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TECHNICAL CORRIGENDUM 3

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INTERNATIONAL ELECTROTECHNICAL COMMISSION • МЕЖДУНАРОДНАЯ ЭЛЕКТРОТЕХНИЧЕСКАЯ КОМИССИЯ • COMMISSION ÉLECTROTECHNIQUE INTERNATIONALE

Information technology — Generic coding of moving pictures and associated audio information: Systems

TECHNICAL CORRIGENDUM 3

Technologies de l'information — Codage générique des images animées et du son associé: Systèmes

RECTIFICATIF TECHNIQUE 3

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INTERNATIONAL STANDARD
ITU-T RECOMMENDATION

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1) Subclause 2.1.4

Add the following definition for Coded B-frame, Coded frame, Coded I-frame and Coded P-frame after subclause 2.1.4:

Coded B-frame: A B-frame picture or a pair of B-field pictures.

Coded frame: A coded frame is a coded I-frame, coded B-frame or a coded P-frame.

Coded I-frame: An I-frame picture or a pair of field pictures where the first field picture is an I-picture and the second field picture is either an I-picture or a P-picture.

Coded P-frame: A P-frame picture or a pair of P-field pictures.

2) Subclause 2.1.5

Replace the definition of AVC still picture (system) from:

AVC still picture (system): An AVC still picture consists of an AVC access unit containing an IDR picture, preceded by SPS and PPS NAL units that carry sufficient information to correctly decode the IDR picture. Preceding an AVC still picture, there shall be another AVC still picture or an End of Sequence NAL unit terminating a preceding coded video sequence.

to:

AVC still picture (system): An AVC still picture consists of an AVC access unit containing an IDR picture, preceded by SPS and PPS NAL units that carry sufficient information to correctly decode the IDR picture. Preceding an AVC still picture, there shall be another AVC still picture or an End of Sequence NAL unit terminating a preceding coded video sequence unless the AVC still picture is the very first access unit in the video stream.

3) Subclause 2.4.3.7

Replace the semantics of PTS in subclause 2.4.3.7 from:

In the case of ISO/IEC 11172-2 video, ITU-T Rec. H.262 | ISO/IEC 13818-2 video, or ISO/IEC 14496-2 video, if a PTS is present in a PES packet header, it shall refer to the access unit containing the first picture start code that commences in this PES packet. A picture start code commences in a PES packet if the first byte of the picture start code is present in the PES packet. For I- and P-pictures in non-low_delay sequences and in the case when there is no decoding discontinuity between access units (AUs) k and k', the presentation time $t_{pn}(k)$ shall be equal to the decoding time $t_{dn}(k')$ of the next transmitted I- or P-picture (refer to 2.7.5). If there is a decoding discontinuity, or the stream ends, the difference between $t_{pn}(k)$ and $t_{dn}(k)$ shall be the same as if the original stream had continued without a discontinuity and without ending.

NOTE 1 – A low_delay sequence is an ITU-T Rec. H.262 | ISO/IEC 13818-2 or ISO/IEC 14496-2 video sequence in which the low_delay flag is set to '1' (refer to 6.2.2.3 of ITU-T Rec. H.262 | ISO/IEC 13818-2 and to 6.2.3 of ISO/IEC 14496-2).

For ITU-T Recommendation H.264 | ISO/IEC 14496-10 video, if a PTS is present in the PES packet header, it shall refer to the first AVC access unit that commences in this PES packet. An AVC access unit commences in a PES packet if the first byte of the AVC access unit is present in the PES packet. To achieve consistency between the STD model and the HRD model defined in Annex C of ITU-T Rec. H.264 | ISO/IEC 14496-10, for each decoded AVC access unit, the PTS value in the STD shall, within the accuracy of their respective clocks, indicate the same instant in time as the