Slice buffer in layer level design

1. **origin design**

single thread, reallocate when current slice index larger than max slice num

SSlice\* pSliceInLayer

pSliceInLayer

…

…

Slc4

Slc3

Slc2

Slc1

Slc0

Multi thread, no reallocate

Thrd2

Thrd0

1. **current design in review**

SSlice\* pSliceInLayer; // the same with origin design, single thread only

// will not allocate when multi thread on

SSlice\*\* ppSliceInLayer; // point to actual slice buffer

//based on thread mode

SSlice\* pSliceInThread[MaxThreadNum]; // multi Thread only

// will not allocate for single thread

for reallocate, each thread will do it independently, and will update ppSliceInLayer when all slices in layer all encoded.

Slc0

Slc1

Slc2

Slc3

Slc4

…

…

pSliceInLayer

Multi thread

Single thread

pSliceInThread[1]

…

…

Slc5

Slc3

Slc1

…

…

Slc0

Slc2

Slc4

pSliceInThread[0]

ppSliceInLayer

…

…

Slc4

Slc3

Slc2

Slc1

Slc0