

...	
}_	

[00130] The semantics of the syntax elements above may be specified as follows.

tiles_enabled_flag indicates whether there is more than one tile in each picture referring to the PPS. If tile_enbale_flag is equal to 1, there is more than one tile in each picture referring to the PPS. If tiles_enabled_flag is equal to 0, there is only one tile in each picture referring to the PPS. tile_id_len_minus1 + 1 specifies the length in bits of the tile identifier syntax element(s), such as slice_tile_id in various embodiments.

[00131] In another example embodiment, the following syntax of a picture parameter set may be used:

pic_parameter_set_rbsp() {	Descriptor
...	
tiles_enabled_flag	u(1)
if(tiles_enabled_flag) {	
...	
num_tile_columns_minus1	ue(v)
num_tile_rows_minus1	ue(v)
rel_tile_id_len	ue(v)
...	
}	
...	
}	

[00132] In some embodiments, the semantics of the syntax elements above may be

specified as follows. tiles_enabled_flag specifies whether there is more than one tile in each picture referring to the PPS. If tiles_enabled_flag is equal to 1, there is more than one tile in each picture referring to the PPS. If tiles_enabled_flag is equal to 0, there is only one tile in each picture referring to the PPS. num_tile_columns_minus1 specifies the number of tile columns partitioning the picture minus one. num_tile_rows_minus1 specifies the number of tile rows partitioning the picture minus one. In some embodiments, NumTilesInPic is set to be equal to (num_tile_columns_minus1 + 1) * (num_tile_rows_minus1 + 1). In some embodiments, a derived variable MinBitsTileId is introduced and set to be equal to Ceil(Log2(NumTilesInPic)) bits syntax element. rel_tile_id_len specifies the number of additional bits in addition to MinBitsTileId used for tile identifier syntax element(s). The length in bits of the tile identifier syntax element(s), such as slice_tile_id in various embodiments, is equal to MinBitsTileId + rel_tile_id_len.

[00133] In an embodiment, an encoder encodes and/or a decoder decodes two syntax elements from which the tile identifier is derived. The syntax elements may be referred to as a multiplier factor and an additive factor. In an embodiment, the tile identifier is derived by multiplying the multiplier factor with the tile grid width and adding the additive factor. In