14  -4 -14   3  -1   0   0   0 }
{   3  67  -7 -40   3  -6   1  -3 -12 -13  65  -3 -10   0  -1   0 }
{ -87  -8 -14   7   8   1   2   0  23 -35  -6  -3   1   1   0   0 }
{ -51  -2 -57   5  15   0   4   0   7  39   5 -55   1  -7   1  -3 }
{  -5  21  -3   5  -1  -3   0  -1 -11   2 -52  -3  27  -2   5   0 }
{  16 -45  -9 -53   6   1   1   0  70  16   8  -4 -37   1  -7   0 }
{  29   5 -19  12   9  -1   1   0 -10  14  -1 -13   7   0   1   0 }
{  23  20 -40  12  21  -3   4  -1  25 -28 -10   5   8   6   0   2 }
{  -7 -65 -19 -22  11   4   2   1 -75 -18   3  -1 -10   2   0   1 }
{  33 -10  -4  18  18  -4   4  -1  28 -72   1 -49  15   2   2   1 }
{  -3   1  -5  35 -16  -6  -1  -2  46  29  13  21  37  -5   4  -1 }
{   1  18   9  28  24   6   2   2 -20  -5 -25 -33 -36   9  -2   2 }
{  -2  18 -22 -37 -13  14   0   3   1 -12  -3   2 -15  -8   1  -1 }
},
```

lowFreqTransMatrix[ m ][ n ] = lowFreqTransMatrixCol32to47[ m - 32 ][ n ] with m = 32..47, n = 0..15

lowFreqTransMatrixCol32to47 =

```
{
{  4   0   0  -1   1   1   0   0   2   0   0   0   0   0   0   0 }
}
```



```

{ 3 -3 1 -1 2 1 -2 0 1 -1 0 0 1 1 -1 0 }
{ 1 0 7 -2 -3 6 1 -2 0 0 1 0 -1 2 0 -1 }
{ 2 8 -3 -5 2 0 0 0 0 3 0 -1 1 0 0 0 }
{ 9 -20 -5 22 -2 0 0 -1 2 -3 -2 3 -1 0 1 0 }
{ 2 5 -17 0 3 -1 -1 -5 0 1 -4 0 1 0 0 -2 }
{ 1 -10 41 2 4 -3 -2 3 -1 -2 7 1 1 -1 -1 0 }
{ 0 27 8 -58 2 -5 25 3 0 3 0 -5 0 -2 7 0 }
{ -12 29 3 21 4 0 5 -1 -3 4 1 4 2 0 1 0 }
{ 0 -6 13 -4 0 -4 1 5 0 -1 -1 1 0 -1 0 0 }
{ -4 21 -64 -8 -5 19 10 -48 3 -1 10 -3 0 4 3 -6 }
{ 2 -35 -27 4 1 8 -17 -19 3 0 3 -6 0 2 -1 -2 }
{ 56 -23 22 -1 4 -1 -15 26 6 4 -10 0 0 2 -3 2 }
{ -10 -53 -18 8 9 12 -41 -25 -2 2 13 -16 4 1 -5 1 }
{ -13 42 1 57 -22 -2 -25 -28 5 6 19 -12 -5 -3 -2 4 }
{ 19 14 -4 -12 -4 5 17 8 2 -4 -4 4 -2 2 1 0 }
},

```

- Otherwise, if nTrS is equal to 48, lfnstTrSetIdx is equal to 3, and lfnstIdx is equal to 2 the following applies:

lowFreqTransMatrix[ m ][ n ] = lowFreqTransMatrixCol0to15[ m ][ n ] with m = 0..15, n = 0..15

lowFreqTransMatrixCol0to15 =

```
{
{ 109 -26 -8 -3 -2 -1 -1 0 -50 28 2 1 0 0 0 0 }
{ -39 31 -5 2 -1 1 0 0 -95 6 18 0 4 0 1 0 }
{ 29 -3 -2 -2 0 0 0 0 0 -41 9 0 2 0 1 0 }
{ 18 96 -23 2 -5 1 -2 0 -10 6 10 -2 1 -1 1 0 }
{ -29 -60 16 -2 3 -1 1 0 -52 9 -17 5 -2 1 -1 1 }
{ -23 -5 -15 5 -2 1 -1 1 2 79 -13 -4 -2 -1 -1 0 }
{ -7 -3 12 -3 3 -1 1 0 -31 -62 8 7 0 2 0 1 }
{ 1 -26 5 0 1 0 1 0 24 -3 43 -6 4 -2 1 -1 }
{ 11 14 6 -3 1 -1 1 0 10 -7 -9 3 -2 1 -1 0 }
{ -10 -11 -47 3 -4 1 -1 0 5 28 11 -2 -1 0 0 0 }
{ -8 -24 -99 11 -10 3 -4 1 -5 -36 19 -26 4 -5 1 -2 }
{ -5 1 -1 0 1 0 0 0 -10 -14 -6 8 0 1 0 0 }
{ 1 12 -20 21 -4 5 -2 2 -5 -2 -75 9 -1 2 -1 1 }
{ 2 -9 -18 8 -3 3 -1 1 3 -25 -62 -6 0 -2 0 -1 }
{ 4 9 39 18 0 2 0 1 -6 -16 -22 -37 5 -5 1 -2 }
{ -7 -2 15 -6 1 -1 1 -1 -11 -3 22 -14 0 -2 1 -1 }
},
```

lowFreqTransMatrix[ m ][ n ] = lowFreqTransMatrixCol16to31[ m - 16 ][ n ] with m = 16..31, n = 0..15

lowFreqTransMatrixCol16to31 =

```
{
{ -18 -8 6 0 1 0 1 0 6 -2 -3 0 0 0 0 0 }
{ 32 -49 5 1 1 0 0 0 27 -1 -14 2 -2 1 -1 0 }
{ 86 4 -33 2 -6 1 -2 0 -32 58 1 -7 0 -2 0 -1 }
{ -14 26 2 -4 1 -1 0 0 -43 -9 35 -2 4 -1 1 0 }
{ 13 56 -2 -9 0 -2 0 -1 -34 -18 41 0 3 0 1 0 }
{ -9 1 5 -1 1 0 0 0 -4 49 2 -14 1 -3 0 -1 }
{ -75 9 -45 5 -1 1 -1 0 14 35 0 -23 2 -5 1 -2 }
{ -7 -64 9 14 0 3 0 1 -12 -4 5 3 -1 1 0 0 }
{ 22 21 1 -21 2 -4 1 -2 92 1 53 0 -9 1 -2 0 }
{ -12 -2 -38 2 0 1 0 0 16 38 11 -16 -1 -3 0 -2 }
{ 0 25 41 5 -3 1 0 0 10 -5 -7 12 2 1 0 0 }
{ -17 -2 7 -5 3 -1 0 0 -16 13 3 31 -1 6 0 2 }
{ -1 -2 -16 -4 0 -1 0 0 -7 7 -31 0 3 0 0 0 }
{ -6 -61 14 -51 2 -6 0 -2 -19 0 40 -7 -17 0 -3 0 }
{ -5 15 63 9 -16 0 -3 0 18 42 -18 27 15 1 3 1 }
{ -18 -7 30 -9 -4 0 -1 0 -35 23 23 10 -17 1 -3 0 }
},
```

lowFreqTransMatrix[ m ][ n ] = lowFreqTransMatrixCol32to47[ m - 32 ][ n ] with m = 32..47, n = 0..15

lowFreqTransMatrixCol32to47 =

```
{
{ -3 2 1 -1 0 0 0 0 -2 0 0 0 0 0 0 0 }
},
```

```

{ 3 5 -3 -2 4 1 -1 -1 2 0 0 0 2 0 0 0 }
{ -14 -8 20 0 -2 -3 0 4 -1 -1 0 0 -1 1 0 0 }
{ 14 -40 1 10 2 1 -10 1 2 -4 -1 -1 0 0 -1 0 }
{ 19 -36 -10 13 3 6 -14 -1 3 1 -1 -3 1 1 -1 -1 }
{ -31 -14 56 -1 13 -37 -4 20 -2 2 -10 0 2 -4 0 -1 }
{ 1 -8 32 -1 7 -12 -4 10 0 2 -6 -1 2 0 0 -2 }
{ 8 -59 -3 26 14 6 -58 6 -5 17 -7 -18 3 3 -1 -5 }
{ -21 -11 1 40 -5 -4 -24 5 -4 5 -6 -5 0 0 0 -3 }
{ 12 -9 -22 7 -8 60 4 -36 -6 -15 54 7 3 -7 -8 14 }
{ -1 1 9 -3 -3 -14 -3 12 2 4 -13 -2 -1 3 2 -4 }
{ -93 -15 -46 -3 23 -19 0 -47 8 4 8 3 2 3 0 0 }
{ 4 11 -12 4 -12 14 -50 -1 -8 32 -4 -54 2 0 30 -15 }
{ 13 -4 11 9 17 0 24 5 1 -12 4 28 0 0 -15 8 }
{ 12 -34 9 -24 4 28 -2 4 -11 -4 30 2 5 -13 -4 18 }
{ -19 53 6 48 -65 12 -12 11 -8 -16 10 -21 -2 -12 6 2 }
},

```

#### 8.7.4.4 Transformation process

Inputs to this process are:

- a variable nTbS specifying the horizontal sample size of transformed samples,
- a variable nonZeroS specifying the horizontal sample size of non-zero scaled transform coefficients,
- a list of scaled transform coefficients x[ j ] with j = 0..nonZeroS – 1,
- a transform kernel type variable trType.

Output of this process is the list of transformed samples y[ i ] with i = 0..nTbS – 1.

The transformation matrix derivation process as specified in clause 8.7.4.5 is invoked with the transform size nTbS and the transform kernel Type trType as inputs, and the transformation matrix transMatrix as output.

Depending on the value of trType, the following applies: the list of transformed samples y[ i ] with i = 0..nTbS – 1 is derived as follows:

- If trType is equal to 0, the following transform matrix multiplication applies:

$$y[i] = \sum_{j=0}^{\text{nonZeroS}-1} \text{transMatrix}[i][j] * 2^{6-\text{Log2}(n\text{TbS})} * x[j] \quad \text{with } i = 0..n\text{TbS} - 1 \quad (8-983)$$

- Otherwise (trType is equal to 1 or trType is equal to 2), the following transform matrix multiplication applies:

$$y[i] = \sum_{j=0}^{\text{nonZeroS}-1} \text{transMatrix}[i][j] * x[j] \quad \text{with } i = 0..n\text{TbS} - 1 \quad (8-984)$$

#### 8.7.4.5 Transformation matrix derivation process

Inputs to this process are:

- a variable nTbS specifying the horizontal sample size of scaled transform coefficients,
- the transformation kernel type trType.

Output of this process is the transformation matrix transMatrix.

The transformation matrix transMatrix is derived based on trType and nTbs as follows:

- If trType is equal to 0, the following applies:

transMatrix[ m ][ n ] = transMatrixCol0to15[ m ][ n ] with m = 0..15, n = 0..63 (8-985)

transMatrixCol0to15 =(8-986)

```

{
{ 64 64 64 64 64 64 64 64 64 64 64 64 64 64 64 }
{ 91 90 90 90 88 87 86 84 83 81 79 77 73 71 69 65 }
{ 90 90 88 85 82 78 73 67 61 54 46 38 31 22 13 4 }
{ 90 88 84 79 71 62 52 41 28 15 2 -11 -24 -37 -48 -59 }
{ 90 87 80 70 57 43 25 9 -9 -25 -43 -57 -70 -80 -87 -90 }
{ 90 84 73 59 41 20 -2 -24 -44 -62 -77 -86 -90 -90 -83 -71 }
{ 90 82 67 46 22 -4 -31 -54 -73 -85 -90 -88 -78 -61 -38 -13 }
{ 90 79 59 33 2 -28 -56 -77 -88 -90 -81 -62 -37 -7 24 52 }
{ 89 75 50 18 -18 -50 -75 -89 -89 -75 -50 -18 18 50 75 89 }
{ 88 71 41 2 -37 -69 -87 -90 -73 -44 -7 33 65 86 90 77 }
{ 88 67 31 -13 -54 -82 -90 -78 -46 -4 38 73 90 85 61 22 }
{ 87 62 20 -28 -69 -90 -84 -56 -11 37 73 90 81 48 2 -44 }
{ 87 57 9 -43 -80 -90 -70 -25 25 70 90 80 43 -9 -57 -87 }
{ 86 52 -2 -56 -87 -84 -48 7 59 88 83 44 -11 -62 -90 -81 }
{ 85 46 -13 -67 -90 -73 -22 38 82 88 54 -4 -61 -90 -78 -31 }
{ 84 41 -24 -77 -90 -56 7 65 91 69 11 -52 -88 -79 -28 37 }
{ 83 36 -36 -83 -83 -36 36 83 83 36 -36 -83 -83 -36 36 83 }
{ 83 28 -44 -88 -73 -11 59 91 62 -7 -71 -90 -48 24 81 84 }
{ 82 22 -54 -90 -61 13 78 85 31 -46 -90 -67 4 73 88 38 }
{ 81 15 -62 -90 -44 37 88 69 -7 -77 -84 -24 56 91 52 -28 }
{ 80 9 -70 -87 -25 57 90 43 -43 -90 -57 25 87 70 -9 -80 }
{ 79 2 -77 -81 -7 73 83 11 -71 -84 -15 69 86 20 -65 -87 }
{ 78 -4 -82 -73 13 85 67 -22 -88 -61 31 90 54 -38 -90 -46 }
{ 77 -11 -86 -62 33 90 44 -52 -90 -24 69 83 2 -81 -71 20 }
{ 75 -18 -89 -50 50 89 18 -75 -75 18 89 50 -50 -89 -18 75 }
{ 73 -24 -90 -37 65 81 -11 -88 -48 56 86 2 -84 -59 44 90 }
{ 73 -31 -90 -22 78 67 -38 -90 -13 82 61 -46 -88 -4 85 54 }
{ 71 -37 -90 -7 86 48 -62 -79 24 91 20 -81 -59 52 84 -11 }
{ 70 -43 -87 9 90 25 -80 -57 57 80 -25 -90 -9 87 43 -70 }
{ 69 -48 -83 24 90 2 -90 -28 81 52 -65 -71 44 84 -20 -90 }
{ 67 -54 -78 38 85 -22 -90 4 90 13 -88 -31 82 46 -73 -61 }
{ 65 -59 -71 52 77 -44 -81 37 84 -28 -87 20 90 -11 -90 2 }
{ 64 -64 -64 64 64 -64 -64 64 64 -64 -64 64 64 -64 -64 64 }
{ 62 -69 -56 73 48 -79 -41 83 33 -86 -24 88 15 -90 -7 91 }
{ 61 -73 -46 82 31 -88 -13 90 -4 -90 22 85 -38 -78 54 67 }
{ 59 -77 -37 87 11 -91 15 86 -41 -73 62 56 -79 -33 88 7 }
{ 57 -80 -25 90 -9 -87 43 70 -70 -43 87 9 -90 25 80 -57 }
{ 56 -83 -15 90 -28 -77 65 44 -87 -2 88 -41 -69 73 33 -90 }
{ 54 -85 -4 88 -46 -61 82 13 -90 38 67 -78 -22 90 -31 -73 }
{ 52 -87 7 83 -62 -41 90 -20 -77 71 28 -91 33 69 -79 -15 }
{ 50 -89 18 75 -75 -18 89 -50 -50 89 -18 -75 75 18 -89 50 }
{ 48 -90 28 65 -84 7 79 -73 -15 87 -59 -37 91 -41 -56 88 }

```

```

{ 46 -90 38 54 -90 31 61 -88 22 67 -85 13 73 -82 4 78 }
{ 44 -91 48 41 -90 52 37 -90 56 33 -90 59 28 -88 62 24 }
{ 43 -90 57 25 -87 70 9 -80 80 -9 -70 87 -25 -57 90 -43 }
{ 41 -90 65 11 -79 83 -20 -59 90 -48 -33 87 -71 -2 73 -86 }
{ 38 -88 73 -4 -67 90 -46 -31 85 -78 13 61 -90 54 22 -82 }
{ 37 -86 79 -20 -52 90 -69 2 65 -90 56 15 -77 87 -41 -33 }
{ 36 -83 83 -36 -36 83 -83 36 36 -83 83 -36 -36 83 -83 36 }
{ 33 -81 87 -48 -15 71 -90 62 -2 -59 90 -73 20 44 -86 83 }
{ 31 -78 90 -61 4 54 -88 82 -38 -22 73 -90 67 -13 -46 85 }
{ 28 -73 91 -71 24 33 -77 90 -69 20 37 -79 90 -65 15 41 }
{ 25 -70 90 -80 43 9 -57 87 -87 57 -9 -43 80 -90 70 -25 }
{ 24 -65 88 -86 59 -15 -33 71 -90 83 -52 7 41 -77 91 -79 }
{ 22 -61 85 -90 73 -38 -4 46 -78 90 -82 54 -13 -31 67 -88 }
{ 20 -56 81 -91 83 -59 24 15 -52 79 -90 84 -62 28 11 -48 }
{ 18 -50 75 -89 89 -75 50 -18 -18 50 -75 89 -89 75 -50 18 }
{ 15 -44 69 -84 91 -86 71 -48 20 11 -41 65 -83 90 -87 73 }
{ 13 -38 61 -78 88 -90 85 -73 54 -31 4 22 -46 67 -82 90 }
{ 11 -33 52 -69 81 -88 91 -87 79 -65 48 -28 7 15 -37 56 }
{ 9 -25 43 -57 70 -80 87 -90 90 -87 80 -70 57 -43 25 -9 }
{ 7 -20 33 -44 56 -65 73 -81 86 -90 91 -90 87 -83 77 -69 }
{ 4 -13 22 -31 38 -46 54 -61 67 -73 78 -82 85 -88 90 -90 }
{ 2 -7 11 -15 20 -24 28 -33 37 -41 44 -48 52 -56 59 -62 }
},

```

transMatrix[ m ][ n ] = transMatrixCol16to31[ m - 16 ][ n ] with m = 16..31, n = 0..63 (8-987)

transMatrixCol16to31 = (8-988)

```

{
  { 64 64 64 64 64 64 64 64 64 64 64 64 64 64 64 }
  { 62 59 56 52 48 44 41 37 33 28 24 20 15 11 7 2 }
  { -4 -13 -22 -31 -38 -46 -54 -61 -67 -73 -78 -82 -85 -88 -90 -90 }
  { -69 -77 -83 -87 -90 -91 -90 -86 -81 -73 -65 -56 -44 -33 -20 -7 }
  { -90 -87 -80 -70 -57 -43 -25 -9 9 25 43 57 70 80 87 90 }
  { -56 -37 -15 7 28 48 65 79 87 91 88 81 69 52 33 11 }
  { 13 38 61 78 88 90 85 73 54 31 4 -22 -46 -67 -82 -90 }
  { 73 87 90 83 65 41 11 -20 -48 -71 -86 -91 -84 -69 -44 -15 }
  { 89 75 50 18 -18 -50 -75 -89 -89 -75 -50 -18 18 50 75 89 }
  { 48 11 -28 -62 -84 -90 -79 -52 -15 24 59 83 91 81 56 20 }
  { -22 -61 -85 -90 -73 -38 4 46 78 90 82 54 13 -31 -67 -88 }
  { -79 -91 -77 -41 7 52 83 90 71 33 -15 -59 -86 -88 -65 -24 }
  { -87 -57 -9 43 80 90 70 25 -25 -70 -90 -80 -43 9 57 87 }
  { -41 15 65 90 79 37 -20 -69 -90 -77 -33 24 71 91 73 28 }
  { 31 78 90 61 4 -54 -88 -82 -38 22 73 90 67 13 -46 -85 }
  { 83 86 44 -20 -73 -90 -59 2 62 90 71 15 -48 -87 -81 -33 }
  { 83 36 -36 -83 -83 -36 36 83 83 36 -36 -83 -83 -36 36 83 }
  { 33 -41 -87 -77 -15 56 90 65 -2 -69 -90 -52 20 79 86 37 }
  { -38 -88 -73 -4 67 90 46 -31 -85 -78 -13 61 90 54 -22 -82 }
  { -86 -73 -2 71 87 33 -48 -90 -59 20 83 79 11 -65 -90 -41 }
  { -80 -9 70 87 25 -57 -90 -43 43 90 57 -25 -87 -70 9 80 }
  { -24 62 88 28 -59 -90 -33 56 90 37 -52 -90 -41 48 91 44 }
  { 46 90 38 -54 -90 -31 61 88 22 -67 -85 -13 73 82 4 -78 }
  { 88 56 -41 -91 -37 59 87 15 -73 -79 7 84 65 -28 -90 -48 }
  { 75 -18 -89 -50 50 89 18 -75 -75 18 89 50 -50 -89 -18 75 }
  { 15 -79 -69 33 91 28 -71 -77 20 90 41 -62 -83 7 87 52 }
  { -54 -85 4 88 46 -61 -82 13 90 38 -67 -78 22 90 31 -73 }
  { -90 -33 73 69 -41 -88 -2 87 44 -65 -77 28 90 15 -83 -56 }
  { -70 43 87 -9 -90 -25 80 57 -57 -80 25 90 9 -87 -43 70 }
  { -7 88 33 -79 -56 62 73 -41 -86 15 91 11 -87 -37 77 59 }
  { 61 73 -46 -82 31 88 -13 -90 -4 90 22 -85 -38 78 54 -67 }
  { 91 7 -90 -15 88 24 -86 -33 83 41 -79 -48 73 56 -69 -62 }
  { 64 -64 -64 64 64 -64 -64 64 64 -64 -64 64 64 -64 -64 64 }
  { -2 -90 11 90 -20 -87 28 84 -37 -81 44 77 -52 -71 59 65 }
  { -67 -54 78 38 -85 -22 90 4 -90 13 88 -31 -82 46 73 -61 }
  { -90 20 84 -44 -71 65 52 -81 -28 90 2 -90 24 83 -48 -69 }
  { -57 80 25 -90 9 87 -43 -70 70 43 -87 -9 90 -25 -80 57 }
  { 11 84 -52 -59 81 20 -91 24 79 -62 -48 86 7 -90 37 71 }
  { 73 31 -90 22 78 -67 -38 90 -13 -82 61 46 -88 4 85 -54 }
  { 90 -44 -59 84 2 -86 56 48 -88 11 81 -65 -37 90 -24 -73 }
  { 50 -89 18 75 -75 -18 89 -50 -50 89 -18 -75 75 18 -89 50 }
  { -20 -71 81 2 -83 69 24 -90 52 44 -90 33 62 -86 11 77 }

```

```

{ -78  -4  82  -73  -13  85  -67  -22  88  -61  -31  90  -54  -38  90  -46 }
{ -87  65  20  -86  69  15  -84  71  11  -83  73  7  -81  77  2  -79 }
{ -43  90  -57  -25  87  -70  -9  80  -80  9  70  -87  25  57  -90  43 }
{ 28  52  -91  56  24  -84  77  -7  -69  88  -37  -44  90  -62  -15  81 }
{ 82  -22  -54  90  -61  -13  78  -85  31  46  -90  67  4  -73  88  -38 }
{ 84  -81  24  48  -90  71  -7  -62  91  -59  -11  73  -88  44  28  -83 }
{ 36  -83  83  -36  -36  83  -83  36  36  -83  83  -36  -36  83  -83  36 }
{ -37  -28  79  -88  52  11  -69  91  -65  7  56  -90  77  -24  -41  84 }
{ -85  46  13  -67  90  -73  22  38  -82  88  -54  -4  61  -90  78  -31 }
{ -81  90  -62  11  44  -83  88  -59  7  48  -84  87  -56  2  52  -86 }
{ -25  70  -90  80  -43  -9  57  -87  87  -57  9  43  -80  90  -70  25 }
{ 44  2  -48  81  -90  73  -37  -11  56  -84  90  -69  28  20  -62  87 }
{ 88  -67  31  13  -54  82  -90  78  -46  4  38  -73  90  -85  61  -22 }
{ 77  -90  86  -65  33  7  -44  73  -90  87  -69  37  2  -41  71  -88 }
{ 18  -50  75  -89  89  -75  50  -18  -18  50  -75  89  -89  75  -50  18 }
{ -52  24  7  -37  62  -81  90  -88  77  -56  28  2  -33  59  -79  90 }
{ -90  82  -67  46  -22  -4  31  -54  73  -85  90  -88  78  -61  38  -13 }
{ -71  83  -90  90  -86  77  -62  44  -24  2  20  -41  59  -73  84  -90 }
{ -9  25  -43  57  -70  80  -87  90  -90  87  -80  70  -57  43  -25  9 }
{ 59  -48  37  -24  11  2  -15  28  -41  52  -62  71  -79  84  -88  90 }
{ 90  -90  88  -85  82  -78  73  -67  61  -54  46  -38  31  -22  13  -4 }
{ 65  -69  71  -73  77  -79  81  -83  84  -86  87  -88  90  -90  90  -91 }
},

```

transMatrix[ m ][ n ] = ( n & 1 ? -1 : 1 ) \* transMatrixCol16to31[47 -m ][ n ] (8-989)

with m =32..47, n = 0..63

transMatrix[ m ][ n ] = ( n & 1 ? -1 : 1 ) \* transMatrixCol0to15[63 -m ][ n ] (8-990)

with m =48..63, n = 0..63

- Otherwise, if trType is equal to 1 and nTbs is equal to 4, the following applies:

transMatrix[ m ][ n ] = (8-991)

```

{
{ 29  55  74  84 }
{ 74  74  0  -74 }
{ 84  -29  -74  55 }
{ 55  -84  74  -29 }
},

```

- Otherwise, if trType is equal to 1 and nTbs is equal to 8, the following applies:



transMatrix[ m ][ n ] = (8-992)

```
{
{ 17 32 46 60 71 78 85 86 }
{ 46 78 86 71 32 -17 -60 -85 }
{ 71 85 32 -46 -86 -60 17 78 }
{ 85 46 -60 -78 17 86 32 -71 }
{ 86 -17 -85 32 78 -46 -71 60 }
{ 78 -71 -17 85 -60 -32 86 -46 }
{ 60 -86 71 -17 -46 85 -78 32 }
{ 32 -60 78 -86 85 -71 46 -17 }
},
```

- Otherwise, if trType is equal to 1 and nTbs is equal to 16, the following applies:

transMatrix[ m ][ n ] = (8-993)

```
{
{ 8 17 25 33 40 48 55 62 68 73 77 81 85 87 88 88 }
{ 25 48 68 81 88 88 81 68 48 25 0 -25 -48 -68 -81 -88 }
{ 40 73 88 85 62 25 -17 -55 -81 -88 -77 -48 -8 33 68 87 }
{ 55 87 81 40 -17 -68 -88 -73 -25 33 77 88 62 8 -48 -85 }
{ 68 88 48 -25 -81 -81 -25 48 88 68 0 -68 -88 -48 25 81 }
{ 77 77 0 -77 -77 0 77 77 0 -77 -77 0 77 77 0 -77 }
{ 85 55 -48 -87 -8 81 62 -40 -88 -17 77 68 -33 -88 -25 73 }
{ 88 25 -81 -48 68 68 -48 -81 25 88 0 -88 -25 81 48 -68 }
{ 88 -8 -88 17 87 -25 -85 33 81 -40 -77 48 73 -55 -68 62 }
{ 87 -40 -68 73 33 -88 8 85 -48 -62 77 25 -88 17 81 -55 }
{ 81 -68 -25 88 -48 -48 88 -25 -68 81 0 -81 68 25 -88 48 }
{ 73 -85 25 55 -88 48 33 -87 68 8 -77 81 -17 -62 88 -40 }
{ 62 -88 68 -8 -55 88 -73 17 48 -87 77 -25 -40 85 -81 33 }
{ 48 -81 88 -68 25 25 -68 88 -81 48 0 -48 81 -88 68 -25 }
{ 33 -62 81 -88 85 -68 40 -8 -25 55 -77 88 -87 73 -48 17 }
{ 17 -33 48 -62 73 -81 87 -88 88 -85 77 -68 55 -40 25 -8 }
},
```

- Otherwise, if trType is equal to 1 and nTbs is equal to 32, the following applies:

transMatrix[ m ][ n ] = transMatrixCol0to15[ m ][ n ] with m = 0..15, n = 0..15 (8-994)

transMatrixCol0to15 =(8-995)

```
{
{ 4 9 13 17 21 26 30 34 38 42 46 50 53 56 60 63 }
{ 13 26 38 50 60 68 77 82 86 89 90 88 85 80 74 66 }
{ 21 42 60 74 84 89 89 84 74 60 42 21 0 -21 -42 -60 }
{ 30 56 77 87 89 80 63 38 9 -21 -50 -72 -85 -90 -84 -68 }
{ 38 68 86 88 74 46 9 -30 -63 -84 -90 -78 -53 -17 21 56 }
{ 46 78 90 77 42 -4 -50 -80 -90 -74 -38 9 53 82 89 72 }
{ 53 85 85 53 0 -53 -85 -85 -53 0 53 85 85 53 0 -53 }
{ 60 89 74 21 -42 -84 -84 -42 21 74 89 60 0 -60 -89 -74 }
{ 66 90 56 -13 -74 -87 -46 26 80 84 34 -38 -85 -78 -21 50 }
{ 72 86 34 -46 -89 -63 13 78 82 21 -56 -90 -53 26 84 77 }
{ 77 80 9 -72 -84 -17 66 86 26 -60 -88 -34 53 90 42 -46 }
{ 80 72 -17 -86 -60 34 90 46 -50 -89 -30 63 85 13 -74 -78 }
{ 84 60 -42 -89 -21 74 74 -21 -89 -42 60 84 0 -84 -60 42 }
{ 86 46 -63 -78 21 90 26 -77 -66 42 87 4 -85 -50 60 80 }
{ 88 30 -78 -56 60 77 -34 -87 4 89 26 -80 -53 63 74 -38 }
{ 90 13 -87 -26 84 38 -78 -50 72 60 -63 -68 53 77 -42 -82 }
},
```

transMatrix[ m ][ n ] = transMatrixCol16to31[ m - 16 ][ n ] with m = 16..31, n = 0..15 (8-996)

transMatrixCol16to31 = (8-997)

```
{
{ 66 68 72 74 77 78 80 82 84 85 86 87 88 89 90 90 }
{ 56 46 34 21 9 -4 -17 -30 -42 -53 -63 -72 -78 -84 -87 -90 }
{ -74 -84 -89 -89 -84 -74 -60 -42 -21 0 21 42 60 74 84 89 }
{ -46 -17 13 42 66 82 90 86 74 53 26 -4 -34 -60 -78 -88 }
{ 80 90 82 60 26 -13 -50 -77 -89 -85 -66 -34 4 42 72 87 }
{ 34 -13 -56 -84 -88 -68 -30 17 60 85 87 66 26 -21 -63 -86 }
{ -85 -85 -53 0 53 85 85 53 0 -53 -85 -85 -53 0 53 85 }
{ -21 42 84 84 42 -21 -74 -89 -60 0 60 89 74 21 -42 -84 }
{ 88 72 9 -60 -90 -63 4 68 89 53 -17 -77 -86 -42 30 82 }
{ 9 -66 -88 -42 38 87 68 -4 -74 -85 -30 50 90 60 -17 -80 }
{ -90 -50 38 89 56 -30 -87 -63 21 85 68 -13 -82 -74 4 78 }
{ 4 82 68 -21 -87 -56 38 90 42 -53 -88 -26 66 84 9 -77 }
{ 89 21 -74 -74 21 89 42 -60 -84 0 84 60 -42 -89 -21 74 }
{ -17 -90 -30 74 68 -38 -88 -9 84 53 -56 -82 13 89 34 -72 }
{ -86 9 90 21 -82 -50 66 72 -42 -85 13 90 17 -84 -46 68 }
{ 30 86 -17 -89 4 90 9 -88 -21 85 34 -80 -46 74 56 -66 }
},
```

- Otherwise, if trType is equal to 2 and nTbs is equal to 4, the following applies:

$$\text{transMatrix}[m][n] = \quad (8-998)$$

```
{
  { 84  74  55  29 }
  { 74   0 -74 -74 }
  { 55 -74 -29  84 }
  { 29 -74  84 -55 }
},
```

- Otherwise, if trType is equal to 2 and nTbs is equal to 8, the following applies:

$$\text{transMatrix}[m][n] = \quad (8-999)$$

```
{
  { 86  85  78  71  60  46  32  17 }
  { 85  60  17 -32 -71 -86 -78 -46 }
  { 78  17 -60 -86 -46  32  85  71 }
  { 71 -32 -86 -17  78  60 -46 -85 }
  { 60 -71 -46  78  32 -85 -17  86 }
  { 46 -86  32  60 -85  17  71 -78 }
  { 32 -78  85 -46 -17  71 -86  60 }
  { 17 -46  71 -85  86 -78  60 -32 }
},
```

- Otherwise, if trType is equal to 2 and nTbs is equal to 16, the following applies:

$$\text{transMatrix}[m][n] = \quad (8-1000)$$

```
{
  { 88  88  87  85  81  77  73  68  62  55  48  40  33  25  17  8 }
  { 88  81  68  48  25  0 -25 -48 -68 -81 -88 -88 -81 -68 -48 -25 }
  { 87  68  33  -8 -48 -77 -88 -81 -55 -17  25  62  85  88  73  40 }
  { 85  48  -8 -62 -88 -77 -33  25  73  88  68  17 -40 -81 -87 -55 }
  { 81  25 -48 -88 -68  0  68  88  48 -25 -81 -81 -25  48  88  68 }
  { 77  0 -77 -77  0  77  77  0 -77 -77  0  77  77  0 -77 -77 }
  { 73 -25 -88 -33  68  77 -17 -88 -40  62  81  -8 -87 -48  55  85 }
  { 68 -48 -81  25  88  0 -88 -25  81  48 -68 -68  48  81 -25 -88 }
  { 62 -68 -55  73  48 -77 -40  81  33 -85 -25  87  17 -88 -8  88 }
  { 55 -81 -17  88 -25 -77  62  48 -85 -8  88 -33 -73  68  40 -87 }
  { 48 -88  25  68 -81  0  81 -68 -25  88 -48 -48  88 -25 -68  81 }
  { 40 -88  62  17 -81  77  -8 -68  87 -33 -48  88 -55 -25  85 -73 }
  { 33 -81  85 -40 -25  77 -87  48  17 -73  88 -55 -8  68 -88  62 }
  { 25 -68  88 -81  48  0 -48  81 -88  68 -25 -25  68 -88  81 -48 }
  { 17 -48  73 -87  88 -77  55 -25 -8  40 -68  85 -88  81 -62  33 }
  { 8 -25  40 -55  68 -77  85 -88  88 -87  81 -73  62 -48  33 -17 }
},
```

- Otherwise, if trType is equal to 2 and nTbs is equal to 32, the following applies:

transMatrix[ m ][ n ] = transMatrixCol0to15[ m ][ n ] with m = 0..15, n = 0..15 (8-1001)

transMatrixCol0to15 =(8-1002)

```
{
{ 90 90 89 88 87 86 85 84 82 80 78 77 74 72 68 66 }
{ 90 87 84 78 72 63 53 42 30 17 4 -9 -21 -34 -46 -56 }
{ 89 84 74 60 42 21 0 -21 -42 -60 -74 -84 -89 -89 -84 -74 }
{ 88 78 60 34 4 -26 -53 -74 -86 -90 -82 -66 -42 -13 17 46 }
{ 87 72 42 4 -34 -66 -85 -89 -77 -50 -13 26 60 82 90 80 }
{ 86 63 21 -26 -66 -87 -85 -60 -17 30 68 88 84 56 13 -34 }
{ 85 53 0 -53 -85 -85 -53 0 53 85 85 53 0 -53 -85 -85 }
{ 84 42 -21 -74 -89 -60 0 60 89 74 21 -42 -84 -84 -42 21 }
{ 82 30 -42 -86 -77 -17 53 89 68 4 -63 -90 -60 9 72 88 }
{ 80 17 -60 -90 -50 30 85 74 4 -68 -87 -38 42 88 66 -9 }
{ 78 4 -74 -82 -13 68 85 21 -63 -87 -30 56 89 38 -50 -90 }
{ 77 -9 -84 -66 26 88 53 -42 -90 -38 56 87 21 -68 -82 -4 }
{ 74 -21 -89 -42 60 84 0 -84 -60 42 89 21 -74 -74 21 89 }
{ 72 -34 -89 -13 82 56 -53 -84 9 88 38 -68 -74 30 90 17 }
{ 68 -46 -84 17 90 13 -85 -42 72 66 -50 -82 21 90 9 -86 }
{ 66 -56 -74 46 80 -34 -85 21 88 -9 -90 -4 89 17 -86 -30 }
},
```

transMatrix[ m ][ n ] = transMatrixCol16to31[ m - 16 ][ n ] with m = 16..31, n = 0..15

(8-1003)

transMatrixCol16to31 = (8-1004)

```
{
{ 63 60 56 53 50 46 42 38 34 30 26 21 17 13 9 4 }
{ -66 -74 -80 -85 -88 -90 -89 -86 -82 -77 -68 -60 -50 -38 -26 -13 }
{ -60 -42 -21 0 21 42 60 74 84 89 89 84 74 60 42 21 }
{ 68 84 90 85 72 50 21 -9 -38 -63 -80 -89 -87 -77 -56 -30 }
{ 56 21 -17 -53 -78 -90 -84 -63 -30 9 46 74 88 86 68 38 }
{ -72 -89 -82 -53 -9 38 74 90 80 50 4 -42 -77 -90 -78 -46 }
{ -53 0 53 85 85 53 0 -53 -85 -85 -53 0 53 85 85 53 }
{ 74 89 60 0 -60 -89 -74 -21 42 84 84 42 -21 -74 -89 -60 }
{ 50 -21 -78 -85 -38 34 84 80 26 -46 -87 -74 -13 56 90 66 }
{ -77 -84 -26 53 90 56 -21 -82 -78 -13 63 89 46 -34 -86 -72 }
{ -46 42 90 53 -34 -88 -60 26 86 66 -17 -84 -72 9 80 77 }
{ 78 74 -13 -85 -63 30 89 50 -46 -90 -34 60 86 17 -72 -80 }
{ 42 -60 -84 0 84 60 -42 -89 -21 74 74 -21 -89 -42 60 84 }
{ -80 -60 50 85 -4 -87 -42 66 77 -26 -90 -21 78 63 -46 -86 }
{ -38 74 63 -53 -80 26 89 4 -87 -34 77 60 -56 -78 30 88 }
{ 82 42 -77 -53 68 63 -60 -72 50 78 -38 -84 26 87 -13 -90 }
},
```

### 3 Technical problems addressed by some disclosed technical solutions

1. Currently VVC design uses width and height of a transform block to determine the number of bit shifting during transform and inverse transform, which might reduce processing precision.
2. Currently VVC design uses width and height of a transform block to determine the number of bit shifting during quantization and dequantization, which might reduce processing precision.
3. Currently VVC quantization design may lead to quantized residual out of 16-bit dynamic range for some block sizes, which degrades coding efficiency because of clipping to 16-bit thereafter.
4. Currently a left shift is applied to transform skip to align the energy to transformed blocks, which may be unnecessary.

### 4 A listing of embodiment examples and techniques

[0067] The list below should be considered as examples to explain general concepts. These items should not be interpreted in a narrow way. Furthermore, these items can be combined in any manner.

[0068] In the following descriptions, a transform skip block may represent a block which transform (non-identity transform) is not applied or only identity transform is applied, such as a block with transform skipped mode; a block with BDPCM mode, a block with transform and quantization bypass mode, a block with palette mode.

1. For a transform skip block, the scaling factor used in the conversion of a decoded coefficient to residual (e.g., tsShift) may be independent of block size.
  - a. In one example, the scaling factor is a constant
    - i. In one example, the scaling factor may be set as 1.
  - b. In one example, the scaling factor may depend on internal bit-depth
    - i. In one example, the scaling factor may be set as (15-internal\_bit\_depth)
  - c. In one example, the transformation process for scaled transform coefficients is not invoked and the output of the scaling process for transform coefficients is the input to generate the intermediate residual samples, i.e., without bit shift.

2. For a transform skip block, the scaling process for transform coefficients may be independent of block size.
  - a. In one example, the bit shifting in the scaling process for transform coefficients may be independent of block size.
3. For a block coded in BDPCM mode, the scaling factor used in the conversion of a decoded coefficient to residual (e.g., tsShift) may be independent of block size.
  - a. In one example, the scaling factor is a constant
    - i. In one example, the scaling factor may be set as 1.
  - b. In one example, the scaling factor may depend on internal bit-depth
    - i. In one example, the scaling factor may be set as (15-internal\_bit\_depth)
  - c. In one example, the transformation process for scaled transform coefficients is not invoked and the output of the scaling process for transform coefficients is the input to generate the intermediate residual samples, i.e., without bit shift.
4. For a block coded in BDPCM mode, the scaling process for transform coefficients may be independent of block size.
  - a. In one example, the bit shifting in the scaling process for transform coefficients may be independent of block size.
5. It is proposed that the dequantization factor, i.e. levelScale, may be independent of whether the block is coded in transform skip mode.
6. It is proposed that the dequantization factor, i.e. levelScale, may be independent of whether the block is coded in BDPCM mode.
7. It is proposed that the bit shifting of a rectangular block, i.e. with width different from height, during the scaling process for transform coefficients, is independent of whether the block is coded in transform skip mode.
8. It is proposed that the bit shifting of a rectangular block, i.e. with width different from height, during the scaling process for transform coefficients, is independent of whether the block is coded in BDPCM mode.
9. It is proposed that the shifting (e.g., bdShift) in the scaling process for transform coefficients may depend on whether the block is coded in BDPCM mode.
  - a. In one example, the transform shift may be equal to that for transform skip block.

10. It is proposed that the transform shift (e.g.,  $tsShift$ ) in the conversion of a decoded coefficient to residual for a block may depend on whether the block is coded in BDPCM mode.
- a. In one example, the transform shift may be equal to that for transform skip block.
11. It is proposed that scaling list, i.e. quantization matrix, may be disallowed for a block when it is coded in BDPCM mode.
- a. In one example, all the entries in the scaling list for BDPCM block may be a constant.
    - i. In one example, the value of the constant is 16.
12. It may be constrained that for a transform skip block, the decoded coefficients after dequantization shall be in the range of  $TsMin$  to  $TsMax$ .
- a. In one example, the range may be different from the range for transformed coefficients, i.e., from  $CoeffMin$  to  $CoeffMax$ .
  - b. In one example,  $TsMin$  may be  $-(1 \ll bitDepth)$ , where  $bitDepth$  is the bit depth for the color component that transform skip is applied.
  - c. In one example,  $TsMax$  may be  $[(1 \ll bitDepth) - 1]$ , where  $bitDepth$  is the bit depth for the color component that transform skip is applied.
  - d. In one example,  $TsMin$  may be  $-(1 \ll \min(bitDepth, 15))$ , where  $bitDepth$  is the bit depth for the color component that transform skip is applied.
  - e. In one example,  $TsMax$  may be  $[(1 \ll \min(bitDepth, 15)) - 1]$ , where  $bitDepth$  is the bit depth for the color component that transform skip is applied.
  - f. In one example, the range may depend on the lowest allowed  $Qp$  for transform skip, i.e.  $QpPrimeTsMin$ .
    - i. In one example,  $TsMin$  may be  $-(1 \ll (\min(bitDepth - (QpPrimeTsMin - 4)/6)))$ .
    - ii. In one example,  $TsMax$  may be  $[(1 \ll (\min(bitDepth - (QpPrimeTsMin - 4)/6))) - 1]$ .
    - iii. In one example,  $TsMin$  may be  $-(1 \ll \min(\min(bitDepth - (QpPrimeTsMin - 4)/6), 15))$ .
    - iv. In one example,  $TsMax$  may be  $[(1 \ll \min(\min(bitDepth - (QpPrimeTsMin - 4)/6), 15)) - 1]$ .
13. It may be constrained that for a BDPCM block, the decoded coefficients after dequantization shall be in the range of  $BdpcmMin$  to  $BdpcmMax$ .

- a. In one example, the range may be different from the range for transformed coefficients, i.e., from CoeffMin to CoeffMax.
  - b. In one example, the range may be equal to the range of transform skip block.
  - c. In one example, BdpcmMin may be  $-(1 \ll (\text{bitDepth}+1))$ , where bitDepth is the bit depth for the color component that transform skip is applied.
  - d. In one example, BdpcmMax may be  $[(1 \ll (\text{bitDepth}+1))-1]$ , where bitDepth is the bit depth for the color component that transform skip is applied.
  - e. Alternatively, furthermore, the range may be dependent on whether transform and quantization are both bypassed (e.g., cu\_transquant\_bypass\_flag/transquant\_bypass\_enabled\_flag is equal to 1) or lossless coding is applied for current block.
    - i. In one example, when transform and quantization are both bypassed (e.g., cu\_transquant\_bypass\_flag/transquant\_bypass\_enabled\_flag is equal to 1) or lossless coding is applied for current block, BdpcmMin and BdpcmMax may be set to  $-(1 \ll (\text{bitDepth}+1))$  and  $[(1 \ll (\text{bitDepth}+1))-1]$ , respectively.
    - ii. In one example, when transform and quantization are not both bypassed (e.g., cu\_transquant\_bypass\_flag/transquant\_bypass\_enabled\_flag is equal to 0) or lossless coding is not applied for current block, BdpcmMin and BdpcmMax may be set to  $-(1 \ll (\text{bitDepth}))$  and  $[(1 \ll (\text{bitDepth}))-1]$ , respectively.
14. For a transformed block, the number of bit-shifting for dequantization may depend on the actual transform size (e.g., the size without consideration of zeroing-out area, ).
- a. In one example, the number of bit-shifting for dequantization may depend on the height of the actual transform, i.e. nonZeroH described in 2.1.3.
15. For a transformed block, the number of bit-shifting for inverse transform may depend on the transform block size and actual transform size.
- a. In one example, the number of bit-shifting for inverse transform may depend on the transform block size.
  - b. In one example, the number of bit-shifting for inverse transform may depend on the height of the transform block.



- c. In one example, the number of bit-shifting for inverse transform may depend on the height of the actual transform.
  - d. In one example, the number of bit-shifting for inverse transform may depend on the actual transform size.
  - e. In one example, the number of bit-shifting for inverse transform for blocks that transform block size is different from the actual transform size may be different from those blocks that transform block size is equal to the actual transform size.
  - f. In one example, the number of bit-shifting for inverse transform for blocks that transform block height is different from the actual transform height may be different from those blocks that transform block height is equal to the actual transform height.
16. For a transformed block, the number of bit-shifting for dequantization may depend on a capped transform block size.
- a. In one example, when the transform block size is equal to or large than  $32 \times 32$ , the number of bit-shifting for dequantization may be according to  $16 \times 16$  block size.
  - b. In one example, whether and/or how to apply the capped transform block size may depend on quantization parameter.
  - c. In one example, whether and/or how to apply the capped transform block size may depend on if the block width is even-number times of the block height.
  - d. In one example, whether and/or how to apply the capped transform block size may depend on if the block height is even-number times of the block width.
17. If lossless coding is used, the transform and/or quantization process may be applied without bit-shifting.
- a. In one example, a sequence/picture/subpicture/slice/tile group/tile/brick/CTU row/CTU/CU/PU/TU/subblock level flag may be added into the bitstream to indicate whether the current video unit is coded by lossless coding.
    - i. In one example, if lossless coding is used, the corresponding lossless flag of current video unit may be set equal to 1.
  - b. In one example, if lossless coding is used, an invertible transform may be applied that the encoding frames are bit-exact with the original frames.

- i. In one example, the transform size for a lossless coded block may be fixed to  $M \times N$  (such as  $M=N=4$ ).
- ii. In one example, the transform core for a lossless coded block may be Walsh Hadamard Transform.
- iii. In one example, transform skip may be used for a lossless coded block.
- c. In one example, if lossless coding is used for the current video unit, the scaling factor used in the conversion of a decoded coefficient to residual (e.g.,  $tsShift$ ) may be set to 1 (e.g., without scaling).
- d. In one example, if lossless coding is used for the current video unit, the number of bit-shifting for inverse transform may be equal to 0 (e.g., without bit-shifting).
- e. In one example, if lossless coding is used for the current video unit, the quantization parameter may be set to  $N$  (such as  $N=4$ , e.g., without quantization).
- f. In one example, if lossless coding is used for the current video unit, the number of bit-shifting for dequantization may be equal to 0 (e.g., without bit-shifting).

## 5 Embodiments

The following changes, marked in *bold face italics*, and deletion are included in parenthesis `{{ }}` are based on JVET-O2001-vE.

### 5.1 Embodiment #1

This embodiment reflects the change to make the scaling factor for transform skip block independent of block size.

#### 8.7.2 Scaling and transformation process

Inputs to this process are:

- a luma location (  $xTbY, yTbY$  ) specifying the top-left sample of the current luma transform block relative to the top-left luma sample of the current picture,
- a variable  $cIdx$  specifying the colour component of the current block,
- a variable  $nTbW$  specifying the transform block width,
- a variable  $nTbH$  specifying the transform block height.

Output of this process is the  $(nTbW) \times (nTbH)$  array of residual samples  $resSamples[x][y]$  with  $x = 0..nTbW - 1$ ,  $y = 0..nTbH - 1$ .

The variables  $bitDepth$ ,  $bdShift$  and  $tsShift$  are derived as follows:

$$bitDepth = (cIdx == 0) ? BitDepth_Y : BitDepth_C \quad (8-942)$$

$$bdShift = \text{Max}(20 - bitDepth, 0) \quad (8-943)$$

$$tsShift = 5 + ((\text{Log}_2(nTbW) + \text{Log}_2(nTbH)) / 2) \quad (8-944)$$

The variable  $codedCIIdx$  is derived as follows:

- If  $cIdx$  is equal to 0 or  $TuCResMode[xTbY][yTbY]$  is equal to 0,  $codedCIIdx$  is set equal to  $cIdx$ .
- Otherwise, if  $TuCResMode[xTbY][yTbY]$  is equal to 1 or 2,  $codedCIIdx$  is set equal to 1.
- Otherwise,  $codedCIIdx$  is set equal to 2.

The variable  $cSign$  is set equal to  $(1 - 2 * slice\_joint\_cbr\_sign\_flag)$ .

The  $(nTbW) \times (nTbH)$  array of residual samples  $resSamples$  is derived as follows:

1. The scaling process for transform coefficients as specified in clause 8.7.3 is invoked with the transform block location  $(xTbY, yTbY)$ , the transform block width  $nTbW$  and the transform block height  $nTbH$ , the colour component variable  $cIdx$  being set equal to  $codedCIIdx$  and the bit depth of the current colour component  $bitDepth$  as inputs, and the output is an  $(nTbW) \times (nTbH)$  array of scaled transform coefficients  $d$ .
2. The  $(nTbW) \times (nTbH)$  array of residual samples  $r$  is derived as follows:
  - If  $transform\_skip\_flag[xTbY][yTbY]$  is equal to 1 and  $cIdx$  is equal to 0, the residual sample array values  $r[x][y]$  with  $x = 0..nTbW - 1$ ,  $y = 0..nTbH - 1$  are derived as follows:

$$r[x][y] = d[x][y] \ll tsShift \quad (8-945)$$

- Otherwise ( $transform\_skip\_flag[xTbY][yTbY]$  is equal to 0 or and  $cIdx$  is not equal to 0), the transformation process for scaled transform coefficients as specified in clause 8.7.4.1 is invoked with the transform block location  $(xTbY, yTbY)$ , the

transform block width  $nTbW$  and the transform block height  $nTbH$ , the colour component variable  $cIdx$  and the  $(nTbW) \times (nTbH)$  array of scaled transform coefficients  $d$  as inputs, and the output is an  $(nTbW) \times (nTbH)$  array of residual samples  $r$ .

### 8.7.3 Scaling process for transform coefficients

...

The variables  $bdShift$ ,  $rectNorm$  and  $bdOffset$  are derived as follows:

- *If  $transform\_skip\_flag[xTbY][yTbY]$  is equal to 1, the following applies:*

$bdShift = bitDepth - 5 + dep\_quant\_enabled\_flag$

- *Otherwise, the following applies:*

$bdShift = bitDepth + ((rectNonTsFlag ? 1 : 0) + (8-956))$

$(\log_2(nTbW) + \log_2(nTbH)) / 2) - 5 + dep\_quant\_enabled\_flag$

–  $bdOffset = (1 \ll bdShift) \gg 1$  (8-957)

## 5.2 Embodiment #2

This embodiment reflects the change to make the scaling process based on actual transform size but not transform block size.

### 8.7.3 Scaling process for transform coefficients

Inputs to this process are:

- a luma location  $(xTbY, yTbY)$  specifying the top-left sample of the current luma transform block relative to the top-left luma sample of the current picture,
- a variable  $nTbW$  specifying the transform block width,
- a variable  $nTbH$  specifying the transform block height,
- a variable  $cIdx$  specifying the colour component of the current block,
- a variable  $bitDepth$  specifying the bit depth of the current colour component.

Output of this process is the  $(nTbW) \times (nTbH)$  array  $d$  of scaled transform coefficients with elements  $d[x][y]$ .

*The variable  $trTypeHor$  specifying the horizontal transform kernel and the variable  $trTypeVer$  specifying the vertical transform kernel are derived as follows:*

- If *cIdx* is greater than 0, *trTypeHor* and *trTypeVer* are set equal to 0.
- Otherwise, if *implicitMtsEnabled* is equal to 1, the following applies:
  - If *IntraSubPartitionsSplitType* is not equal to *ISP\_NO\_SPLIT* or *sps\_explicit\_mts\_intra\_enabled\_flag* is equal to 0 and *CuPredMode*[ 0 ][ *xTbY* ][ *yTbY* ] is equal to *MODE\_INTRA*, *trTypeHor* and *trTypeVer* are derived as follows:
 
$$trTypeHor = (nTbW \geq 4 \ \&\& \ nTbW \leq 16) ? 1 : 0 \quad (8-975)$$

$$trTypeVer = (nTbH \geq 4 \ \&\& \ nTbH \leq 16) ? 1 : 0 \quad (8-976)$$
  - Otherwise (*cu\_sbt\_flag* is equal to 1), *trTypeHor* and *trTypeVer* are specified in Table 8-15 depending on *cu\_sbt\_horizontal\_flag* and *cu\_sbt\_pos\_flag*.
  - Otherwise, *trTypeHor* and *trTypeVer* are specified in Table 8-14 depending on *tu\_mts\_idx*[ *xTbY* ][ *yTbY* ].

The variables *nonZeroW* and *nonZeroH* are derived as follows:

- If *lfnst\_idx*[ *xTbY* ][ *yTbY* ] is not equal to 0 and *nTbW* is greater than or equal to 4 and *nTbH* is greater than or equal to 4, the following applies:
 
$$nonZeroW = (nTbW == 4 \ || \ nTbH == 4) ? 4 : 8 \quad (8-977)$$

$$nonZeroH = (nTbW == 4 \ || \ nTbH == 4) ? 4 : 8 \quad (8-978)$$
- Otherwise, the following applies:
 
$$nonZeroW = Min(nTbW, (trTypeHor > 0) ? 16 : 32) \quad (8-979)$$

$$nonZeroH = Min(nTbH, (trTypeVer > 0) ? 16 : 32) \quad (8-980)$$

The quantization parameter *qP* is derived as follows:

- If *cIdx* is equal to 0 and *transform\_skip\_flag*[ *xTbY* ][ *yTbY* ] is equal to 0, the following applies:
 
$$qP = Qp'_{y'} \quad (8-950)$$
- Otherwise, if *cIdx* is equal to 0 (and *transform\_skip\_flag*[ *xTbY* ][ *yTbY* ] is equal to 1), the following applies:
 
$$qP = Max(QpPrimeTsMin, Qp'_{y'}) \quad (8-951)$$
- Otherwise, if *TuCResMode*[ *xTbY* ][ *yTbY* ] is equal to 2, the following applies:
 
$$qP = Qp'_{CbCr} \quad (8-952)$$
- Otherwise, if *cIdx* is equal to 1, the following applies:
 
$$qP = Qp'_{Cb} \quad (8-953)$$

- Otherwise (cIdx is equal to 2), the following applies:

$$qP = Qp'_{cr} \quad (8-954)$$

The variable rectNonTsFlag is derived as follows:

$$\text{rectNonTsFlag} = ( ( ( \text{Log2}( nTbW ) + \text{Log2}( nTbH ) ) \& 1 ) == 1 \&\& \quad (8-955)$$

$$\text{transform\_skip\_flag}[ xTbY ][ yTbY ] == 0 )$$

The variables bdShift, rectNorm and bdOffset are derived as follows:

$$\text{bdShift} = \text{bitDepth} + ( ( \text{rectNonTsFlag} ? 1 : 0 ) + \quad (8-956)$$

$$( \text{Log2}( nTbW ) + \text{Log2}( \{ \{ nTbH \} \} \text{nonZeroH} ) ) / 2 ) - 5 + \text{dep\_quant\_enabled\_flag}$$

$$\text{bdOffset} = ( 1 \ll \text{bdShift} ) \gg 1 \quad (8-957)$$

The list levelScale[ ][ ] is specified as levelScale[ j ][ k ] = { { 40, 45, 51, 57, 64, 72 }, { 57, 64, 72, 80, 90, 102 } } with j = 0..1, k = 0..5.

The (nTbW)x(nTbH) array dz is set equal to the (nTbW)x(nTbH) array TransCoeffLevel[ xTbY ][ yTbY ][ cIdx ].

For the derivation of the scaled transform coefficients d[ x ][ y ] with x = 0..nTbW – 1, y = 0..nTbH – 1, the following applies:

- The intermediate scaling factor m[ x ][ y ] is derived as follows:

- If one or more of the following conditions are true, m[ x ][ y ] is set equal to 16:
  - sps\_scaling\_list\_enabled\_flag is equal to 0.
  - transform\_skip\_flag[ xTbY ][ yTbY ] is equal to 1.

- Otherwise, the following applies:

$$m[ x ][ y ] = \text{ScalingFactor}[ \text{Log2}( nTbW ) ][ \text{Log2}( nTbH ) ][ \text{matrixId} ][ x ][ y ],$$

with matrixId as specified in Table 7-5 (8-958)

- The scaling factor ls[ x ][ y ] is derived as follows:

- If dep\_quant\_enabled\_flag is equal to 1, the following applies:

$$ls[ x ][ y ] = ( m[ x ][ y ] * \text{levelScale}[ \text{rectNonTsFlag} ][ ( qP + 1 ) \% 6 ] ) \ll ( ( qP + 1 ) / 6 ) \quad (8-959)$$

- Otherwise (dep\_quant\_enabled\_flag is equal to 0), the following applies:

$$ls[ x ][ y ] = ( m[ x ][ y ] * \text{levelScale}[ \text{rectNonTsFlag} ][ qP \% 6 ] ) \ll ( qP / 6 ) \quad (8-960)$$

- When BdpcmFlag[ xTbY ][ yYbY ] is equal to 1, dz[ x ][ y ] is modified as follows:

- If BdpcmDir[ xTbY ][ yYbY ] is equal to 0 and x is greater than 0, the following applies:

$$dz[x][y] = \text{Clip3}(\text{CoeffMin}, \text{CoeffMax}, dz[x-1][y] + dz[x][y]) \quad (8-961)$$

- Otherwise, if  $\text{BdpcmDir}[x\text{TbY}][y\text{YbY}]$  is equal to 1 and  $y$  is greater than 0, the following applies:

$$dz[x][y] = \text{Clip3}(\text{CoeffMin}, \text{CoeffMax}, dz[x][y-1] + dz[x][y]) \quad (8-962)$$

- The value  $\text{dnc}[x][y]$  is derived as follows:

$$\text{dnc}[x][y] = (dz[x][y] * \text{ls}[x][y] + \text{bdOffset}) \gg \text{bdShift} \quad (8-963)$$

- The scaled transform coefficient  $d[x][y]$  is derived as follows:

$$d[x][y] = \text{Clip3}(\text{CoeffMin}, \text{CoeffMax}, \text{dnc}[x][y]) \quad (8-964)$$

### 5.3 Embodiment #3

This embodiment reflects the change to make the inverse transform shifting dependent on the actual transform size and transform block size.

#### 8.7.4 Transformation process for scaled transform coefficients

##### 8.7.4.1 General

Inputs to this process are:

- a luma location  $(x\text{TbY}, y\text{TbY})$  specifying the top-left sample of the current luma transform block relative to the top-left luma sample of the current picture,
- a variable  $n\text{TbW}$  specifying the width of the current transform block,
- a variable  $n\text{TbH}$  specifying the height of the current transform block,
- a variable  $c\text{Idx}$  specifying the colour component of the current block,
- an  $(n\text{TbW}) \times (n\text{TbH})$  array  $d[x][y]$  of scaled transform coefficients with  $x = 0..n\text{TbW} - 1$ ,  $y = 0..n\text{TbH} - 1$ .

Output of this process is the  $(n\text{TbW}) \times (n\text{TbH})$  array  $r[x][y]$  of residual samples with  $x = 0..n\text{TbW} - 1$ ,  $y = 0..n\text{TbH} - 1$ .

When  $\text{lfnst\_idx}[x\text{TbY}][y\text{TbY}]$  is not equal to 0 and both  $n\text{TbW}$  and  $n\text{TbH}$  are greater than or equal to 4, the following applies:

- The variables predModeIntra, nLfnstOutSize, log2LfnstSize, nLfnstSize, and nonZeroSize are derived as follows:

$$\text{predModeIntra} = (\text{cIdx} == 0) ? \text{IntraPredModeY}[\text{xTbY}][\text{yTbY}] : \text{IntraPredModeC}[\text{xTbY}][\text{yTbY}] \quad (8-965)$$

$$\text{nLfnstOutSize} = (\text{nTbW} \geq 8 \ \&\& \ \text{nTbH} \geq 8) ? 48 : 16 \quad (8-966)$$

$$\text{log2LfnstSize} = (\text{nTbW} \geq 8 \ \&\& \ \text{nTbH} \geq 8) ? 3 : 2 \quad (8-967)$$

$$\text{nLfnstSize} = 1 \ll \text{log2LfnstSize} \quad (8-968)$$

$$\text{nonZeroSize} = (\text{nTbW} == 4 \ \&\& \ \text{nTbH} == 4) \ || \ (\text{nTbW} == 8 \ \&\& \ \text{nTbH} == 8) ? 8 : 16 \quad (8-969)$$

- When intra\_mip\_flag[xTbComp][yTbComp] is equal to 1 and cIdx is equal to 0, predModeIntra is set equal to INTRA\_PLANAR.
- When predModeIntra is equal to either INTRA\_LT\_CCLM, INTRA\_L\_CCLM, or INTRA\_T\_CCLM, predModeIntra is set equal to IntraPredModeY[xTbY + nTbW / 2][yTbY + nTbH / 2].
- The wide angle intra prediction mode mapping process as specified in clause 8.4.5.2.6 is invoked with predModeIntra, nTbW, nTbH and cIdx as inputs, and the modified predModeIntra as output.
- The values of the list u[x] with x = 0..nonZeroSize - 1 are derived as follows:
  - $\text{xC} = \text{DiagScanOrder}[2][2][x][0] \quad (8-970)$
  - $\text{yC} = \text{DiagScanOrder}[2][2][x][1] \quad (8-971)$
  - $\text{u}[x] = \text{d}[\text{xC}][\text{yC}] \quad (8-972)$
- The one-dimensional low frequency non-separable transformation process as specified in clause 8.7.4.2 is invoked with the input length of the scaled transform coefficients nonZeroSize, the transform output length nTrS set equal to nLfnstOutSize, the list of scaled non-zero transform coefficients u[x] with x = 0..nonZeroSize - 1, the intra prediction mode for LFNST set selection predModeIntra, and the LFNST index for transform selection in the selected LFNST set lfnst\_idx[xTbY][yTbY] as inputs, and the list v[x] with x = 0..nLfnstOutSize - 1 as output.
- The array d[x][y] with x = 0..nLfnstSize - 1, y = 0..nLfnstSize - 1 is derived as follows:



- If `predModeIntra` is less than or equal to 34, the following applies:
 
$$d[x][y] = (y < 4) ? v[x + (y \ll \log_2 \text{LfnstSize})] : (8-973)$$

$$((x < 4) ? v[32 + x + ((y - 4) \ll 2)] : d[x][y])$$
- Otherwise, the following applies:
 
$$d[x][y] = (x < 4) ? v[y + (x \ll \log_2 \text{LfnstSize})] : (8-974)$$

$$((y < 4) ? v[32 + y + ((x - 4) \ll 2)] : d[x][y])$$

The variable `implicitMtsEnabled` is derived as follows:

- If `sps_mts_enabled_flag` is equal to 1 and one of the following conditions is true, `implicitMtsEnabled` is set equal to 1:
  - `IntraSubPartitionsSplitType` is not equal to `ISP_NO_SPLIT`
  - `cu_sbt_flag` is equal to 1 and  $\text{Max}(nTbW, nTbH)$  is less than or equal to 32
  - `sps_explicit_mts_intra_enabled_flag` is equal to 0 and `CuPredMode[0][xTbY][yTbY]` is equal to `MODE_INTRA` and `lfnst_idx[x0][y0]` is equal to 0 and `intra_mip_flag[x0][y0]` is equal to 0
- Otherwise, `implicitMtsEnabled` is set equal to 0.

The variable `trTypeHor` specifying the horizontal transform kernel and the variable `trTypeVer` specifying the vertical transform kernel are derived as follows:

- If `cIdx` is greater than 0, `trTypeHor` and `trTypeVer` are set equal to 0.
- Otherwise, if `implicitMtsEnabled` is equal to 1, the following applies:
  - If `IntraSubPartitionsSplitType` is not equal to `ISP_NO_SPLIT` or `sps_explicit_mts_intra_enabled_flag` is equal to 0 and `CuPredMode[0][xTbY][yTbY]` is equal to `MODE_INTRA`, `trTypeHor` and `trTypeVer` are derived as follows:
 
$$\text{trTypeHor} = (nTbW \geq 4 \ \&\& \ nTbW \leq 16) ? 1 : 0 \quad (8-975)$$

$$\text{trTypeVer} = (nTbH \geq 4 \ \&\& \ nTbH \leq 16) ? 1 : 0 \quad (8-976)$$
  - Otherwise (`cu_sbt_flag` is equal to 1), `trTypeHor` and `trTypeVer` are specified in Table 8-15 depending on `cu_sbt_horizontal_flag` and `cu_sbt_pos_flag`.
- Otherwise, `trTypeHor` and `trTypeVer` are specified in Table 8-14 depending on `tu_mts_idx[xTbY][yTbY]`.

The variables `nonZeroW` and `nonZeroH` are derived as follows:

- If  $lfst\_idx[xTbY][yTbY]$  is not equal to 0 and  $nTbW$  is greater than or equal to 4 and  $nTbH$  is greater than or equal to 4, the following applies:

$$nonZeroW = (nTbW == 4 \parallel nTbH == 4) ? 4 : 8 \text{ (8-977)}$$

$$nonZeroH = (nTbW == 4 \parallel nTbH == 4) ? 4 : 8 \text{ (8-978)}$$

- Otherwise, the following applies:

$$nonZeroW = \text{Min}(nTbW, (trTypeHor > 0) ? 16 : 32) \text{ (8-979)}$$

$$nonZeroH = \text{Min}(nTbH, (trTypeVer > 0) ? 16 : 32) \text{ (8-980)}$$

The  $(nTbW) \times (nTbH)$  array  $r$  of residual samples is derived as follows:

- When  $nTbH$  is greater than 1, each (vertical) column of scaled transform coefficients  $d[x][y]$  with  $x = 0..nonZeroW - 1$ ,  $y = 0..nonZeroH - 1$  is transformed to  $e[x][y]$  with  $x = 0..nonZeroW - 1$ ,  $y = 0..nTbH - 1$  by invoking the one-dimensional transformation process as specified in clause 8.7.4.4 for each column  $x = 0..nonZeroW - 1$  with the height of the transform block  $nTbH$ , the non-zero height of the scaled transform coefficients  $nonZeroH$ , the list  $d[x][y]$  with  $y = 0..nonZeroH - 1$  and the transform type variable  $trType$  set equal to  $trTypeVer$  as inputs, and the output is the list  $e[x][y]$  with  $y = 0..nTbH - 1$ .
- When  $nTbH$  and  $nTbW$  are both greater than 1, the intermediate sample values  $g[x][y]$  with  $x = 0..nonZeroW - 1$ ,  $y = 0..nTbH - 1$  are derived as follows:
 
$$g[x][y] = \text{Clip3}(\text{CoeffMin}, \text{CoeffMax}, (e[x][y] + 64) \gg 7 - \text{Log2}(nTbH/nonZeroH)) \text{ (8-981)}$$
- When  $nTbW$  is greater than 1, each (horizontal) row of the resulting array  $g[x][y]$  with  $x = 0..nonZeroW - 1$ ,  $y = 0..nTbH - 1$  is transformed to  $r[x][y]$  with  $x = 0..nTbW - 1$ ,  $y = 0..nTbH - 1$  by invoking the one-dimensional transformation process as specified in clause 8.7.4.4 for each row  $y = 0..nTbH - 1$  with the width of the transform block  $nTbW$ , the non-zero width of the resulting array  $g[x][y]$   $nonZeroW$ , the list  $g[x][y]$  with  $x = 0..nonZeroW - 1$  and the transform type variable  $trType$  set equal to  $trTypeHor$  as inputs, and the output is the list  $r[x][y]$  with  $x = 0..nTbW - 1$ .
- When  $nTbW$  is equal to 1,  $r[x][y]$  is set equal to  $e[x][y]$  for  $x = 0..nTbW - 1$ ,  $y = 0..nTbH - 1$ .

**8.7.2 Scaling and transformation process**

Inputs to this process are:

- a luma location (  $xTbY, yTbY$  ) specifying the top-left sample of the current luma transform block relative to the top-left luma sample of the current picture,
- a variable  $cIdx$  specifying the colour component of the current block,
- a variable  $nTbW$  specifying the transform block width,
- a variable  $nTbH$  specifying the transform block height.

Output of this process is the  $(nTbW) \times (nTbH)$  array of residual samples  $resSamples[x][y]$  with  $x = 0..nTbW - 1, y = 0..nTbH - 1$ .

The variables  $bitDepth$ ,  $bdShift$  and  $tsShift$  are derived as follows:

$$bitDepth = ( cIdx == 0 ) ? BitDepth_Y : BitDepth_C \quad (8-942)$$

$$bdShift = \text{Max}( 20 - bitDepth + \text{Log2}(nTbH/nonZeroH), 0 ) \quad (8-943)$$

## 5.4 Embodiment #4

This embodiment reflects the change to make the quantized residual within a 16-bit range.

### 8.7.3 Scaling process for transform coefficients

Inputs to this process are:

- a luma location (  $xTbY, yTbY$  ) specifying the top-left sample of the current luma transform block relative to the top-left luma sample of the current picture,
- a variable  $nTbW$  specifying the transform block width,
- a variable  $nTbH$  specifying the transform block height,
- a variable  $cIdx$  specifying the colour component of the current block,
- a variable  $bitDepth$  specifying the bit depth of the current colour component.

Output of this process is the  $(nTbW) \times (nTbH)$  array  $d$  of scaled transform coefficients with elements  $d[x][y]$ .

The quantization parameter  $qP$  is derived as follows:

- If  $cIdx$  is equal to 0 and  $transform\_skip\_flag[xTbY][yTbY]$  is equal to 0, the following applies:

$$qP = Qp'_Y \quad (8-950)$$

- Otherwise, if  $cIdx$  is equal to 0 (and  $transform\_skip\_flag[xTbY][yTbY]$  is equal to 1), the following applies:

$$qP = \text{Max}( QpPrimeTsMin, Qp'_Y ) \quad (8-951)$$

- Otherwise, if  $TuCResMode[xTbY][yTbY]$  is equal to 2, the following applies:

$$qP = Qp'_{cbCr} \quad (8-952)$$

- Otherwise, if  $cIdx$  is equal to 1, the following applies:

$$qP = Qp'_{cb} \quad (8-953)$$

- Otherwise ( $cIdx$  is equal to 2), the following applies:

$$qP = Qp'_{cr} \quad (8-954)$$

The variable  $rectNonTsFlag$  is derived as follows:

$$rectNonTsFlag = ( ( ( \text{Log}_2(nTbW) + \text{Log}_2(nTbH) ) \& 1 ) == 1 \&\& \quad (8-955) \\ \text{transform\_skip\_flag}[xTbY][yTbY] == 0 )$$

The variables  $bdShift$ ,  $rectNorm$  and  $bdOffset$  are derived as follows:

$$tsize = ( \text{Log}_2(nTbW) + \text{Log}_2(nTbH) ) / 2$$

*if  $rectNonTsFlag$  is equal to 0 and  $qP$  is smaller than 4 and  $tsize$  is equal to or large than 5*

$$tsize = tsize - 1$$

$$bdShift = bitDepth + ( ( rectNonTsFlag ? 1 : 0 ) +$$

$$\{ \{ ( \text{Log}_2(nTbW) + \text{Log}_2(nTbH) ) / 2 \} \} tsize ) - 5 + dep\_quant\_enabled\_flag$$

$$bdOffset = ( 1 \ll bdShift ) \gg 1 \quad (8-957)$$

## 5.5 Embodiment #5

This embodiment reflects transform shift depends on whether the block is coded in BDPCM mode.

### 8.7.2 Scaling and transformation process

...

The  $(nTbW) \times (nTbH)$  array of residual samples  $resSamples$  is derived as follows:

3. The scaling process for transform coefficients as specified in clause 8.7.3 is invoked with the transform block location  $(xTbY, yTbY)$ , the transform block width  $nTbW$  and the transform block height  $nTbH$ , the colour component variable  $cIdx$  being set equal to  $codedCIdx$  and the bit depth of the current colour component  $bitDepth$  as inputs, and the output is an  $(nTbW) \times (nTbH)$  array of scaled transform coefficients  $d$ .
4. The  $(nTbW) \times (nTbH)$  array of residual samples  $r$  is derived as follows:

- If ( transform\_skip\_flag[ xTbY ][ yTbY ] is equal to 1 *or BdpcmFlag[ xTbY ][ yYbY ] is equal to 1*) and cIdx is equal to 0, the residual sample array values r[ x ][ y ] with  $x = 0..nTbW - 1$ ,  $y = 0..nTbH - 1$  are derived as follows:

$$r[ x ][ y ] = d[ x ][ y ] \lll tsShift \quad (8-945)$$

- Otherwise (transform\_skip\_flag[ xTbY ][ yTbY ] is equal to 0 or and cIdx is not equal to 0), the transformation process for scaled transform coefficients as specified in clause 8.7.4.1 is invoked with the transform block location ( xTbY, yTbY ), the transform block width nTbW and the transform block height nTbH, the colour component variable cIdx and the (nTbW)x(nTbH) array of scaled transform coefficients d as inputs, and the output is an (nTbW)x(nTbH) array of residual samples r.

...

## 5.6 Embodiment #6

This embodiment reflects dequantization for BDPCM block.

### 8.7.3 Scaling process for transform coefficients

...

The variable rectNonTsFlag is derived as follows:

$$rectNonTsFlag = ( ( ( \text{Log2}( nTbW ) + \text{Log2}( nTbH ) ) \& 1 ) == 1 \&\& \quad (8-955)$$

$$\text{transform\_skip\_flag}[ xTbY ][ yTbY ] == 0 \&\& \text{BdpcmFlag}[ xTbY ][ yYbY ] == 0 )$$

The variables bdShift, rectNorm and bdOffset are derived as follows:

$$bdShift = bitDepth + ( ( \text{rectNonTsFlag} ? 1 : 0 ) + \quad (8-956)$$

$$( \text{Log2}( nTbW ) + \text{Log2}( nTbH ) ) / 2 ) - 5 + \text{dep\_quant\_enabled\_flag}$$

$$bdOffset = ( 1 \lll bdShift ) \ggg 1 \quad (8-957)$$

The list levelScale[ ][ ] is specified as levelScale[ j ][ k ] = { { 40, 45, 51, 57, 64, 72 }, { 57, 64, 72, 80, 90, 102 } } with  $j = 0..1$ ,  $k = 0..5$ .

The (nTbW)x(nTbH) array dz is set equal to the (nTbW)x(nTbH) array TransCoeffLevel[ xTbY ][ yTbY ][ cIdx ].

For the derivation of the scaled transform coefficients d[ x ][ y ] with  $x = 0..nTbW - 1$ ,  $y = 0..nTbH - 1$ , the following applies:

- The intermediate scaling factor  $m[x][y]$  is derived as follows:
  - If one or more of the following conditions are true,  $m[x][y]$  is set equal to 16:
    - `sps_scaling_list_enabled_flag` is equal to 0.
    - `transform_skip_flag[xTbY][yTbY]` is equal to 1.
    - ***$BdpcmFlag[xTbY][yYbY]$  is equal to 1.***
  - Otherwise, the following applies:
 
$$m[x][y] = \text{ScalingFactor}[\text{Log2}(nTbW)][\text{Log2}(nTbH)][\text{matrixId}][x][y],$$
 with `matrixId` as specified in Table 7-5 (8-958)

**5.7 Embodiment #7**

This embodiment reflects that the dequantization factor for a rectangular block does not depend on whether the block is of transform skip or BDPCM mode.

**8.7.2 Scaling and transformation process**

...

The  $(nTbW) \times (nTbH)$  array of residual samples `resSamples` is derived as follows:

5. The scaling process for transform coefficients as specified in clause 8.7.3 is invoked with the transform block location  $(xTbY, yTbY)$ , the transform block width `nTbW` and the transform block height `nTbH`, the colour component variable `cIdx` being set equal to `codedCIdx` and the bit depth of the current colour component `bitDepth` as inputs, and the output is an  $(nTbW) \times (nTbH)$  array of scaled transform coefficients `d`.
6. The  $(nTbW) \times (nTbH)$  array of residual samples `r` is derived as follows:
  - If `transform_skip_flag[xTbY][yTbY]` is equal to 1 and `cIdx` is equal to 0, the residual sample array values  $r[x][y]$  with  $x = 0..nTbW - 1, y = 0..nTbH - 1$  are derived as follows:
 
$$r[x][y] = d[x][y] \{ \{ \ll tsShift \} \} \quad (8-945)$$
  - Otherwise (`transform_skip_flag[xTbY][yTbY]` is equal to 0 or and `cIdx` is not equal to 0), the transformation process for scaled transform coefficients as specified in clause 8.7.4.1 is invoked with the transform block location  $(xTbY, yTbY)$ , the transform block width `nTbW` and the transform block height `nTbH`, the colour

component variable  $cIdx$  and the  $(nTbW) \times (nTbH)$  array of scaled transform coefficients  $d$  as inputs, and the output is an  $(nTbW) \times (nTbH)$  array of residual samples  $r$ .

...

### 8.7.3 Scaling process for transform coefficients

...

The variable  $rectNonTsFlag$  is derived as follows:

$$\{\{rectNonTsFlag = ((\text{Log2}(nTbW) + \text{Log2}(nTbH)) \& 1) == 1 \&\& \quad (8-955) \\ transform\_skip\_flag[xTbY][yTbY] == 0)\}\}$$

$$rectFlag = ((\text{Log2}(nTbW) + \text{Log2}(nTbH)) \& 1) \quad (8-955)$$

The variables  $bdShift$ ,  $rectNorm$  and  $bdOffset$  are derived as follows:

- If  $transform\_skip\_flag[xTbY][yTbY]$  is equal to 1,

$$bdShift = bitDepth - 10 + dep\_quant\_enabled\_flag$$

- Otherwise

$$bdShift = bitDepth + ((\{\{rectNonTsFlag\}\} rectFlag ? 1 : 0) + \quad (8-956) \\ (\text{Log2}(nTbW) + \text{Log2}(nTbH)) / 2) - 5 + dep\_quant\_enabled\_flag$$

$$bdOffset = (1 \ll bdShift) \gg 1 \quad (8-957)$$

The list  $levelScale[[j][k]]$  is specified as  $levelScale[j][k] = \{ \{40, 45, 51, 57, 64, 72\}, \{57, 64, 72, 80, 90, 102\} \}$  with  $j = 0..1$ ,  $k = 0..5$ .

The  $(nTbW) \times (nTbH)$  array  $dz$  is set equal to the  $(nTbW) \times (nTbH)$  array  $TransCoeffLevel[xTbY][yTbY][cIdx]$ .

For the derivation of the scaled transform coefficients  $d[x][y]$  with  $x = 0..nTbW - 1$ ,  $y = 0..nTbH - 1$ , the following applies:

– The intermediate scaling factor  $m[x][y]$  is derived as follows:

– If one or more of the following conditions are true,  $m[x][y]$  is set equal to 16:

–  $sps\_scaling\_list\_enabled\_flag$  is equal to 0.

–  $transform\_skip\_flag[xTbY][yTbY]$  is equal to 1.

– Otherwise, the following applies:

$m[x][y] = \text{ScalingFactor}[\text{Log2}(nTbW)][\text{Log2}(nTbH)][\text{matrixId}][x][y]$ ,  
with *matrixId* as specified in Table 7-5 (8-958)

– The scaling factor  $ls[x][y]$  is derived as follows:

– If *dep\_quant\_enabled\_flag* is equal to 1, the following applies:

$$ls[x][y] = (m[x][y] * \text{levelScale}[\{\{rectNonTsFlag\}\} rectFlag][ (qP + 1) \% 6 ]) \ll ((qP + 1) / 6) \quad (8-959)$$

– Otherwise (*dep\_quant\_enabled\_flag* is equal to 0), the following applies:

$$ls[x][y] = (m[x][y] * \text{levelScale}[\{\{rectNonTsFlag\}\} rectFlag][ qP \% 6 ]) \ll (qP / 6) \quad (8-960)$$

– When *BdpcmFlag[xTbY][yYbY]* is equal to 1,  $dz[x][y]$  is modified as follows:

– If *BdpcmDir[xTbY][yYbY]* is equal to 0 and *x* is greater than 0, the following applies:

$$dz[x][y] = \text{Clip3}(\text{CoeffMin}, \text{CoeffMax}, dz[x - 1][y] + dz[x][y]) \quad (8-961)$$

– Otherwise, if *BdpcmDir[xTbY][yYbY]* is equal to 1 and *y* is greater than 0, the following applies:

$$dz[x][y] = \text{Clip3}(\text{CoeffMin}, \text{CoeffMax}, dz[x][y - 1] + dz[x][y]) \quad (8-962)$$

– The value  $dnc[x][y]$  is derived as follows:

$$dnc[x][y] = (dz[x][y] * ls[x][y] + bdOffset) \gg bdShift \quad (8-963)$$

– The scaled transform coefficient  $d[x][y]$  is derived as follows:

$$d[x][y] = \text{Clip3}(\text{CoeffMin}, \text{CoeffMax}, dnc[x][y]) \quad (8-964)$$

## 5.8 Embodiment #8

This embodiment reflects the constrain for transform skip coefficients.

### 7.4.9.11 Residual coding semantics

**abs\_remainder**[*n*] is the remaining absolute value of a transform coefficient level that is coded with Golomb-Rice code at the scanning position *n*. When *abs\_remainder*[*n*] is not present, it is inferred to be equal to 0.

It is a requirement of bitstream conformance that the value of *abs\_remainder*[*n*] shall be constrained such that the corresponding value of *TransCoeffLevel*[*x0*][*y0*][*cIdx*][*xC*][*yC*] is in the range of *CoeffMin* to *CoeffMax*, inclusive.



**It is a requirement of bitstream conformance that the value of  $\text{abs\_remainder}[n]$  for a transform block shall be constrained such that the corresponding value of  $\text{TransCoeffLevel}[x0][y0][cIdx][xC][yC]$  is in the range of  $-(1 \ll \text{BitDepthY})$  to  $(1 \ll \text{BitDepthY}) - 1$ , inclusive.**

[0069] FIG. 5 is a block diagram showing an example video processing system 500 in which various techniques disclosed herein may be implemented. Various implementations may include some or all of the components of the system 500. The system 500 may include input 502 for receiving video content. The video content may be received in a raw or uncompressed format, e.g., 8 or 10 bit multi-component pixel values, or may be in a compressed or encoded format. The input 502 may represent a network interface, a peripheral bus interface, or a storage interface. Examples of network interface include wired interfaces such as Ethernet, passive optical network (PON), etc. and wireless interfaces such as Wi-Fi or cellular interfaces.

[0070] The system 500 may include a coding component 504 that may implement the various coding or encoding methods described in the present document. The coding component 504 may reduce the average bitrate of video from the input 502 to the output of the coding component 504 to produce a coded representation of the video. The coding techniques are therefore sometimes called video compression or video transcoding techniques. The output of the coding component 504 may be either stored, or transmitted via a communication connected, as represented by the component 506. The stored or communicated bitstream (or coded) representation of the video received at the input 502 may be used by the component 508 for generating pixel values or displayable video that is sent to a display interface 510. The process of generating user-viewable video from the bitstream representation is sometimes called video decompression. Furthermore, while certain video processing operations are referred to as “coding” operations or tools, it will be appreciated that the coding tools or operations are used at an encoder and corresponding decoding tools or operations that reverse the results of the coding will be performed by a decoder.

[0071] Examples of a peripheral bus interface or a display interface may include universal serial bus (USB) or high definition multimedia interface (HDMI) or Displayport, and so on. Examples of storage interfaces include SATA (serial advanced technology attachment), PCI,

IDE interface, and the like. The techniques described in the present document may be embodied in various electronic devices such as mobile phones, laptops, smartphones or other devices that are capable of performing digital data processing and/or video display.

**[0072]** FIG. 6 is a block diagram of a video processing apparatus 600. The apparatus 600 may be used to implement one or more of the methods described herein. The apparatus 600 may be embodied in a smartphone, tablet, computer, Internet of Things (IoT) receiver, and so on. The apparatus 600 may include one or more processors 602, one or more memories 604 and video processing hardware 606. The processor(s) 602 may be configured to implement one or more methods described in the present document. The memory (memories) 604 may be used for storing data and code used for implementing the methods and techniques described herein. The video processing hardware 606 may be used to implement, in hardware circuitry, some techniques described in the present document. In some embodiments, the hardware 606 may be at least partly in the processor 602, e.g., a graphics co-processor.

**[0073]** FIG. 7 is a flowchart of an example method 700 of video processing. The method 700 includes, at operation 710, performing a conversion between a current block of a video and a bitstream representation of the video according to a rule, the rule specifying that the conversion comprises during encoding, skipping applying a forward transform to residual coefficients of the current block prior to including in the bitstream representation, or during decoding, reconstructing residual coefficients of the current block from the bitstream representation without applying an inverse transform, and the rule further specifying that a scale factor is applied to the residual coefficients independent of a size of the current block.

**[0074]** FIG. 8 is a flowchart of an example method 800 of video processing. The method 800 includes, at operation 810, determining that a conversion between a current block of a video and a bitstream representation of the video comprises an application of a transform coding mode to the current block.

**[0075]** The method 800 includes, at operation 820, performing, based on the determining, the conversion, wherein a dequantization process or an inverse transformation used in the conversion is configured based on a rule.

**[0076]** FIG. 9 is a flowchart of an example method 900 of video processing. The method 900 includes, at operation 910, determining that a conversion between a current block of a video and

a bitstream representation of the video comprises a lossless conversion.

[0077] The method 900 includes, at operation 920, performing, based on the determining, the conversion, wherein a transformation, an inverse transformation, a quantization process, and/or a dequantization process used in the conversion is applied without a bit-shifting operation.

[0078] The following technical solutions may be implemented as preferred solutions in some embodiments.

[0079] 1. A method of video processing, comprising performing a conversion between a current block of a video and a bitstream representation of the video according to a rule, wherein the rule specifies that the conversion comprises during encoding, skipping applying a forward transform to residual coefficients of the current block prior to including in the bitstream representation, or during decoding, reconstructing residual coefficients of the current block from the bitstream representation without applying an inverse transform, and wherein the rule further specifies that a scale factor is applied to the residual coefficients independent of a size of the current block.

[0080] 2. The method of solution 1, wherein the scale factor is a pre-defined constant.

[0081] 3. The method of solution 2, wherein the scale factor is one.

[0082] 4. The method of solution 1, wherein the scale factor is based on an internal bit-depth (ibd).

[0083] 5. The method of solution 4, wherein the scale factor is  $(15-ibd)$ .

[0084] 6. The method of solution 1, wherein a transformation process for scaled transform coefficients is disabled, and wherein an output of a scaling process for the transform coefficients is used as an input to generate intermediate residual samples.

[0085] 7. A method of video processing, comprising determining that a conversion between a current block of a video and a bitstream representation of the video comprises an application of a transform coding mode to the current block; and performing, based on the determining, the conversion, wherein a dequantization process or an inverse transformation used in the conversion is configured based on a rule.

[0086] 8. The method of solution 7, wherein the dequantization process comprises a K-bit bit-shifting operation, wherein K is an integer, and wherein the rule specifies that K is based on a size of a transform kernel used in the transform coding mode.

[0087] 9. The method of solution 8, wherein K is based on a height of the transform kernel.

- [0088] 10. The method of solution 7, wherein the inverse transformation comprises a K-bit bit-shifting operation, wherein K is an integer, and wherein the rule specifies that K is based on a size of the current block and/or a size of a transform kernel used in the transform coding mode.
- [0089] 11. The method of solution 10, wherein K is based on a height of the current block.
- [0090] 12. The method of solution 10, wherein K is based on a height of the transform kernel.
- [0091] 13. The method of solution 7, wherein the dequantization process comprises a K-bit bit-shifting operation, wherein K is an integer, and wherein the rule specifies that K is based on a capped transform block size.
- [0092] 14. The method of solution 13, wherein a size of the transform block is greater than or equal to  $32 \times 32$ , and where K is based on a block size of  $16 \times 16$ .
- [0093] 15. The method of solution 13, wherein the capped transform block size is based on a quantization parameter (QP) of the dequantization process.
- [0094] 16. The method of solution 13, wherein the capped transform block size is based on a ratio between a height and a width of the current block.
- [0095] 17. A method of video processing, comprising determining that a conversion between a current block of a video and a bitstream representation of the video comprises a lossless conversion; and performing, based on the determining, the conversion, wherein a transformation, an inverse transformation, a quantization process, and/or a dequantization process used in the conversion is applied without a bit-shifting operation.
- [0096] 18. The method of solution 17, wherein the determining is based on an indication in a sequence or a picture or a subpicture or a slice or a tile group or a tile or a brick or a coding tree unit row or a coding tree unit or a coding unit or a prediction unit or a transform unit or at a subblock level.
- [0097] 19. The method of solution 17, wherein an application of the transformation to an input and subsequent application of the inverse transformation results in a bit-exact output that matches the input due to the conversion being a lossless conversion.
- [0098] 20. The method of solution 17, wherein a scaling factor used for converting residual coefficient values of the current block and coded coefficients of the current block is equal to one due to the conversion being a lossless conversion.
- [0099] 21. The method of solution 17, wherein, for a K-bit bit-shifting operation used in the

inverse transformation, K is set to zero due to the conversion being a lossless conversion.

**[00100]** 22. The method of solution 17, wherein the quantization process uses a quantization parameter (QP) set to a predetermined value (N) due to the conversion being a lossless conversion, and wherein N is a positive integer.

**[00101]** 23. The method of solution 22, where  $N = 4$ .

**[00102]** 24. The method of solution 17, wherein, for a K-bit bit-shifting operation used in the dequantization process, K is set to zero due to the conversion being a lossless conversion.

**[00103]** 25. The method of any of solutions 1 to 24, wherein performing the conversion comprises generating the bitstream representation from the one or more video regions.

**[00104]** 26. The method of any of solutions 1 to 24, wherein performing the conversion comprises generating the one or more video regions from the bitstream representation.

**[00105]** 27. An apparatus in a video system comprising a processor and a non-transitory memory with instructions thereon, wherein the instructions upon execution by the processor, cause the processor to implement the method in any one of solutions 1 to 26.

**[00106]** 28. A computer program product stored on a non-transitory computer readable media, the computer program product including program code for carrying out the method in any one of solutions 1 to 26.

**[00107]** 29. A computer readable medium that stores the bitstream representation generated according to the method in any one of solutions 1 to 26.

**[00108]** 30. A computer readable medium that stores a coded representation or a bitstream representation generated according to the method in any one of solutions 1 to 26.

**[00109]** In the above solutions, the performing the conversion includes using the results of previous decision step (e.g., using or not using certain coding or decoding steps) during the encoding or decoding operation to arrive at the conversion results. In the above-described solutions, video processing may include video coding or encoding or compressing or transcoding (changing from one format or bitrate to another format or bitrate), decoding or decompressing. Furthermore, these solutions may be applied to other visual data such as images.

**[00110]** The disclosed and other solutions, examples, embodiments, modules and the functional operations described in this document can be implemented in digital electronic circuitry, or in computer software, firmware, or hardware, including the structures disclosed in this document

and their structural equivalents, or in combinations of one or more of them. The disclosed and other embodiments can be implemented as one or more computer program products, i.e., one or more modules of computer program instructions encoded on a computer readable medium for execution by, or to control the operation of, data processing apparatus. The computer readable medium can be a machine-readable storage device, a machine-readable storage substrate, a memory device, a composition of matter effecting a machine-readable propagated signal, or a combination of one or more them. The term “data processing apparatus” encompasses all apparatus, devices, and machines for processing data, including by way of example a programmable processor, a computer, or multiple processors or computers. The apparatus can include, in addition to hardware, code that creates an execution environment for the computer program in question, e.g., code that constitutes processor firmware, a protocol stack, a database management system, an operating system, or a combination of one or more of them. A propagated signal is an artificially generated signal, e.g., a machine-generated electrical, optical, or electromagnetic signal, that is generated to encode information for transmission to suitable receiver apparatus.

**[00111]** A computer program (also known as a program, software, software application, script, or code) can be written in any form of programming language, including compiled or interpreted languages, and it can be deployed in any form, including as a stand-alone program or as a module, component, subroutine, or other unit suitable for use in a computing environment. A computer program does not necessarily correspond to a file in a file system. A program can be stored in a portion of a file that holds other programs or data (e.g., one or more scripts stored in a markup language document), in a single file dedicated to the program in question, or in multiple coordinated files (e.g., files that store one or more modules, sub programs, or portions of code). A computer program can be deployed to be executed on one computer or on multiple computers that are located at one site or distributed across multiple sites and interconnected by a communication network.

**[00112]** The processes and logic flows described in this document can be performed by one or more programmable processors executing one or more computer programs to perform functions by operating on input data and generating output. The processes and logic flows can also be performed by, and apparatus can also be implemented as, special purpose logic circuitry,

e.g., an FPGA (field programmable gate array) or an ASIC (application specific integrated circuit).

**[00113]** Processors suitable for the execution of a computer program include, by way of example, both general and special purpose microprocessors, and any one or more processors of any kind of digital computer. Generally, a processor will receive instructions and data from a read only memory or a random-access memory or both. The essential elements of a computer are a processor for performing instructions and one or more memory devices for storing instructions and data. Generally, a computer will also include, or be operatively coupled to receive data from or transfer data to, or both, one or more mass storage devices for storing data, e.g., magnetic, magneto optical disks, or optical disks. However, a computer need not have such devices. Computer readable media suitable for storing computer program instructions and data include all forms of non-volatile memory, media and memory devices, including by way of example semiconductor memory devices, e.g., EPROM, EEPROM, and flash memory devices; magnetic disks, e.g., internal hard disks or removable disks; magneto optical disks; and CD ROM and DVD-ROM disks. The processor and the memory can be supplemented by, or incorporated in, special purpose logic circuitry.

**[00114]** While this patent document contains many specifics, these should not be construed as limitations on the scope of any subject matter or of what may be claimed, but rather as descriptions of features that may be specific to particular embodiments of particular techniques. Certain features that are described in this patent document in the context of separate embodiments can also be implemented in combination in a single embodiment. Conversely, various features that are described in the context of a single embodiment can also be implemented in multiple embodiments separately or in any suitable subcombination. Moreover, although features may be described above as acting in certain combinations and even initially claimed as such, one or more features from a claimed combination can in some cases be excised from the combination, and the claimed combination may be directed to a subcombination or variation of a subcombination.

**[00115]** Similarly, while operations are depicted in the drawings in a particular order, this should not be understood as requiring that such operations be performed in the particular order shown or in sequential order, or that all illustrated operations be performed, to achieve desirable

results. Moreover, the separation of various system components in the embodiments described in this patent document should not be understood as requiring such separation in all embodiments.

**[00116]** Only a few implementations and examples are described and other implementations, enhancements and variations can be made based on what is described and illustrated in this patent document.



WHAT IS CLAIMED IS:

1. A method of video processing, comprising:  
performing a conversion between a current block of a video and a bitstream representation of the video according to a rule,  
wherein the rule specifies that the conversion comprises:  
during encoding, skipping applying a forward transform to residual coefficients of the current block prior to including in the bitstream representation, or  
during decoding, reconstructing residual coefficients of the current block from the bitstream representation without applying an inverse transform, and  
wherein the rule further specifies that a scale factor is applied to the residual coefficients independent of a size of the current block.
2. The method of claim 1, wherein the scale factor is a pre-defined constant.
3. The method of claim 2, wherein the scale factor is one.
4. The method of claim 1, wherein the scale factor is based on an internal bit-depth (*ibd*).
5. The method of claim 4, wherein the scale factor is  $(15-ibd)$ .
6. The method of claim 1, wherein a transformation process for scaled transform coefficients is disabled, and wherein an output of a scaling process for the transform coefficients is used as an input to generate intermediate residual samples.
7. A method of video processing, comprising:  
determining that a conversion between a current block of a video and a bitstream representation of the video comprises an application of a transform coding mode to the current block; and  
performing, based on the determining, the conversion,  
wherein a dequantization process or an inverse transformation used in the conversion is configured based on a rule.

8. The method of claim 7, wherein the dequantization process comprises a K-bit bit-shifting operation, wherein K is an integer, and wherein the rule specifies that K is based on a size of a transform kernel used in the transform coding mode.
9. The method of claim 8, wherein K is based on a height of the transform kernel.
10. The method of claim 7, wherein the inverse transformation comprises a K-bit bit-shifting operation, wherein K is an integer, and wherein the rule specifies that K is based on a size of the current block and/or a size of a transform kernel used in the transform coding mode.
11. The method of claim 10, wherein K is based on a height of the current block.
12. The method of claim 10, wherein K is based on a height of the transform kernel.
13. The method of claim 7, wherein the dequantization process comprises a K-bit bit-shifting operation, wherein K is an integer, and wherein the rule specifies that K is based on a capped transform block size.
14. The method of claim 13, wherein a size of the transform block is greater than or equal to  $32 \times 32$ , and where K is based on a block size of  $16 \times 16$ .
15. The method of claim 13, wherein the capped transform block size is based on a quantization parameter (QP) of the dequantization process.
16. The method of claim 13, wherein the capped transform block size is based on a ratio between a height and a width of the current block.
17. A method of video processing, comprising:
  - determining that a conversion between a current block of a video and a bitstream representation of the video comprises a lossless conversion; and
  - performing, based on the determining, the conversion,
  - wherein a transformation, an inverse transformation, a quantization process, and/or a dequantization process used in the conversion is applied without a bit-shifting operation.

18. The method of claim 17, wherein the determining is based on an indication in a sequence or a picture or a subpicture or a slice or a tile group or a tile or a brick or a coding tree unit row or a coding tree unit or a coding unit or a prediction unit or a transform unit or at a subblock level.
19. The method of claim 17, wherein an application of the transformation to an input and subsequent application of the inverse transformation results in a bit-exact output that matches the input due to the conversion being a lossless conversion.
20. The method of claim 17, wherein a scaling factor used for converting residual coefficient values of the current block and coded coefficients of the current block is equal to one due to the conversion being a lossless conversion.
21. The method of claim 17, wherein, for a K-bit bit-shifting operation used in the inverse transformation, K is set to zero due to the conversion being a lossless conversion.
22. The method of claim 17, wherein the quantization process uses a quantization parameter (QP) set to a predetermined value (N) due to the conversion being a lossless conversion, and wherein N is a positive integer.
23. The method of claim 22, where  $N = 4$ .
24. The method of claim 17, wherein, for a K-bit bit-shifting operation used in the dequantization process, K is set to zero due to the conversion being a lossless conversion.
25. The method of any of claims 1 to 24, wherein performing the conversion comprises generating the bitstream representation from the one or more video regions.
26. The method of any of claims 1 to 24, wherein performing the conversion comprises generating the one or more video regions from the bitstream representation.
27. An apparatus in a video system comprising a processor and a non-transitory memory with instructions thereon, wherein the instructions upon execution by the processor, cause the processor to implement the method in any one of claims 1 to 26.

28. A computer program product stored on a non-transitory computer readable media, the computer program product including program code for carrying out the method in any one of claims 1 to 26.
29. A computer readable medium that stores the bitstream representation generated according to the method in any one of claims 1 to 26.

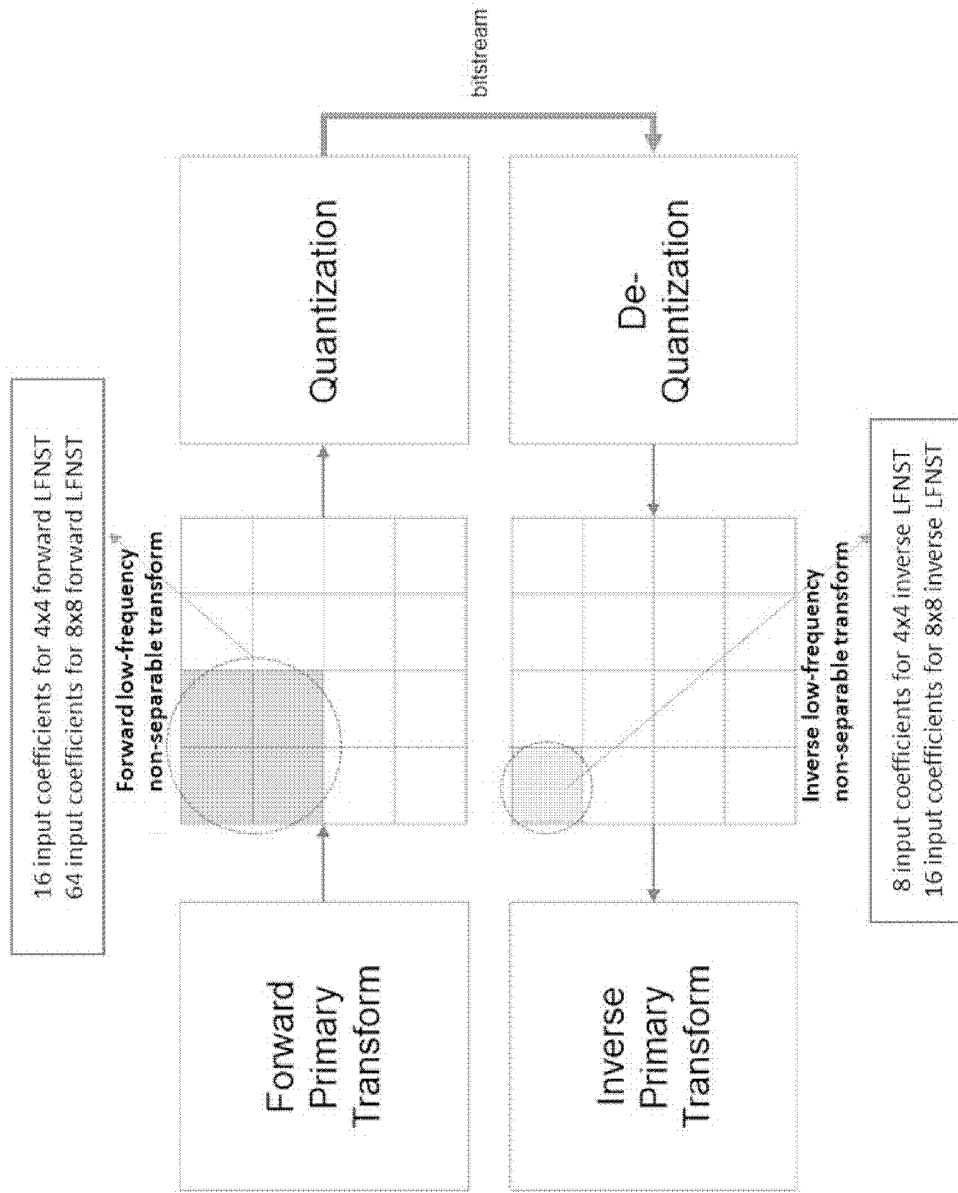


FIG. 1

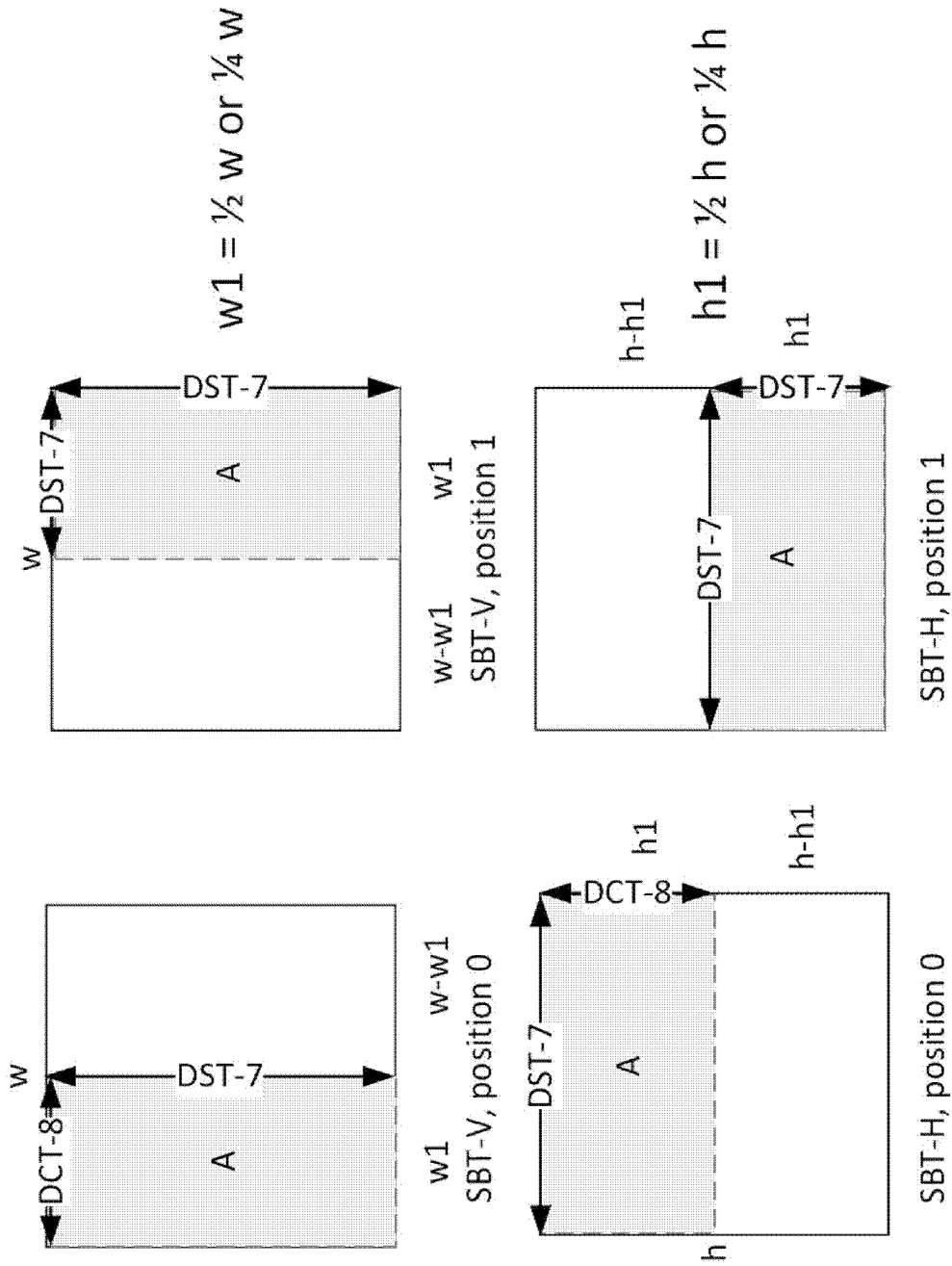


FIG. 2

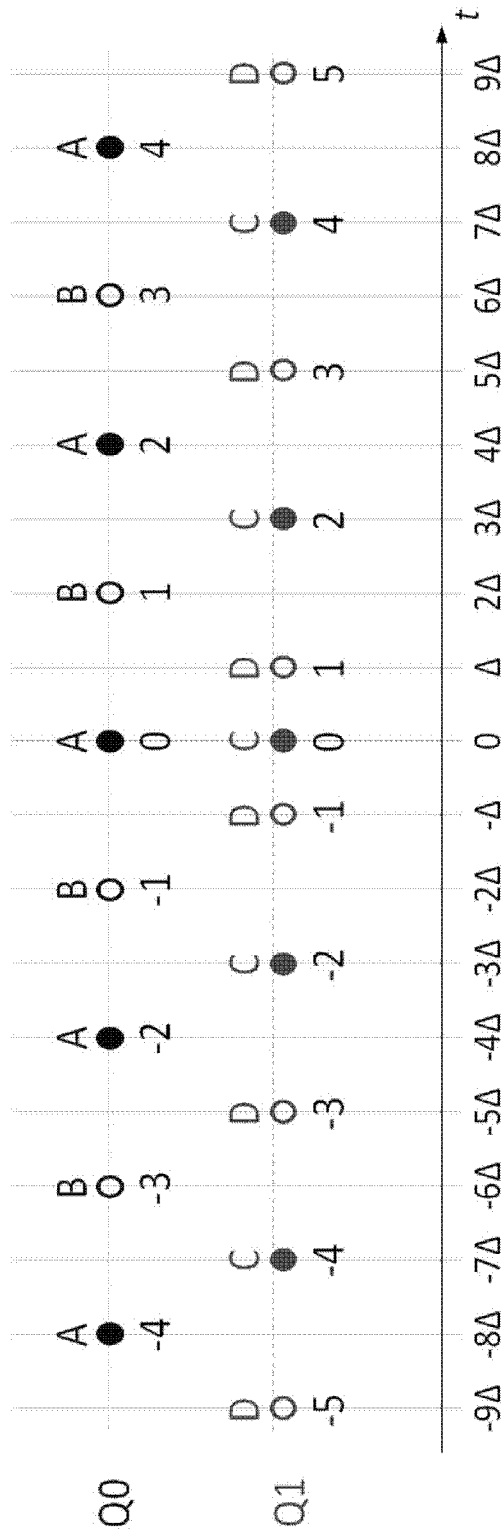


FIG. 3

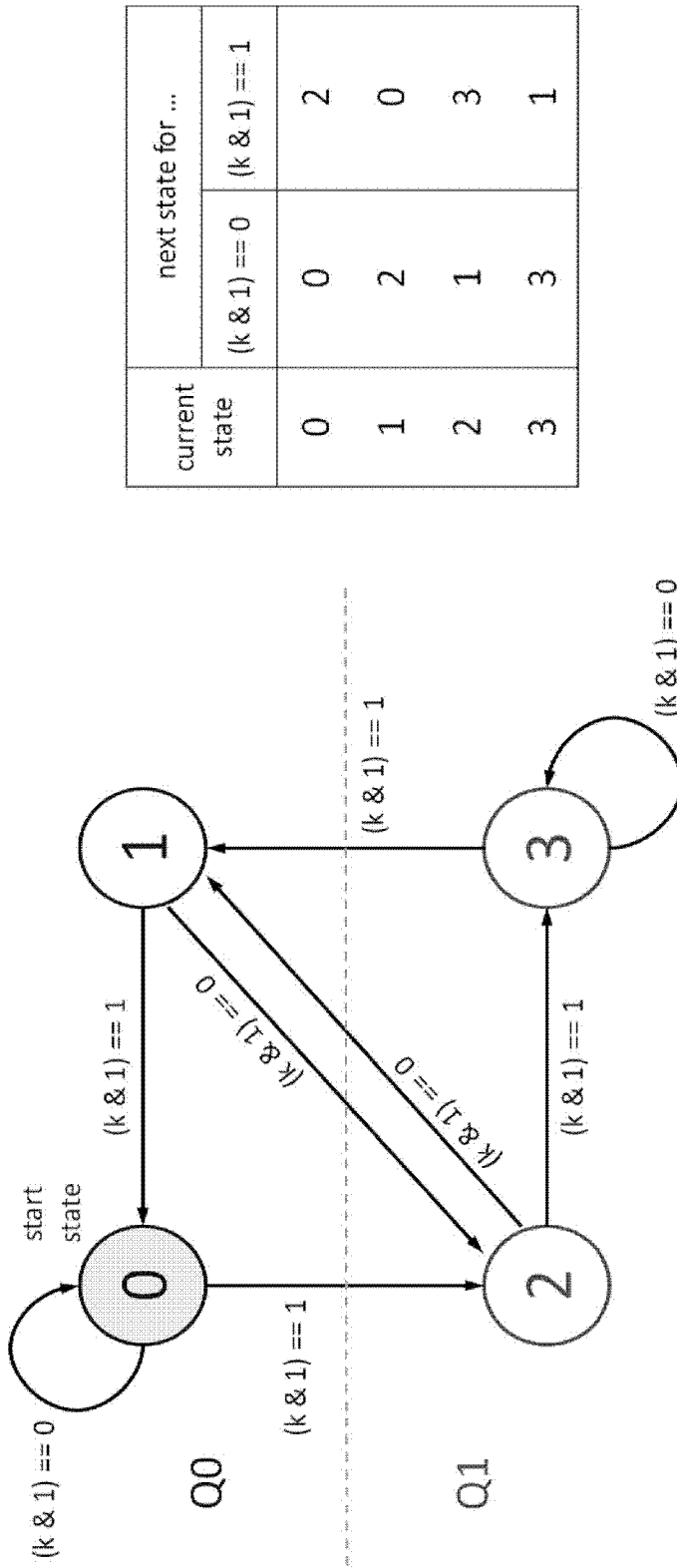


FIG. 4



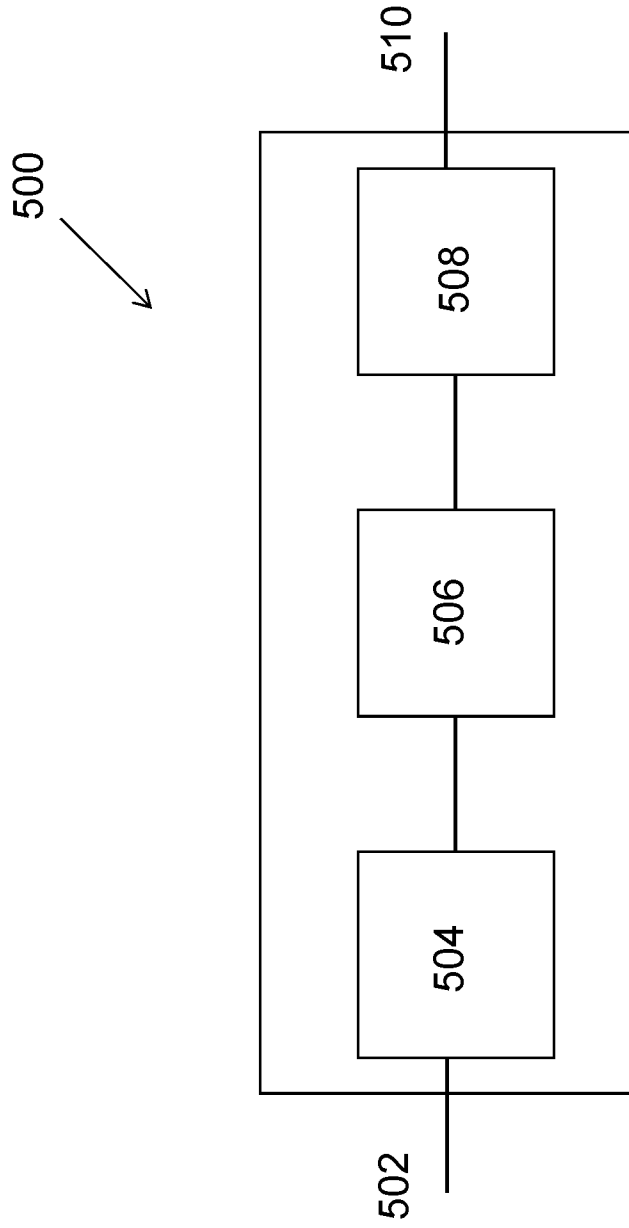


FIG. 5

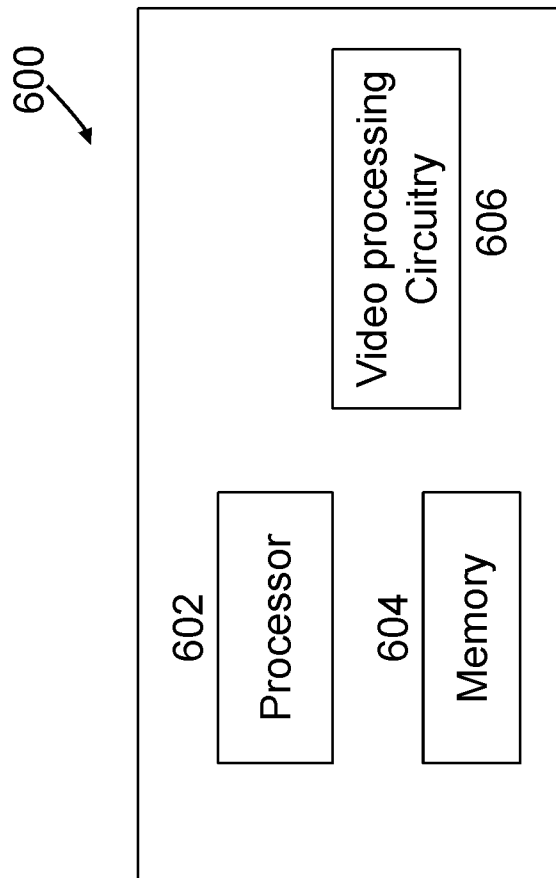


FIG. 6

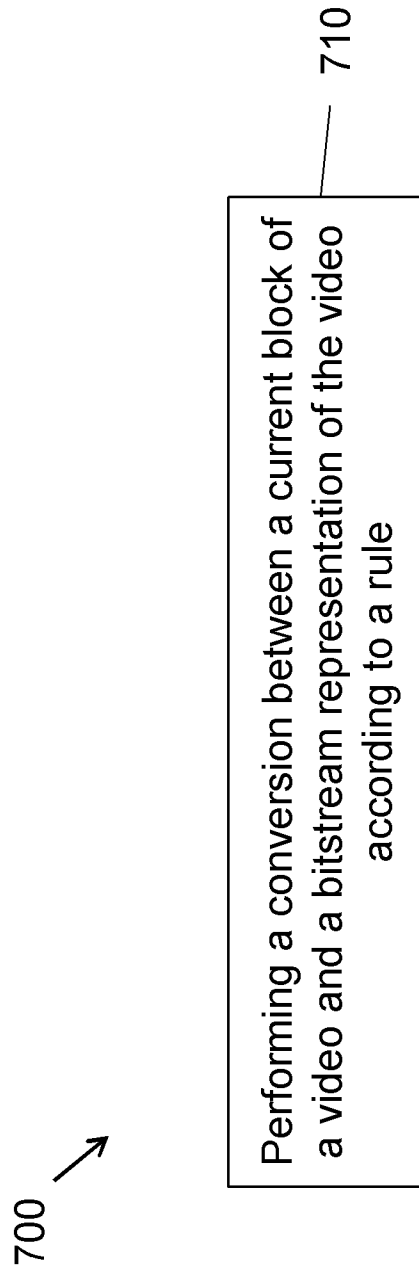


FIG. 7

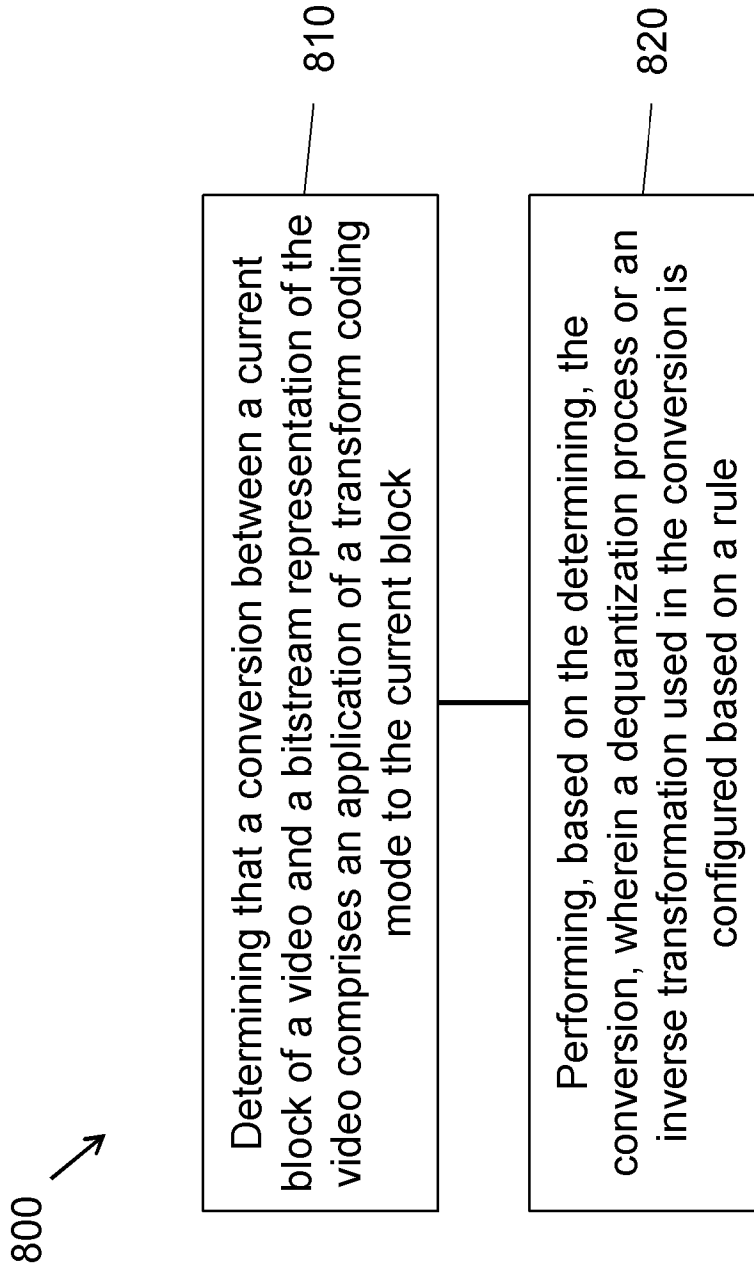


FIG. 8

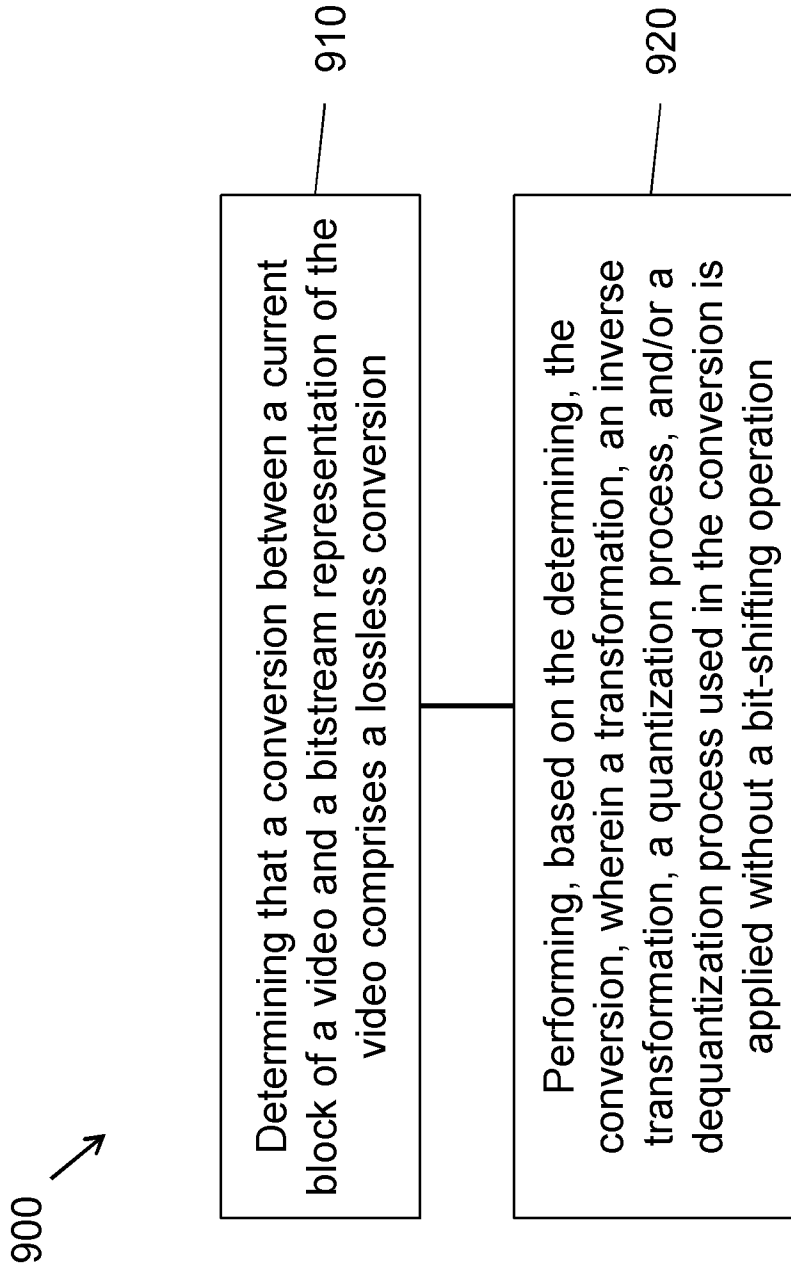


FIG. 9

## INTERNATIONAL SEARCH REPORT

International application No.

PCT/CN2020/114227

<b>A. CLASSIFICATION OF SUBJECT MATTER</b>		
H04N 19/122(2014.01)i; H04N 19/136(2014.01)i; H04N 19/119(2014.01)i		
According to International Patent Classification (IPC) or to both national classification and IPC		
<b>B. FIELDS SEARCHED</b>		
Minimum documentation searched (classification system followed by classification symbols)		
H04N		
Documentation searched other than minimum documentation to the extent that such documents are included in the fields searched		
Electronic data base consulted during the international search (name of data base and, where practicable, search terms used)		
CNPAT,CNKI,WPLEPODOC,IEEE,JVET: video, image, picture, encod+, cod+, convert+, convers+, bitstream, forward, transform+, DCT, residue, residual, coefficient, scale, scaling, factor, bit, depth, lossless, mode, size, dimension, skip+, bypass+, width, height, LFNST		
<b>C. DOCUMENTS CONSIDERED TO BE RELEVANT</b>		
Category*	Citation of document, with indication, where appropriate, of the relevant passages	Relevant to claim No.
X	US 2018270481 A1 (CANON K.K.) 20 September 2018 (2018-09-20) description, paragraphs [0070]-[0160], figures 3, 4	1-29
X	US 2014056362 A1 (BRITISH BROADCASTING CORP.) 27 February 2014 (2014-02-27) description, paragraphs [0041]-[0103], figures 5, 6	1-16, 25-29
A	US 2015124872 A1 (BROADCOM CORP.) 07 May 2015 (2015-05-07) the whole document	1-29
A	CN 107211146 A (VID SCALE INC.) 26 September 2017 (2017-09-26) the whole document	1-29
A	HASHIMOTO, Tomonori et al. "Non-CE7: Harmonization of scaling matrix and LFNST" <i>Joint Video Experts Team (JVET) of ITU-T SG 16 WP 3 and ISO/IEC JTC 1/SC 29/WG 11 15th Meeting: Gothenburg, SE, 12 July 2019 (2019-07-12),</i> the whole document	1-29
A	ZHAO, Yin et al. "Non-CE6: Simplification on LFNST" <i>Joint Video Experts Team (JVET) of ITU-T SG 16 WP 3 and ISO/IEC JTC 1/SC 29/WG 11 15th Meeting: Gothenburg, SE, 12 July 2019 (2019-07-12),</i> the whole document	1-29
<input type="checkbox"/> Further documents are listed in the continuation of Box C. <input checked="" type="checkbox"/> See patent family annex.		
* Special categories of cited documents: "A" document defining the general state of the art which is not considered to be of particular relevance "E" earlier application or patent but published on or after the international filing date "L" document which may throw doubts on priority claim(s) or which is cited to establish the publication date of another citation or other special reason (as specified) "O" document referring to an oral disclosure, use, exhibition or other means "P" document published prior to the international filing date but later than the priority date claimed "T" later document published after the international filing date or priority date and not in conflict with the application but cited to understand the principle or theory underlying the invention "X" document of particular relevance; the claimed invention cannot be considered novel or cannot be considered to involve an inventive step when the document is taken alone "Y" document of particular relevance; the claimed invention cannot be considered to involve an inventive step when the document is combined with one or more other such documents, such combination being obvious to a person skilled in the art "&" document member of the same patent family		
Date of the actual completion of the international search		Date of mailing of the international search report
25 September 2020		28 October 2020
Name and mailing address of the ISA/CN		Authorized officer
National Intellectual Property Administration, PRC 6, Xitucheng Rd., Jimen Bridge, Haidian District, Beijing 100088 China		WANG,Conglei
Facsimile No. (86-10)62019451		Telephone No. 86-(10)-53961717

**INTERNATIONAL SEARCH REPORT**  
**Information on patent family members**

International application No.

**PCT/CN2020/114227**

Patent document cited in search report			Publication date (day/month/year)	Patent family member(s)	Publication date (day/month/year)
US	2018270481	A1	20 September 2018	RU 2015117258	A 27 December 2016
				KR 20170104646	A 15 September 2017
				IN 201501790	P4 01 July 2016
				WO 2014071439	A1 15 May 2014
				JP 2015537448	A 24 December 2015
				KR 20170054558	A 17 May 2017
				EP 2918078	A1 16 September 2015
				BR 112015006767	A2 04 July 2017
				AU 2013344305	A1 26 March 2015
				KR 20150048804	A 07 May 2015
				US 2015326883	A1 12 November 2015
				CN 104782125	A 15 July 2015
				JP 2018085738	A 31 May 2018
US	2014056362	A1	27 February 2014	WO 2013001278	A1 03 January 2013
				CN 103404141	A 20 November 2013
				KR 20140027932	A 07 March 2014
				EP 3026911	A1 01 June 2016
				TW 201320751	A 16 May 2013
				EP 2652954	A2 23 October 2013
				IN 201310910	P1 26 December 2014
				CN 105847815	A 10 August 2016
				GB 2492333	A 02 January 2013
				JP 2014523175	A 08 September 2014
				WO 2013001279	A2 03 January 2013
JP 2017098975	A 01 June 2017				
US	2015124872	A1	07 May 2015	None	
CN	107211146	A	26 September 2017	EP 3222044	A1 27 September 2017
				US 2017280163	A1 28 September 2017
				WO 2016081939	A1 26 May 2016