



International  
Standard

**ISO/IEC 23092-2**

# Information technology — Genomic information representation —

## Part 2: Coding of genomic information

*Technologies de l'information — Représentation des informations  
génomiques —*

*Partie 2: Codage des informations génomiques*

Third edition  
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# Contents

|                                                      | Page        |
|------------------------------------------------------|-------------|
| <b>Foreword</b>                                      | <b>vii</b>  |
| <b>Introduction</b>                                  | <b>viii</b> |
| <b>1 Scope</b>                                       | <b>1</b>    |
| <b>2 Normative references</b>                        | <b>1</b>    |
| <b>3 Terms and definitions</b>                       | <b>1</b>    |
| <b>4 Abbreviated terms</b>                           | <b>6</b>    |
| <b>5 Conventions</b>                                 | <b>6</b>    |
| 5.1 General                                          | 6           |
| 5.2 Arithmetic operators                             | 6           |
| 5.3 Logical operators                                | 7           |
| 5.4 Relational operators                             | 7           |
| 5.5 Bit-wise operators                               | 7           |
| 5.6 Assignment operators                             | 8           |
| 5.7 Range notation                                   | 8           |
| 5.8 Mathematical functions                           | 8           |
| 5.9 Order of operation precedence                    | 8           |
| 5.10 Variables, syntax elements and tables           | 9           |
| 5.11 Text description of logical operators           | 10          |
| 5.12 Processes                                       | 11          |
| <b>6 Syntax and semantics</b>                        | <b>12</b>   |
| 6.1 Method of specifying syntax in tabular form      | 12          |
| 6.2 Bit ordering                                     | 13          |
| 6.3 Specification of syntax functions and data types | 13          |
| 6.4 Semantics                                        | 14          |
| <b>7 Data structures</b>                             | <b>14</b>   |
| 7.1 General                                          | 14          |
| 7.2 Data unit                                        | 15          |
| 7.3 Raw reference                                    | 16          |
| 7.3.1 General                                        | 16          |
| 7.3.2 Syntax and semantics                           | 16          |
| 7.4 Parameter set                                    | 16          |
| 7.4.1 Syntax and semantics                           | 16          |
| 7.4.2 Encoding parameters                            | 17          |
| 7.5 Access unit                                      | 23          |
| 7.5.1 Syntax and semantics                           | 24          |
| 7.5.2 Access unit types                              | 27          |
| <b>8 Descriptors</b>                                 | <b>28</b>   |
| <b>9 Sequencing reads</b>                            | <b>31</b>   |
| 9.1 General                                          | 31          |
| 9.2 Supported symbols                                | 31          |
| 9.3 Paired-end reads                                 | 33          |
| 9.4 Reverse-complement reads                         | 33          |
| 9.5 Data classes                                     | 33          |
| 9.6 Aligned data                                     | 34          |
| 9.7 Unaligned data                                   | 35          |
| <b>10 Decoding process</b>                           | <b>35</b>   |
| 10.1 General                                         | 35          |
| 10.2 dataset_type = 0 or 1                           | 36          |
| 10.2.1 General                                       | 36          |
| 10.2.2 References padding                            | 36          |
| 10.2.3 Type 1 AU (Class P)                           | 37          |

|           |                                              |            |
|-----------|----------------------------------------------|------------|
| 10.2.4    | Type 2 AU (Class N)                          | 38         |
| 10.2.5    | Type 3 AU (Class M)                          | 38         |
| 10.2.6    | Type 4 AU (Class I)                          | 39         |
| 10.2.7    | Type 5 AU (Class HM)                         | 41         |
| 10.2.8    | Type 6 AU (Class U)                          | 41         |
| 10.3      | dataset_type = 2                             | 42         |
| 10.3.1    | General                                      | 42         |
| 10.3.2    | Type 1 AU                                    | 43         |
| 10.3.3    | Type 2 AU                                    | 43         |
| 10.3.4    | Type 3 AU                                    | 43         |
| 10.3.5    | Type 4 AU                                    | 44         |
| 10.3.6    | Type 6 AU                                    | 44         |
| 10.4      | Genomic descriptors                          | 44         |
| 10.4.1    | General                                      | 44         |
| 10.4.2    | pos                                          | 45         |
| 10.4.3    | rcomp                                        | 45         |
| 10.4.4    | flags                                        | 46         |
| 10.4.5    | mmpos                                        | 47         |
| 10.4.6    | mmtype                                       | 49         |
| 10.4.7    | clips                                        | 53         |
| 10.4.8    | ureads                                       | 55         |
| 10.4.9    | rlen                                         | 56         |
| 10.4.10   | pair                                         | 57         |
| 10.4.11   | mscore                                       | 64         |
| 10.4.12   | mmap                                         | 65         |
| 10.4.13   | msar                                         | 68         |
| 10.4.14   | rtype                                        | 69         |
| 10.4.15   | rgroup                                       | 71         |
| 10.4.16   | qv                                           | 71         |
| 10.4.17   | rname                                        | 75         |
| 10.4.18   | rftp                                         | 75         |
| 10.4.19   | rftt                                         | 76         |
| 10.4.20   | tokentype descriptors                        | 77         |
| 10.5      | sequence                                     | 85         |
| 10.5.1    | General                                      | 85         |
| 10.5.2    | Aligned reads (Classes P, N, M, I, HM)       | 85         |
| 10.5.3    | Unmapped reads (Class HM, U)                 | 86         |
| 10.6      | e-cigar                                      | 86         |
| 10.6.1    | Syntax                                       | 86         |
| 10.6.2    | Decoding process for the first alignment     | 88         |
| 10.6.3    | Decoding process for other alignments        | 95         |
| 10.6.4    | Reference transformation                     | 95         |
| <b>11</b> | <b>Representation of reference sequences</b> | <b>96</b>  |
| 11.1      | External reference                           | 97         |
| 11.2      | Embedded reference                           | 97         |
| 11.3      | Computed reference                           | 97         |
| 11.3.1    | General                                      | 97         |
| 11.3.2    | Supported Algorithms                         | 97         |
| 11.3.3    | Reference transformation                     | 98         |
| 11.3.4    | PushIn                                       | 98         |
| 11.3.5    | Local assembly                               | 100        |
| 11.3.6    | Global assembly                              | 101        |
| <b>12</b> | <b>Block payload parsing process</b>         | <b>101</b> |
| 12.1      | General                                      | 101        |
| 12.2      | Encoding Mode 0                              | 102        |
| 12.3      | Inverse binarizations                        | 103        |
| 12.3.1    | General                                      | 103        |
| 12.3.2    | Binary (BI)                                  | 103        |

|           |                                                |            |
|-----------|------------------------------------------------|------------|
| 12.3.3    | Truncated unary (TU)                           | 104        |
| 12.3.4    | Exponential golomb (EG)                        | 104        |
| 12.3.5    | Truncated exponential golomb (TEG)             | 105        |
| 12.3.6    | Signed truncated exponential golomb (STEG)     | 105        |
| 12.3.7    | Split unit-wise truncated unary (SUTU)         | 105        |
| 12.3.8    | Signed split unit-wise truncated unary (SSUTU) | 106        |
| 12.3.9    | Double truncated unary (DTU)                   | 106        |
| 12.3.10   | Signed double truncated unary (SDTU)           | 107        |
| 12.4      | Decoder configuration                          | 107        |
| 12.4.1    | Sequences and quality values                   | 107        |
| 12.4.2    | Support values                                 | 108        |
| 12.4.3    | CABAC binarizations                            | 109        |
| 12.4.4    | Transformation parameters                      | 112        |
| 12.4.5    | Msar descriptor and read identifiers           | 113        |
| 12.4.6    | State variables                                | 114        |
| 12.5      | Initialization process for context variables   | 117        |
| 12.6      | Arithmetic decoding engine                     | 117        |
| 12.6.1    | Initialization                                 | 117        |
| 12.6.2    | Arithmetic decoding process                    | 118        |
| 12.7      | Decoding process for sequence descriptors      | 124        |
| 12.7.1    | General                                        | 125        |
| 12.7.2    | Block payload decoding process                 | 125        |
| 12.8      | BSC decoding process                           | 139        |
| 12.8.1    | decoding process                               | 139        |
| <b>13</b> | <b>Output format</b>                           | <b>141</b> |
| 13.1      | General                                        | 141        |
| 13.2      | MPEG-G record                                  | 141        |
| 13.2.1    | General                                        | 141        |
| 13.2.2    | number_of_template_segments                    | 143        |
| 13.2.3    | number_of_record_segments                      | 143        |
| 13.2.4    | number_of_alignments                           | 143        |
| 13.2.5    | class_ID                                       | 144        |
| 13.2.6    | read_group_len                                 | 144        |
| 13.2.7    | reserved                                       | 144        |
| 13.2.8    | read_1_first                                   | 144        |
| 13.2.9    | seq_ID                                         | 144        |
| 13.2.10   | as_depth                                       | 144        |
| 13.2.11   | read_len                                       | 144        |
| 13.2.12   | qv_depth                                       | 144        |
| 13.2.13   | read_name_len                                  | 144        |
| 13.2.14   | read_name                                      | 145        |
| 13.2.15   | read_group                                     | 145        |
| 13.2.16   | sequence                                       | 145        |
| 13.2.17   | quality_values                                 | 145        |
| 13.2.18   | mapping_pos                                    | 145        |
| 13.2.19   | ecigar_len                                     | 145        |
| 13.2.20   | ecigar_string                                  | 145        |
| 13.2.21   | reverse_comp                                   | 145        |
| 13.2.22   | mapping_score                                  | 145        |
| 13.2.23   | split_alignment                                | 145        |
| 13.2.24   | delta                                          | 146        |
| 13.2.25   | split_pos                                      | 146        |
| 13.2.26   | split_seq_ID                                   | 146        |
| 13.2.27   | flags                                          | 146        |
| 13.2.28   | more_alignments                                | 146        |
| 13.2.29   | next_pos                                       | 146        |
| 13.2.30   | next_seq_ID                                    | 146        |
| 13.3      | Initialization process                         | 146        |

|                                                                             |            |
|-----------------------------------------------------------------------------|------------|
| <b>Annex A</b> (informative) <b>Tokenization of reads identifiers</b> ..... | <b>150</b> |
| <b>Annex B</b> (informative) <b>Mapping quality</b> .....                   | <b>152</b> |
| <b>Annex C</b> (informative) <b>Inverse binarization examples</b> .....     | <b>153</b> |
| <b>Annex D</b> <b>Block Sorting, Lossless Data Compression</b> .....        | <b>157</b> |

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## Foreword

ISO (the International Organization for Standardization) and IEC (the International Electrotechnical Commission) form the specialized system for worldwide standardization. National bodies that are members of ISO or IEC participate in the development of International Standards through technical committees established by the respective organization to deal with particular fields of technical activity. ISO and IEC technical committees collaborate in fields of mutual interest. Other international organizations, governmental and non-governmental, in liaison with ISO and IEC, also take part in the work.

The procedures used to develop this document and those intended for its further maintenance are described in the ISO/IEC Directives, Part 1. In particular, the different approval criteria needed for the different types of document should be noted. This document was drafted in accordance with the editorial rules of the ISO/IEC Directives, Part 2 (see [www.iso.org/directives](http://www.iso.org/directives) or [www.iec.ch/members\\_experts/refdocs](http://www.iec.ch/members_experts/refdocs)).

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For an explanation of the voluntary nature of standards, the meaning of ISO specific terms and expressions related to conformity assessment, as well as information about ISO's adherence to the World Trade Organization (WTO) principles in the Technical Barriers to Trade (TBT) see [www.iso.org/iso/foreword.html](http://www.iso.org/iso/foreword.html). In the IEC, see [www.iec.ch/understanding-standards](http://www.iec.ch/understanding-standards).

This document was prepared by Joint Technical Committee ISO/IEC JTC 1, *Information technology*, Subcommittee SC 29, *Coding of audio, picture, multimedia and hypermedia information*.

This third edition cancels and replaces the second edition (ISO/IEC 23092-2:2020), which has been technically revised.

The main changes are as follows:

- inclusion of new low-complexity entropy coders in [subclause 7.4.2.2 \(Table 9\)](#): LZMA, ZSTD, BSC;
- inclusion of new indexed entropy coder in [subclause 7.4.2.2 \(Table 9\)](#): PROCRUSTES;
- inclusion of the specification of BSC decoding process in [subclause 12.8](#) and [Annex D](#);
- inclusion of a new flag (`extended_alignment_info`) in [subclause 13.2.1](#) to represent split alignment information in the compressed bitstream.

A list of all parts in the ISO/IEC 23092 series can be found on the ISO and IEC websites.

Any feedback or questions on this document should be directed to the user's national standards body. A complete listing of these bodies can be found at [www.iso.org/members.html](http://www.iso.org/members.html) and [www.iec.ch/national-committees](http://www.iec.ch/national-committees).

## Introduction

The advent of high-throughput sequencing (HTS) technologies has the potential to boost the adoption of genomic information in everyday practice, ranging from biological research to personalized genomic medicine in clinics. As a consequence, the volume of generated data has increased dramatically during the last few years, and an even more pronounced growth is expected in the near future.

At the moment genomic information is mostly exchanged through a variety of data formats, such as FASTA/FASTQ for unaligned sequencing reads and SAM/BAM/CRAM for aligned reads. With respect to such formats, the ISO/IEC 23092 series provides a new solution for the representation and compression of genome sequencing information by:

- Specifying an abstract representation of the sequencing data rather than a specific format with its direct implementation.
- Being designed at a time point when technologies and use cases are more mature. This permits addressing one limitation of the textual SAM format, for which the incremental ad-hoc addition of features followed along the years, resulting in an overall redundant and suboptimal format which was unnecessarily complicated.
- Separating free-field user-defined information with no clear semantics from the genomic data representation. This allows a fully interoperable and automatic exchange of information between different data producers.
- Allowing multiplexing of relevant metadata information with the data since data and metadata are partitioned at different conceptual levels.
- Following a strict and supervised development process which has proven successful in the last 30 years in the domain of digital media for the transport format, the file format, the compressed representation and the application program interfaces.

The ISO/IEC 23092 series provides the enabling technology that will allow the community to create an ecosystem of novel, interoperable, solutions in the field of genomic information processing. In particular it offers:

- Consistent, general and properly designed format definitions and data structures to store sequencing and alignment information. A robust framework which can be used as a foundation to implement different compression algorithms.
- Speed and flexibility in the selective access to coded data, by means of newly designed data clustering and optimized storage methodologies.
- Low latency in data transmission and consequent fast availability at remote locations, based on transmission protocols inspired by real-time application domains.
- Built-in privacy and protection of sensitive information, thanks to a flexible framework which allows customizable secured access at all layers of the data hierarchy.
- Reliability of the technology and interoperability among tools and systems, owing to the provision of a procedure to assess conformance to this document on an exhaustive dataset.
- Support to the implementation of a complete ecosystem of compliant devices and applications, through the availability of a normative reference implementation covering the totality of the ISO/IEC 23092 series.

The fundamental structure of the ISO/IEC 23092 series data representation is the *genomic record*. The genomic record is a data structure consisting of either a single sequencing read, or a paired sequencing read, and its associated sequencing and alignment information; it may contain detailed mapping and alignment data, a single or paired read identifier (read name) and quality values.

Without breaking traditional approaches, the genomic record introduced in the ISO/IEC 23092 series provides a more compact, simpler and manageable data structure grouping all the information related to a single DNA template, from simple sequencing data to sophisticated alignment information.

The genomic record, although it is an appropriate logic data structure for interaction and manipulation of coded information, is not a suitable atomic data structure for compression. To achieve high compression ratios, it is necessary to group genomic records into clusters and to transform the information of the same type into sets of descriptors structured into homogeneous blocks. Furthermore, when dealing with selective data access, the genomic record unit is too small to allow effective and fast information retrieval.

For these reasons, this document introduces the concept of access unit, which is the fundamental structure for coding and access to information in the compressed domain.

The access unit is the smallest data structure that can be decoded by a decoder compliant with this document. An access unit is composed of one block for each descriptor used to represent the information of its genomic records; therefore, a block payload is the coded representation of all the data of the same type (i.e. a descriptor) in a cluster.

In addition to clusters of genomic records compressed into access units, reads are further classified in six data classes: five classes are defined according to the result of their alignment against one or more reference sequences; the sixth class contains either reads that could not be mapped or raw sequencing data. The classification of sequencing reads into classes enables the development of powerful selective data access. In fact access units inherit a specific data characterization (e.g. perfect matches in class P, substitutions in class M, indels in class I, half-mapped reads in class HM) from the genomic records composing them, and thus constitute a data structure capable of providing powerful filtering capability for the efficient support of many different use cases.

Access units are the fundamental, finest grain data structure in terms of content protection and in terms of metadata association. In other words, each access unit can be individually and independently protected. [Figure 1](#) shows how access units, blocks and genomic records relate to each other in the ISO/IEC 23092 series data structure.

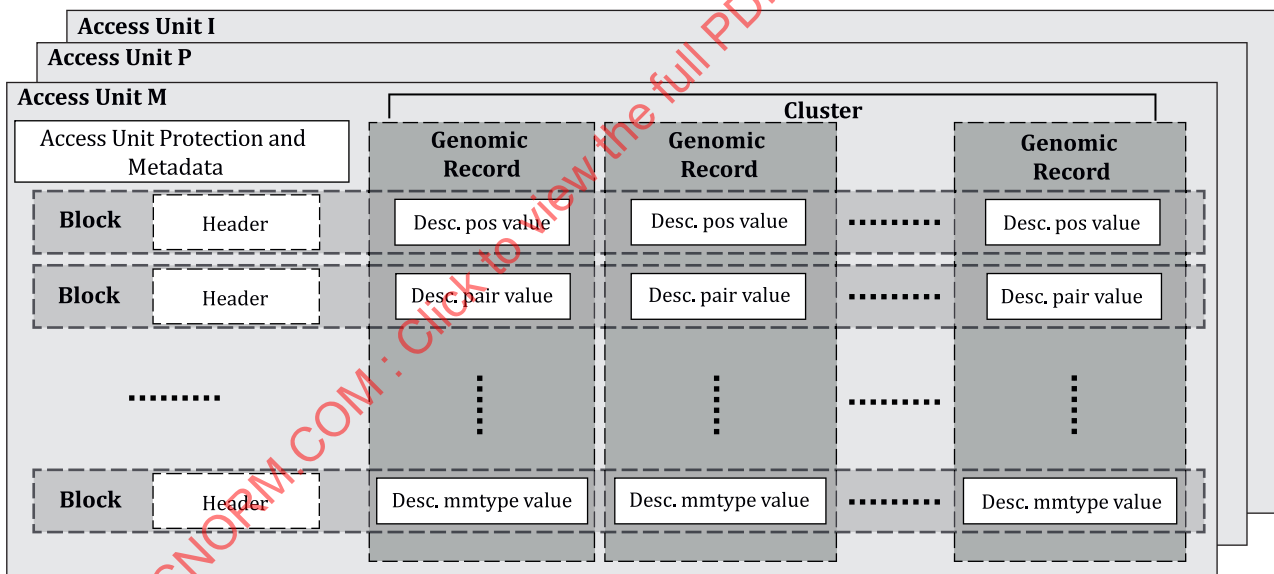


Figure 1 — Access units, blocks and genomic records

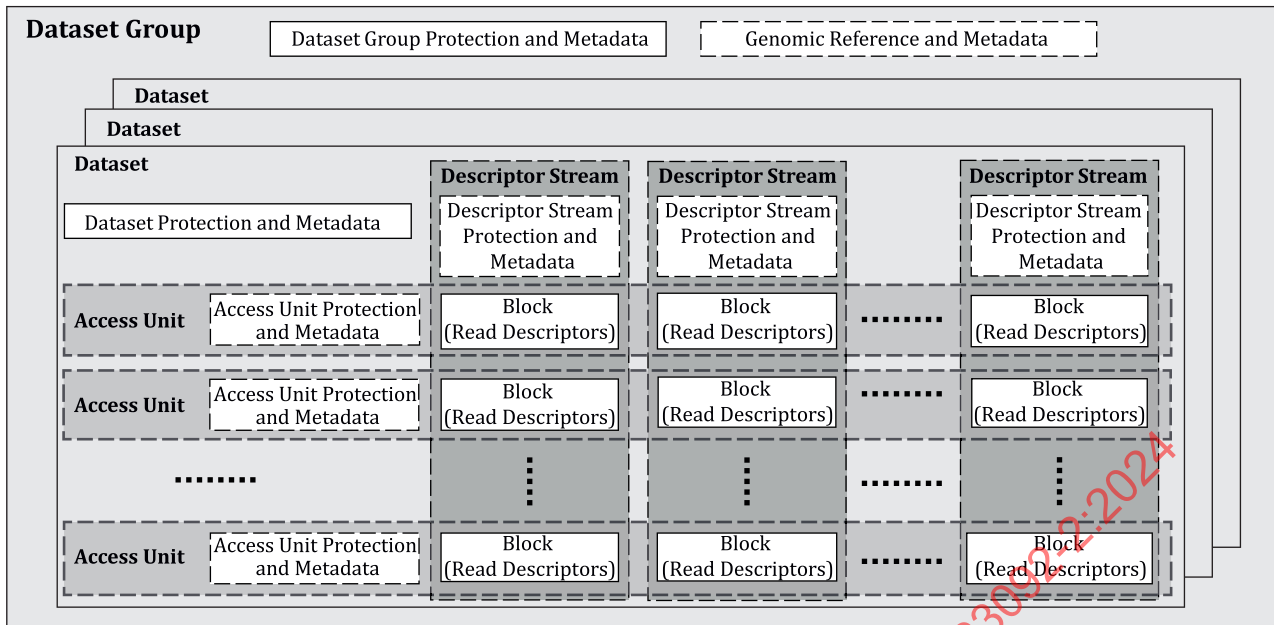


Figure 2 — High-level data structure: datasets and dataset group

A dataset is a coded data structure containing headers and one or more access units. Typical datasets could, for example, contain the complete sequencing of an individual, or a portion of it. Other datasets could contain for example a reference genome or a subset of its chromosomes. Datasets are grouped in dataset groups, as shown in [Figure 2](#).

According to the ISO/IEC 23092 series, the compressed sequencing data can be multiplexed into a bitstream suitable for packetization for real-time transport over typical network protocols. In storage use cases, coded data can be encapsulated into a file format with the possibility to organize blocks per descriptor stream or per access unit, to further optimize the selective access performance to the type of data access required by the different application scenarios. The ISO/IEC 23092 series further provides a reference process to convert a transport stream into a file format and vice versa.

The ISO/IEC 23092 series defines the syntax and semantics of the compressed genome sequencing data representation and the deterministic decoding process that reconstructs the contents of datasets. The decoding process is fully specified such that all decoders that conform to this document will produce identical decoded output. A simplified diagram of the decoding process is shown in [Figure 3](#).

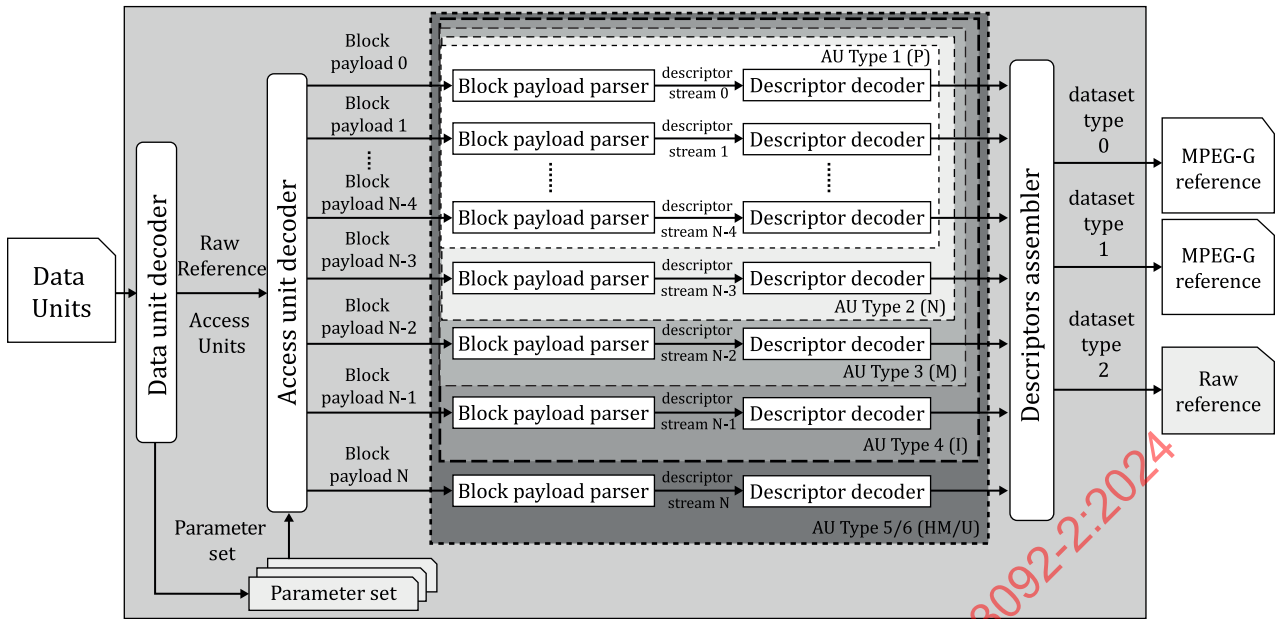


Figure 3 — The decoding process

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# Information technology — Genomic information representation —

## Part 2: Coding of genomic information

### 1 Scope

This document provides specifications for the representation of the following types of genomic information:

- unaligned sequencing reads including read identifiers and quality values;
- aligned sequencing reads including read identifiers and quality values;
- reference sequences.

### 2 Normative references

The following documents are referred to in the text in such a way that some or all of their content constitutes requirements of this document. For dated references, only the edition cited applies. For undated references, the latest edition of the referenced document (including any amendments) applies.

ISO/IEC 10646, *Information technology — Universal coded character set (UCS)*

ISO/IEC 23092-1:2020, *Information technology — Genomic information representation — Part 1: Transport and storage of genomic information*

### 3 Terms and definitions

For the purposes of this document, the terms and definitions given in ISO/IEC 23092-1 and the following apply.

ISO and IEC maintain terminology databases for use in standardization at the following addresses:

- ISO Online browsing platform: available at <https://www.iso.org/obp>
- IEC Electropedia: available at <https://www.electropedia.org/>

#### 3.1 alignment

information describing the similarity between a sequence [typically a *sequencing read* (3.28)] and a reference sequence (for instance, a reference genome)

Note 1 to entry: An alignment is described in terms of a position within the reference, the strand of the reference, and a set of edit operations (matches, mismatches, insertions and deletions, clipping of the sequence ends and splicing information) needed to turn the first sequence into the second.

### 3.2

#### **CIGAR string**

CIGAR

textual way of representing an *alignment* (3.1)

Note 1 to entry: Several definitions have been used by different programs; the one referred to here is the one used in the SAM format. It encodes a set of edit operations (matches, mismatches, insertions and deletions, clipping of the sequence ends and splicing information) needed to turn the sequencing read into the reference.

### 3.3

#### **dataset**

compression unit containing one or more of: reference sequences; *sequencing reads* (3.28); and *alignment* (3.1) information

Note 1 to entry: Datasets shall be as specified in ISO/IEC 23092-1.

### 3.4

#### **deletion**

contiguous removal of one or more bases from a genomic sequence

### 3.5

#### **E-CIGAR**

extended CIGAR syntax specified as a superset of the CIGAR syntax

Note 1 to entry: Among other things, E-CIGAR enables the unambiguous representation of substitutions, spliced reads and splice strandedness.

### 3.6

#### **edit operation**

modification of a sequence of *nucleotides* (3.20) by means of a substitution, *deletion* (3.4), *insertion* (3.18) or clip

### 3.7

#### **FASTA**

GIR that includes a name and a *nucleotide* (3.20) sequence for each *sequencing read* (3.28)

Note 1 to entry: Additional information is usually encoded in the read identifier by bioinformatics tools (such as database information, and base calling information).

### 3.8

#### **FASTQ**

GIR that includes *FASTA* (3.7) and *quality values* (3.22)

### 3.9

#### **first end**

end 1

read 1

first segment of a paired-end *template* (3.33)

Note 1 to entry: Illumina platforms usually store first and second ends in two separate files and in the same order — i.e. the n-th read of the first FASTQ file and the n-th read of the second FASTQ file belong to the same template.

### 3.10

#### **genomic descriptor**

descriptor

element of the syntax used to represent a feature of a genomic *sequencing read* (3.28) or associated information such as *alignment* (3.1) information or *quality values* (3.22)

### 3.11

#### **genomic information representation**

way to describe a sequence and some information associated with it

Note 1 to entry: Which information is represented varies depending on the GIR.

**3.12****genomic record**

record

data structure representing a *tuple* (3.34) optionally associated with *alignment* (3.1) information, *read identifier* (3.24) and *quality values* (3.22)

**3.13****genomic record index**

position of a genomic record in the sequence of *genomic records* (3.12) encoded in an access unit

**3.15****genomic reference**

reference

collection of reference sequences

Note 1 to entry: Typical examples are a reference genome or a reference transcriptome.

**3.16****hard clip**

base or set of bases originally present at either side of a read, and removed from it following *alignment* (3.1)

Note 1 to entry: The bases are no longer present in the sequence of the read.

**3.17****indel**

contiguous stretch of *nucleotides* (3.20) that, when aligning two sequences, are inserted into one sequence, or alternatively deleted from the other, in order to make the two sequences the same

Note 1 to entry: From “insertion or deletion”.

**3.18****insertion**

contiguous addition of one or more bases into a genomic sequence

**3.19****leftmost read end**

leftmost read

*sequencing read* (3.28) generated by a paired-end sequencing run and mapped at a position on the reference sequence which is smaller than the mapping position of the other read in the pair

**3.20****nucleotide**

base

base pair

monomer of a nucleic acid polymer such as DNA or RNA

Note 1 to entry: Nucleotides are denoted as letters ('A' for adenine; 'C' for cytosine; 'G' for guanine; 'T' for thymine which only occurs in DNA; and 'U' for uracil which only occurs in RNA). The chemical formula for a specific DNA or RNA molecule is given by the sequence of its nucleotides, which can be represented as a string over the alphabet ('A', 'C', 'G', 'T') in the case of DNA, and a string over the alphabet ('A', 'C', 'G', 'U') in the case of RNA. Bases with unknown molecular composition are denoted with 'N'.

**3.21****paired-end read**

paired-end template

*tuple* (3.34) made of two segments

Note 1 to entry: Typically the segments correspond to the beginning and the end of the same nucleic acid molecule.

### 3.22

#### **quality value**

quality score

number assigned to each *nucleotide* (3.20) base call in automated sequencing processes

Note 1 to entry: Quality values express the base-call accuracy, i.e. the probability (or a related measure) for a nucleotide in the sequence to have been incorrectly determined.

### 3.23

#### **read group**

set of reads having some property in common

### 3.24

#### **read identifier**

read header

read name

text string associated with each *sequencing read* (3.28) stored in GIRs such as *FASTA* (3.7), *FASTQ* (3.8) and *SAM* (3.26)

Note 1 to entry: The read identifier is usually unique within its dataset, and may contain additional information as encoded by bioinformatics tools (such as database information, and base calling information).

### 3.25

#### **rightmost read**

*sequencing read* (3.28) generated by a paired-end sequencing run and mapped at a position on the reference sequence which is greater than the mapping position of the other read in the pair

### 3.26

#### **SAM**

GIR that is human readable and includes *FASTQ* plus *alignment* (3.1) and analysis information

Note 1 to entry: From “Sequence Alignment/Map format”, SAM originates from the 1000 Genome Sequencing Project. It is represented in plain ASCII, extensible by users and includes sequence, quality, alignment and analysis information.

### 3.27

#### **second end**

read 2

second segment of a paired-end *template* (3.33)

Note 1 to entry: Sequencing platforms usually store first and second ends in two separate files and in the same order — i.e. the n-th read of the first *FASTQ* file and the n-th read of the second *FASTQ* file belong to the same template.

### 3.28

#### **sequencing read**

read

readout, by a specific technology more or less prone to errors, of a continuous part of a segment of *nucleotides* (3.20) extracted from an organic sample

### 3.29

#### **single-end read**

*tuple* (3.34) made of one segment

### 3.30

#### **soft clip**

soft clipped bases

base or set of bases at either side of the read that have been ignored during the *alignment* (3.1) process

Note 1 to entry: The bases are still present in the sequence of the read.

### 3.31

#### **spliced read**

aligned read which, as a consequence of biological splicing, covers non-continuous portions of the reference genome being the result of biological splicing

Note 1 to entry: This means the read must come from RNA-sequencing, and contain at least one junction between two consecutive exons.

### 3.32

#### **split alignment**

aligned *paired-end read* (3.21) whose ends are encoded in two different *genomic records* (3.12)

### 3.33

#### **template**

genomic sequence that is produced by a sequencing machine as a single unit

Note 1 to entry: A template can be made of one or more segments (being called single-end sequencing read when it only has one segment, and paired-end sequencing read when it has two segments — typically they capture both the beginning and the end of a nucleic acid molecule).

### 3.34

#### **tuple**

collection of one or more segments

Note 1 to entry: Each segment can be: unmapped; mapped once; or mapped more than once.

### 3.35

#### **decoded genomic descriptor**

result of multiplexing the *decoded symbols* (3.37) of one or more *descriptor subsequences* (3.36)

### 3.36

#### **descriptor subsequence**

ordered collection of *decoded symbols* (3.37)

### 3.37

#### **decoded symbol**

value needed to reconstruct a *descriptor subsequence* (3.36)

Note 1 to entry: If no inverse subsequence transformation is applied, the transformed symbol shall be equal to the decoded symbol.

### 3.38

#### **transformed subsequence**

ordered collection of *transformed symbols* (3.39)

Note 1 to entry: The transformed symbols of one or more transformed subsequences can be multiplexed to yield decoded symbols.

### 3.39

#### **transformed symbol**

concatenation of one or more *decoded subsymbols* (3.40)

### 3.40

#### **decoded subsymbol**

output of an inverse subsymbol transformation applied on a *transformed subsymbol* (3.41)

Note 1 to entry: See subclause 12.7.2.7. If no inverse subsymbol transformation is applied, the decoded subsymbol shall be equal to the transformed subsymbol.

### 3.41

#### **transformed subsymbol**

decoded cabac subsymbol

atomic value yielded by the cabac decoding process

## 4 Abbreviated terms

|      |                                    |
|------|------------------------------------|
| AU   | access unit                        |
| CRPS | computed reference parameters set  |
| GIR  | genomic information representation |
| LUT  | look up table                      |
| QVPS | quality values parameters set      |

## 5 Conventions

### 5.1 General

This clause contains the definition of operators, notations, functions, textual conventions and processes used throughout this document.

The mathematical operators used in this document are similar to those used in the C programming language. However, the results of integer division and arithmetic shift operations are specified more precisely, and additional operations are specified, such as exponentiation and real-valued division. Numbering and counting conventions generally begin from 0, e.g., "the first" is equivalent to the 0-th, "the second" is equivalent to the 1-th, etc.

### 5.2 Arithmetic operators

|                     |                                                                                                                                                                    |
|---------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| +                   | addition                                                                                                                                                           |
| −                   | subtraction (as a two-argument operator) or negation (as a unary prefix operator)                                                                                  |
| *                   | multiplication, including matrix multiplication                                                                                                                    |
| $x^y$               | exponentiation<br>Specifies x to the power of y. In other contexts, such notation is used for superscripting not intended for interpretation as exponentiation.    |
| /                   | integer division with truncation of the result toward zero<br>For example, $7 / 4$ and $-7 / -4$ are truncated to 1 and $-7 / 4$ and $7 / -4$ are truncated to -1. |
| ÷                   | division in mathematical equations where no truncation or rounding is intended                                                                                     |
| $\frac{x}{y}$       | division in mathematical equations where no truncation or rounding is intended                                                                                     |
| $\sum_{i=x}^y f(i)$ | summation of $f(i)$ with i taking all integer values from x up to and including y                                                                                  |
| $x \% y$            | modulus<br>Remainder of x divided by y, defined only for integers x and y with $x \geq 0$ and $y > 0$ .                                                            |

### 5.3 Logical operators

$x \&\& y$  Boolean logical AND of  $x$  and  $y$

$x \parallel y$  Boolean logical OR of  $x$  and  $y$

$!$  Boolean logical NOT

$x ? y : z$  if  $x$  is TRUE or not equal to 0, evaluates to the value of  $y$ ; otherwise, evaluates to the value of  $z$

### 5.4 Relational operators

$>$  greater than

$\geq$  greater than or equal to

$<$  less than

$\leq$  less than or equal to

$==$  equal to

$!=$  not equal to

When a relational operator is applied to a syntax element or variable that has been assigned the value "na" (not applicable), the value "na" is treated as a distinct value for the syntax element or variable. The value "na" is considered not to be equal to any other value.

### 5.5 Bit-wise operators

$\&$  AND

When operating on integer arguments, operates on a two's complement representation of the integer value. When operating on a binary argument that contains fewer bits than another argument, the shorter argument is extended by adding more significant bits equal to 0.

$|$  OR

When operating on integer arguments, operates on a two's complement representation of the integer value. When operating on a binary argument that contains fewer bits than another argument, the shorter argument is extended by adding more significant bits equal to 0.

$\wedge$  exclusive or

When operating on integer arguments, operates on a two's complement representation of the integer value. When operating on a binary argument that contains fewer bits than another argument, the shorter argument is extended by adding more significant bits equal to 0.

$x \gg y$  right shift of a two's complement integer representation of  $x$  by  $y$  binary digits This function is defined only for non-negative integer values of  $y$ . Bits shifted into the MSBs as a result of the right shift have a value equal to the MSB of  $x$  prior to the shift operation.

$x \ll y$  left shift of a two's complement integer representation of  $x$  by  $y$  binary digits This function is defined only for non-negative integer values of  $y$ . Bits shifted into the LSBs as a result of the left shift have a value equal to 0.

$!$  not operator returning 1 if applied to 0 and 0 if applied to 1

## 5.6 Assignment operators

|    |                                                                                                                                                               |
|----|---------------------------------------------------------------------------------------------------------------------------------------------------------------|
| =  | assignment operator                                                                                                                                           |
| ++ | increment<br>i.e., $x++$ is equivalent to $x = x + 1$ ; when used in an array index, evaluates to the value of the variable prior to the increment operation. |
| -- | decrement<br>i.e., $x--$ is equivalent to $x = x - 1$ ; when used in an array index, evaluates to the value of the variable prior to the decrement operation. |
| += | increment by amount specified<br>i.e., $x += 3$ is equivalent to $x = x + 3$ , and $x += (-3)$ is equivalent to $x = x + (-3)$ .                              |
| -= | decrement by amount specified<br>i.e., $x -= 3$ is equivalent to $x = x - 3$ , and $x -= (-3)$ is equivalent to $x = x - (-3)$ .                              |
| =  | compound bitwise OR                                                                                                                                           |

## 5.7 Range notation

|                      |                                                                                                                                                              |
|----------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------|
| $x = y..z$           | $x$ takes on integer values starting from $y$ to $z$ , inclusive, with $x$ , $y$ , and $z$ being integer numbers and $z$ being greater than $y$              |
| $\text{array}[x, y]$ | sub-array containing the elements of array comprised between position $x$ and $y$ included<br>If $x$ is greater than $y$ , the resulting sub-array is empty. |

## 5.8 Mathematical functions

|                                                                              |                                               |     |
|------------------------------------------------------------------------------|-----------------------------------------------|-----|
| $\text{Ceil}(x)$                                                             | smallest integer greater than or equal to $x$ | (1) |
| $\text{Floor}(x)$                                                            | largest integer less than or equal to $x$     | (2) |
| $\text{Log2}(x)$                                                             | base-2 logarithm of $x$                       | (3) |
| $\text{Min}(x, y) = \begin{cases} x & ; x \leq y \\ y & ; x > y \end{cases}$ |                                               | (4) |
| $\text{Max}(x, y) = \begin{cases} x & ; x \geq y \\ y & ; x < y \end{cases}$ |                                               | (5) |

## 5.9 Order of operation precedence

When the order of precedence in an expression is not indicated explicitly by use of parentheses, the following rules apply:

- Operations of a higher precedence are evaluated before any operation of a lower precedence.
- Operations of the same precedence are evaluated sequentially from left to right.

[Table 1](#) specifies the precedence of operations from highest to lowest; a higher position in the table indicates a higher precedence.

**NOTE** For those operators that are also used in the C programming language, the order of precedence used in this document is the same as used in the C programming language.

**Table 1 — Operation precedence from highest (at top of table) to lowest (at bottom of table)**

|                                                                        |
|------------------------------------------------------------------------|
| operations (with operands x, y, and z)                                 |
| "x++", "x--"                                                           |
| "!x", "-x" (as a unary prefix operator)                                |
| $x^y$                                                                  |
| "x * y", "x / y", "x ÷ y", " $\frac{x}{y}$ ", "x % y"                  |
| "x + y", "x - y" (as a two-argument operator), " $\sum_{i=x}^y f(i)$ " |
| "x << y", "x >> y"                                                     |
| "x < y", "x ≤ y", "x > y", "x ≥ y"                                     |
| "x = y", "x != y"                                                      |
| "x & y"                                                                |
| "x   y"                                                                |
| "x && y"                                                               |
| "x    y"                                                               |
| "x ? y : z"                                                            |
| "x..y"                                                                 |
| "x = y", "x += y", "x -= y"                                            |

## 5.10 Variables, syntax elements and tables

Syntax elements in the bitstream are represented in **bold** type. Each syntax element is described by its name (all lower case letters with underscore characters), and one data type for its method of coded representation. The decoding process behaves according to the value of the syntax element and to the values of previously decoded syntax elements. When a value of a syntax element is used in the syntax tables or the text, it appears in regular (i.e., not bold) type.

In some cases the syntax tables may use the values of other variables derived from syntax elements values. Such variables appear in the syntax tables, or text, named by a mixture of lower case and upper case letter and without any underscore characters (camel case notation). Variables starting with an upper case letter are derived for the decoding of the current syntax structure and all depending syntax structures. Variables starting with an upper case letter may be used in the decoding process for later syntax structures without mentioning the originating syntax structure of the variable. Variables starting with a lower case letter are only used within the clause in which they are derived.

In some cases, "mnemonic" names for syntax element values or variable values are used interchangeably with their numerical values. Sometimes "mnemonic" names are used without any associated numerical values. The association of values and names is specified in the text. The names are constructed from one or more groups of letters separated by an underscore character. Each group starts with an upper case letter and may contain more upper case letters.

**NOTE** The syntax is described in a manner that closely follows the C-language syntactic constructs.

Functions that specify properties of the current position in the bitstream are referred to as syntax functions. These functions are specified in [Clause 6](#) and assume the existence of a bitstream pointer with an indication of the position of the next bit to be read by the decoding process from the bitstream. Syntax functions are described by their names, which are constructed as syntax element names and end with left and right round parentheses including zero or more variable names (for definition) or values (for usage), separated by commas (if more than one variable).

Functions that are not syntax functions (including mathematical functions specified in [subclause 5.2](#)) are described by their names, which start with an upper case letter, contain a mixture of lower and upper case

letters without any underscore character, and end with left and right parentheses including zero or more variable names (for definition) or values (for usage) separated by commas (if more than one variable).

A one-dimensional array is referred to as a list. A two-dimensional array is referred to as a matrix. Arrays can either be syntax elements or variables. Subscripts or square parentheses are used for the indexing of arrays. In reference to a visual depiction of a matrix, the first subscript is used as a row (vertical) index and the second subscript is used as a column (horizontal) index. The indexing order is reversed when using square parentheses rather than subscripts for indexing. Thus, an element of a matrix  $s$  at horizontal position  $x$  and vertical position  $y$  may be denoted either as  $s[x][y]$  or as  $s_{yx}$ . A single column of a matrix may be referred to as a list and denoted by omission of the row index. Thus, the column of a matrix  $s$  at horizontal position  $x$  may be referred to as the list  $s[x]$ .

A specification of values of the entries in rows and columns of an array may be denoted by  $\{ \{ \dots \} \{ \dots \} \}$ , where each inner pair of brackets specifies the values of the elements within a row in increasing column order and the rows are ordered in increasing row order. Thus, setting a matrix  $s$  equal to  $\{ \{ 1 \ 6 \} \{ 4 \ 9 \} \}$  specifies that  $s[0][0]$  is set equal to 1,  $s[1][0]$  is set equal to 6,  $s[0][1]$  is set equal to 4, and  $s[1][1]$  is set equal to 9.

Binary notation is indicated by enclosing the string of bit values by single quote marks. For example, '01000001' represents an eight-bit string having only its second and its last bits (counted from the most to the least significant bit) equal to 1.

Hexadecimal notation, indicated by prefixing the hexadecimal number by "0x", may be used instead of binary notation when the number of bits is an integer multiple of 4. For example, 0x41 represents an eight-bit string having only its second and its last bits (counted from the most to the least significant bit) equal to 1.

Numerical values not enclosed in single quotes and not prefixed by "0x" are decimal values.

A value equal to 0 represents a FALSE condition in a test statement. The value TRUE is represented by any value different from zero.

### 5.11 Text description of logical operators

In the text, a statement of logical operations as would be described mathematically in the following form:

```
if( condition 0 )
    statement 0
else if( condition 1 )
    statement 1
...
else /* informative remark on remaining condition */
    statement n
```

may be described in the following manner:

... as follows / ... the following applies:

- If condition 0, statement 0
- Otherwise, if condition 1, statement 1
- ...
- Otherwise (informative remark on remaining condition), statement n

Each "If ... Otherwise, if ... Otherwise, ..." statement in the text is introduced with "... as follows" or "... the following applies" immediately followed by "If ...". The last condition of the "If ... Otherwise, if ... Otherwise, ..." is always an "Otherwise, ...". Interleaved "If ... Otherwise, if ... Otherwise, ..." statements can be identified by matching "... as follows" or "... the following applies" with the ending "Otherwise, ...".

In the text, a statement of logical operations as would be described mathematically in the following form:

```

if( condition 0a && condition 0b )
    statement 0
else if( condition 1a || condition 1b )
    statement 1
...
else
    statement n
    
```

... as follows / ... the following applies:

- If all of the following conditions are true, statement 0:
  - condition 0a
  - condition 0b
- Otherwise, if one or more of the following conditions are true, statement 1:
  - condition 1a
  - condition 1b
- ...
- Otherwise, statement n

In the text, a statement of logical operations as would be described mathematically in the following form:

```

if( condition 0 )
    statement 0
if( condition 1 )
    statement 1
    
```

may be described in the following manner:

- When condition 0, statement 0
- When condition 1, statement 1

## 5.12 Processes

Processes are used to describe the decoding of syntax elements. A process has a separate specification and invoking. All syntax elements and variables that pertain to the current syntax structure and depending syntax structures are available in the process specification and invoking. A process specification may also have a lower-case variable explicitly specified as input. Each process specification has explicitly specified an output. The output is a variable that can either be an upper-case variable or a lower-case variable.

When invoking a process, the assignment of variables is specified as follows:

- If the variables at the invoking and the process specification do not have the same name, the variables are explicitly assigned to lower-case input or output variables of the process specification.
- Otherwise (the variables at the invoking and the process specification have the same name), assignment is implied.

In the specification of a process, a specific coding block may be referred to by the variable name having a value equal to the address of the specific coding block.

## 6 Syntax and semantics

### 6.1 Method of specifying syntax in tabular form

The syntax tables specify a superset of the syntax of all allowed bitstreams. Additional constraints on the syntax may be specified, either directly or indirectly, in other clauses.

[Table 2](#) lists examples of the syntax specification format. When **syntax\_element** appears, it specifies that a syntax element is parsed from the bitstream and the bitstream pointer is advanced to the next position beyond the syntax element in the bitstream parsing process.

**Table 2 — Examples of the syntax specification format**

| Syntax                                                                                                                                                                                                                                                                                                                                                          | Type  |
|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-------|
| /* A statement can be a syntax element with an associated data type or can be an expression used to specify conditions for the existence, type and quantity of syntax elements, as in the following two examples */                                                                                                                                             |       |
| <b>syntax_element</b>                                                                                                                                                                                                                                                                                                                                           | ue(v) |
| conditioning statement                                                                                                                                                                                                                                                                                                                                          |       |
|                                                                                                                                                                                                                                                                                                                                                                 |       |
| /*A group of statements enclosed in curly brackets is a compound statement and is treated functionally as a single statement. */                                                                                                                                                                                                                                |       |
| {                                                                                                                                                                                                                                                                                                                                                               |       |
| Statement                                                                                                                                                                                                                                                                                                                                                       |       |
| Statement                                                                                                                                                                                                                                                                                                                                                       |       |
| ...                                                                                                                                                                                                                                                                                                                                                             |       |
| }                                                                                                                                                                                                                                                                                                                                                               |       |
| /* A "while" structure specifies a test of whether a condition is true, and if true, specifies evaluation of a statement (or compound statement) repeatedly until the condition is no longer true */                                                                                                                                                            |       |
| while( condition )                                                                                                                                                                                                                                                                                                                                              |       |
| statement                                                                                                                                                                                                                                                                                                                                                       |       |
|                                                                                                                                                                                                                                                                                                                                                                 |       |
| /* A "do ... while" structure specifies evaluation of a statement once, followed by a test of whether a condition is true, and if true, specifies repeated evaluation of the statement until the condition is no longer true */                                                                                                                                 |       |
| do                                                                                                                                                                                                                                                                                                                                                              |       |
| statement                                                                                                                                                                                                                                                                                                                                                       |       |
| while( condition )                                                                                                                                                                                                                                                                                                                                              |       |
|                                                                                                                                                                                                                                                                                                                                                                 |       |
| /* An "if ... else" structure specifies a test of whether a condition is true and, if the condition is true, specifies evaluation of a primary statement, otherwise, specifies evaluation of an alternative statement. The "else" part of the structure and the associated alternative statement is omitted if no alternative statement evaluation is needed */ |       |
| if( condition )                                                                                                                                                                                                                                                                                                                                                 |       |
| primary statement                                                                                                                                                                                                                                                                                                                                               |       |
| else                                                                                                                                                                                                                                                                                                                                                            |       |
| alternative statement                                                                                                                                                                                                                                                                                                                                           |       |
|                                                                                                                                                                                                                                                                                                                                                                 |       |

Table 2 (continued)

| Syntax                                                                                                                                                                                                                                                                | Type |
|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|------|
| /* A "for" structure specifies evaluation of an initial statement, followed by a test of a condition, and if the condition is true, specifies repeated evaluation of a primary statement followed by a subsequent statement until the condition is no longer true. */ |      |
| for( initial statement; condition; subsequent statement )                                                                                                                                                                                                             |      |
| primary statement                                                                                                                                                                                                                                                     |      |

## 6.2 Bit ordering

For bit-oriented delivery, the bit order of syntax fields in the syntax tables is specified to start with the MSB and proceed to the LSB.

## 6.3 Specification of syntax functions and data types

The functions presented here are used in the syntactical description. These functions are expressed in terms of the value of a bitstream pointer that indicates the position of the next bit to be read by the decoding process from the bitstream.

byte\_aligned() is specified as follows:

- If the current position in the bitstream is on a byte boundary, i.e. the next bit in the bitstream is the first bit in a byte, the return value of byte\_aligned() is equal to TRUE.
- Otherwise, the return value of byte\_aligned() is equal to FALSE.

read\_bits( n ) reads the next n bits from the bitstream and advances the bitstream pointer by n bit positions. When n is equal to 0, read\_bits( n ) is specified to return a value equal to 0 and to not advance the bitstream pointer.

decode\_bit() decodes the next bit from the bitstream using either the arithmetic decoding engine ([subclause 13.2.4](#)) or read\_bits( 1 ), as determined by the decoding configuration.

Size(array\_name[]) returns the number of elements contained in the array named array\_name.

The following data types specify the parsing process of each syntax element:

- ae(v): context-adaptive arithmetic entropy-coded syntax element. The parsing process for this data type is specified in [subclause 12.6.2.2](#).
- ae(t): context-adaptive arithmetic entropy-coded termination syntax. The parsing process for this data type is specified in [subclause 12.6.2.5](#).
- f(n): fixed-pattern bit string using n bits written (from left to right) with the left bit first. The parsing process for this data type is specified by the return value of the function read\_bits( n ).
- i(n): signed integer using n bits. When n is "v" in the syntax table, the number of bits varies in a manner dependent on the value of other syntax elements. The parsing process for this data type is specified by the return value of the function read\_bits( n ) interpreted as a two's complement integer representation with most significant bit written first.
- se(v): signed integer 0-th order Exp-Golomb-coded syntax element with the left bit first. The parsing process for this data type is specified in [subclause 12.3.4.2](#).
- st(v): null-terminated string encoded as universal coded character set (UCS) transmission format-8 (UTF-8) characters as specified in ISO/IEC 10646. The parsing process is specified as follows: st(v) reads and returns a series of bytes from the bitstream, beginning at the current position and continuing up to but not including the next byte that is equal to 0x00, and advances the bitstream pointer by ( stringLength + 1 ) \* 8 bit positions, where stringLength is equal to the number of bytes returned.

- $u(n)$ : unsigned integer using  $n$  bits. When  $n$  is "v" in the syntax table, the number of bits varies in a manner dependent on the value of other syntax elements. The parsing process for this data type is specified by the return value of the function `read_bits( n )` interpreted as a binary representation of an unsigned integer with most significant bit written first.
- $ue(v)$ : unsigned integer 0-th order Exp-Golomb-coded syntax element with the left bit first. The parsing process for this data type is specified in [subclause 12.3.4](#).
- $u7(v)$ : variable sized unsigned integer computed by iteratively reading 8 bits, where the least significant 7 bits are interpreted as a binary representation of an unsigned integer  $v$ , with the most significant bit written first, and the 8th bit signaling if the iteration should stop. The parsing process for this data type is specified below:

$v = 0$

do {

$c = \text{read\_bits}( 8 );$

$v = (v \ll 7) \mid (c \ \& \ 0x7f);$

} while  $(c \ \& \ 0x80)$

- $c(n)$ : sequence of  $n$  ASCII characters as specified in ISO/IEC 10646.

## 6.4 Semantics

Semantics associated with the syntax structures and with the syntax elements within each structure are specified in a clause following the clause containing the syntax structures. When the semantics of a syntax element are specified using a table or a set of tables, any values that are not specified in the table(s) shall not be present in the bitstream unless otherwise specified in this document.

## 7 Data structures

### 7.1 General

[Subclause 7.2](#) specifies the structure of a data unit. A data unit is a data structure used as container for a raw reference structure, a parameter set structure or an access unit structure. [Table 3](#) and [Table 4](#) specify the data unit syntax and the values of associated data unit types.

[Subclause 7.3](#) specifies the structure of a raw reference.

[Subclause 7.4](#) specifies the structure of a parameter set. A parameter set consists of a parent parameter set identifier, a parameter set identifier and encoding parameters as specified in [subclause 7.4.1](#).

[Subclause 7.5](#) specifies the structure of an access unit. An access unit consists of an access unit header, followed by one or more blocks. [Table 20](#) in [subclause 7.5.1.2](#) specifies the syntax for an access unit header.

Each block consists of a block header, as specified in [subclause 7.5.1.3.2](#), followed by a block payload as specified in [subclause 7.5.1.3.3](#).

## 7.2 Data unit

Table 3 — Data unit syntax

| Syntax                            | Type          |
|-----------------------------------|---------------|
| <code>data_unit() {</code>        |               |
| <b>data_unit_type</b>             | u(8)          |
| if (data_unit_type == 0) {        |               |
| <b>data_unit_size</b>             | u(64)         |
| raw_reference()                   | raw reference |
| }                                 |               |
| else if (data_unit_type == 1) {   |               |
| <b>reserved</b>                   | u(10)         |
| <b>data_unit_size</b>             | u(22)         |
| parameter_set()                   | parameter set |
| }                                 |               |
| else if (data_unit_type == 2) {   |               |
| <b>reserved</b>                   | u(3)          |
| <b>data_unit_size</b>             | u(29)         |
| access_unit()                     | access unit   |
| }                                 |               |
| else /* (data_unit_type > 2) */ { |               |
| /*skip data unit*/                |               |
| }                                 |               |
| }                                 |               |

**data\_unit\_type** specifies the type of data unit. [Table 4](#) lists the values of data\_unit\_type and the associated data unit types.

Table 4 — Values of data\_unit\_type and associated data unit types

| data_unit_type | Data unit type | Clause              |
|----------------|----------------|---------------------|
| 0              | raw reference  | <a href="#">7.3</a> |
| 1              | parameter set  | <a href="#">7.4</a> |
| 2              | access unit    | <a href="#">7.5</a> |

**data\_unit\_size** is the total size in bytes of the data unit including the bytes used for **data\_unit\_type** and **data\_unit\_size**.

raw\_reference() is a raw\_reference structure as specified in [subclause 7.3](#).

parameter\_set() is a parameter\_set structure as specified in [subclause 7.4](#).

access\_unit() is an access\_unit structure as specified in [subclause 7.5](#).

A conformant bitstream containing at least one data unit of type access unit shall contain at least one data unit of type parameter set.

## 7.3 Raw reference

### 7.3.1 General

This subclause specifies the data structure used to represent a raw reference. This structure shall be used to:

- deliver reference sequences to the decoder,
- return decoded reference sequences or part thereof from the decoder.

If a raw reference is required to decode access units, this raw reference shall be made available to the decoder prior to any other data unit. [Table 5](#) specifies the syntax and data type of row references.

### 7.3.2 Syntax and semantics

**Table 5 — Raw reference syntax**

| Syntax                                           | Type                                    |
|--------------------------------------------------|-----------------------------------------|
| <code>raw_reference() {</code>                   |                                         |
| <b>seq_count</b>                                 | <code>u(16)</code>                      |
| for ( <code>i=0; i&lt;seq_count; i++</code> ) {  |                                         |
| <b>sequence_ID</b>                               | <code>u(16)</code>                      |
| <b>seq_start</b> [ <code>sequence_ID</code> ]    | <code>u(40)</code>                      |
| <b>seq_end</b> [ <code>sequence_ID</code> ]      | <code>u(40)</code>                      |
| <b>ref_sequence</b> [ <code>sequence_ID</code> ] | <code>c(seq_end – seq_start + 1)</code> |
| }                                                |                                         |
| }                                                |                                         |

**seq\_count** is the number of reference sequences in the raw reference.

**sequence\_ID** is reference sequence identifier. Each **sequence\_ID** is unique and shall correspond to one **sequence\_name** specified in ISO/IEC 23092-1:2020, 6.5.2.3.3.

**seq\_start**[`sequence_ID`] is the coordinate, on the reference sequence identified by **sequence\_ID**, of the first base present in the `ref_sequence[]` array.

**seq\_end**[`sequence_ID`] is the coordinate, on the reference sequence identified by **sequence\_ID**, of the last base present in the `ref_sequence[]` array.

**ref\_sequence**[`sequence_ID`][`i`] is the  $i^{\text{th}}$  base in the reference sequence identified by **sequence\_ID**.

## 7.4 Parameter set

### 7.4.1 Syntax and semantics

This subclause specifies the parameter set syntax and semantics. [Table 6](#) specifies syntax and data type of parameter sets.

**Table 6 — Parameter set syntax**

| Syntax                         | Type              |
|--------------------------------|-------------------|
| <code>parameter_set() {</code> |                   |
| <b>parameter_set_ID</b>        | <code>u(8)</code> |
| <b>parent_parameter_set_ID</b> | <code>u(8)</code> |
| <b>encoding_parameters()</b>   |                   |
| }                              |                   |

**parameter\_set\_ID** is the unique identifier of the parameter set.

**parent\_parameter\_set\_ID** is the unique identifier of an existing parameter set. Referencing an existing parameter set from another parameter set enables the generation of a hierarchy of parameter sets where the values of the encoding parameters of each element override the corresponding values of the parent node. If equal to **parameter\_set\_ID**, the parameter set is at the top level in the hierarchy.

**encoding\_parameters()** are the encoding parameters as specified in [subclause 7.4.2](#).

## 7.4.2 Encoding parameters

### 7.4.2.1 General

The encoding parameters are configuration parameters used during the decoding process are specified in [Table 7](#).

**Table 7 — Encoding parameters syntax**

| Syntax                                    | Type                                                                                                                |
|-------------------------------------------|---------------------------------------------------------------------------------------------------------------------|
| <code>encoding_parameters() {</code>      |                                                                                                                     |
| <b>dataset_type</b>                       | u(4)                                                                                                                |
| <b>alphabet_ID</b>                        | u(8)                                                                                                                |
| <b>read_length</b>                        | u(24)                                                                                                               |
| <b>number_of_template_segments_minus1</b> | u(2)                                                                                                                |
| <b>reserved</b>                           | u(6)                                                                                                                |
| <b>max_au_data_unit_size</b>              | u(29)                                                                                                               |
| <b>pos_40_bits_flag</b>                   | u(1)                                                                                                                |
| <b>qv_depth</b>                           | u(3)                                                                                                                |
| <b>as_depth</b>                           | u(3)                                                                                                                |
| <b>num_classes</b>                        | u(4)                                                                                                                |
| for(j=0; j < num_classes; j++)            | This for loop specifies the order of data classes for the entire syntax structure.                                  |
| <b>class_ID[j]</b>                        | u(4)                                                                                                                |
| for(i=0; i < NUM_DESCRIPTOR; i++){        |                                                                                                                     |
| <b>class_specific_dec_cfg_flag[i]</b>     | u(1)                                                                                                                |
| if(class_specific_dec_cfg_flag[i] == 0) { |                                                                                                                     |
| descriptor_configuration(i)               | Descriptor configuration, as specified in <a href="#">subclause 7.4.2.2</a> , applied to all classes.               |
| } else {                                  |                                                                                                                     |
| for(j=0; j< num_classes ; j++) {          |                                                                                                                     |
| descriptor_configuration(i)               | Descriptor configuration, as specified in <a href="#">7.4.2.2</a> , applied to the class identified by class_ID[j]. |
| }                                         |                                                                                                                     |
| }                                         |                                                                                                                     |
| <b>num_groups</b>                         | u(16)                                                                                                               |
| for(j=0; j < num_groups; j++)             |                                                                                                                     |
| <b>rgroup_ID[j]</b>                       | st(v)                                                                                                               |
| <b>multiple_alignments_flag</b>           | u(1)                                                                                                                |

Table 7 (continued)

| Syntax                                                | Type                                    |
|-------------------------------------------------------|-----------------------------------------|
| <code>spliced_reads_flag</code>                       | u(1)                                    |
| <code>extended_alignment_info_flag</code>             | u(1)                                    |
| <code>reserved</code>                                 | u(29)                                   |
| <code>signature_flag</code>                           | u(1)                                    |
| <code>if(signature_flag != 0){</code>                 |                                         |
| <code>signature_constant_length_flag</code>           | u(1)                                    |
| <code>if(signature_constant_length_flag != 0){</code> |                                         |
| <code>signature_length</code>                         | u(8)                                    |
| <code>}</code>                                        |                                         |
| <code>}</code>                                        |                                         |
| <code>for (c = 0; c &lt; num_classes; c++) {</code>   |                                         |
| <code>qv_coding_mode</code>                           | u(4)                                    |
| <code>if(qv_coding_mode == 1){</code>                 |                                         |
| <code>qvps_flag</code>                                | u(1)                                    |
| <code>if(qvps_flag)</code>                            |                                         |
| <code>parameter_set_qvps(class_ID[c])</code>          | See <a href="#">subclause 7.4.2.3</a> . |
| <code>else</code>                                     |                                         |
| <code>qvps_preset_ID</code>                           | u(4)                                    |
| <code>}</code>                                        |                                         |
| <code>qv_reverse_flag</code>                          | u(1)                                    |
| <code>}</code>                                        |                                         |
| <code>crps_flag</code>                                | u(1)                                    |
| <code>if(crps_flag)</code>                            |                                         |
| <code>parameter_set_crps()</code>                     | See <a href="#">subclause 7.4.2.4</a> . |
| <code>while( !byte_aligned( ) )</code>                |                                         |
| <code>nesting_zero_bit</code>                         | f(1)                                    |
| <code>}</code>                                        |                                         |

**dataset\_type** specifies the type of data encoded in the dataset. The possible values are: 0 = non-aligned content; 1 = aligned content; 2 = reference.

**alphabet\_ID** identifies the alphabet of symbols used for data encoded in access units referring to these encoding parameters. [Table 35](#) shows the alphabets associated to each value of **alphabet\_ID**.

**read\_length** specifies the length in bases of sequencing reads. The value 0 indicates the presence of variable read lengths or when there are multiple alignments with splices. Variable read lengths are signalled genomic record as specified in [subclause 10.4.9](#).

**number\_of\_template\_segments\_minus\_1** specifies the number of segments in each sequenced template. For single read sequencing it is set to 0, for paired-end sequencing it is set to 1. The variable `numberOfTemplateSegments` is set to **number\_of\_template\_segments\_minus\_1** + 1.

**max\_au\_data\_unit\_size** is the maximum value permitted to the field `data_unit_size` in the data unit, when `data_unit_type` is equal to 2, as specified in [subclause 7.2](#). A value of 0 indicates an unspecified maximum data unit size.

**pos\_40\_bits\_flag** is set to 1 when the mapping positions are expressed as 40 bits integers. Otherwise all mapping positions are expressed as 32 bits integers. In the scope of this document the value of the variable `posSize` is set to 32 when `pos_40_bits_flag` is equal to 0 and set to 40 otherwise.

**qv\_depth** specifies the number of quality values associated to each nucleotide. A value of 0 means that no quality values are encoded. The maximum value shall be 2.

**as\_depth** specifies the number of alignment scores associated to each alignment. A value of 0 means that no alignment scores are encoded. The maximum value shall be 2.

**num\_classes** specifies the number of data classes encoded in all access units referring to the current Parameters Set.

**class\_ID** is one of the data class identifiers specified in [subclause 9.5](#). For any value of *ci* greater than 0 it shall always be  $\text{class\_ID}[ci] > \text{class\_ID}[ci - 1]$ .

NUM\_DESCRIPTOR is a constant counting the number of genomic descriptors specified in this document and it is set to 18.

**class\_specific\_dec\_cfg\_flag** signals the presence of class-specific decoder configuration for a given desc\_ID. If set to 0, only one decoder configuration is signalled for all classes. Otherwise, separate class specific decoder configurations are signalled.

descriptor\_configuration(*i*) signals the descriptor's decoder configuration as specified in [subclause 7.4.2.2](#).

**num\_groups** specifies the number of read groups present in all access units referring to the current Parameters Set. If **num\_groups** is set to 0, the **rgroup** descriptor shall not be present in the AUs referring to this parameter set.

**rgroup\_ID** is the null-terminated string identifier of a read group. The maximum allowed length is 64 characters not including the terminating character.

**multiple\_alignments\_flag** is a flag signaling the presence of multiple alignments in the access unit. When set to 0 no multiple alignments are present.

**spliced\_reads\_flag** signals the presence of spliced reads in the access unit. When set to 0 no spliced reads are present.

**reserved** is set to 0 and reserved for future use.

**signature\_flag** signals the presence of signatures in the access unit. When set to 0 no signatures are present.

**signature\_constant\_length\_flag** signals if all signatures in an access unit have the same constant length.

**signature\_length** specifies the length in bases of signatures when the **signature\_constant\_length\_flag** is set to 1.

**qv\_coding\_mode** shall be set to 1, all other values are reserved.

**qvps\_flag** signals the presence of a parameter\_set\_qvps(class\_ID[*c*]) element.

**qvps\_preset\_ID** signals the ID of the quality values parameter set preset as specified in [subclause 10.4.16](#).

parameter\_set\_qvps(class\_ID[*c*]) is the quality values parameter set as specified in [subclause 10.4.16](#). If not present, the parent quality values parameter set identified by **parent\_parameter\_set\_ID** shall be used.

**qv\_reverse\_flag** signals if the decoded qv string shall be reversed in the decoding process specified in [subclause 10.4.16.2](#).

**crps\_flag** signals the presence of a parameter\_set\_crps() element.

parameter\_set\_crps() is the computed reference parameter set as specified in [subclause 7.4.2.4](#). If not present, the computed reference parameters set of the parent parameter set identified by parent\_parameter\_set\_ID shall be used.

**nesting\_zero\_bit** is one bit set to 0.

## 7.4.2.2 Descriptor configuration syntax and semantics

Table 8 — Descriptor configuration syntax

| Syntax                                                                               | Type                                     |
|--------------------------------------------------------------------------------------|------------------------------------------|
| <code>descriptor_configuration(desc_ID) {</code>                                     |                                          |
| <b>dec_cfg_preset</b>                                                                | u(8)                                     |
| <code>if(dec_cfg_preset == 0){</code>                                                |                                          |
| <b>encoding_mode_ID</b>                                                              | u(8)                                     |
| <code>if((desc_ID != 11 &amp;&amp; desc_ID != 15)    (encoding_mode_ID != 0))</code> |                                          |
| <code>decoder_configuration(encoding_mode_ID)</code>                                 | As specified in <a href="#">12.4.1</a>   |
| <code>else if(desc_ID == 11    desc_ID == 15){</code>                                |                                          |
| <code>decoder_configuration_tokentype(encoding_mode_ID)</code>                       | As specified in <a href="#">12.4.5</a> . |
| <code>}</code>                                                                       |                                          |
| <code>}</code>                                                                       |                                          |
| <code>else{</code>                                                                   |                                          |
| <code>/* reserved for future use */</code>                                           |                                          |
| <code>}</code>                                                                       |                                          |
| <code>}</code>                                                                       |                                          |

**dec\_cfg\_preset** shall be set to 0 to signal the presence of a decoder configuration.

**encoding\_mode\_ID** compression algorithm value as specified in [Table 9](#).

`decoder_configuration(encoding_mode_ID)` signals the decoder configuration parameters as specified in [subclause 12.4.1](#).

`decoder_configuration_tokentype(encoding_mode_ID)` signals the decoder configuration parameters as specified in [subclause 12.4.5](#).

Table 9 — Encoding mode values

| encoding_mode_ID | Name       | Description                               | Algorithm reference                                                                   |
|------------------|------------|-------------------------------------------|---------------------------------------------------------------------------------------|
| 0                | CABAC      | Context-Adaptive Binary Arithmetic Coding | See <a href="#">subclause 12.6</a>                                                    |
| 1                | LZMA       | Lempel-Ziv-Markov Chain Algorithm         | ISO/IEC 23092-3:2022                                                                  |
| 2                | ZSTD       | Zstandard                                 | <a href="https://tools.ietf.org/html/rfc8478">https://tools.ietf.org/html/rfc8478</a> |
| 3                | BSC        | Block Sorting Coder                       | See <a href="#">subclause 12.8</a>                                                    |
| 4                | PROCRUSTES | FMindeX-based compressor                  | ISO/IEC 23092-1:2020                                                                  |

### 7.4.2.3 Quality values parameter set syntax and semantics

#### 7.4.2.3.1 General

**Table 10 — Syntax of the quality values parameter set**

| Syntax                                             | Type |
|----------------------------------------------------|------|
| parameter_set_qvps(class_id) {                     |      |
| <b>qv_num_codebooks_total</b>                      | u(4) |
| for (b = 0; b < qv_num_codebooks_total; b++) {     |      |
| <b>qv_num_codebook_entries[b]</b>                  | u(8) |
| for (e = 0; e < qv_num_codebook_entries[b]; e++) { |      |
| <b>qv_recon[b][e]</b>                              | u(8) |
| }                                                  |      |
| }                                                  |      |
| }                                                  |      |

[Table 10](#) specifies the syntax of the quality values parameter set.

**qv\_num\_codebooks\_total** is the number of quality value codebooks. When qvps\_flag is equal to 1, the minimum allowed value is 2 for class\_id == Class\_I or class\_id == Class\_HM. Otherwise, the minimum allowed value for all other classes is 1. For class\_id == Class\_U, this value shall be set to 1.

**qv\_num\_codebook\_entries[b]** is the number of qv\_recon elements in the quality value codebook identified by b. The minimum allowed value is 2 and the maximum allowed value is 94.

**qv\_recon[b][e]** is the quality value reconstructed from a quality value index identified by e, using the quality value codebook identified by b.

qvNumCodebooksAligned is the state variable indicating the number of quality value codebooks used for aligned reads computed as specified in [Table 11](#).

**Table 11 — Computation of qvNumCodebooksAligned**

| Syntax                                                                       |
|------------------------------------------------------------------------------|
| if( class_id == Class_I    class_id == Class_HM ) {                          |
| /* For classes I and HM, the last codebook is reserved for unaligned data */ |
| qvNumCodebooksAligned = qv_num_codebooks_total - 1                           |
| } else if( class_id != Class_U ) { /* Classes P, N, M */                     |
| qvNumCodebooksAligned = qv_num_codebooks_total                               |
| } else { /* Class U */                                                       |
| qvNumCodebooksAligned = 0                                                    |
| }                                                                            |

#### 7.4.2.3.2 Quality values parameter set presets

This specification provides three quality values parameters presets, identified by qvps\_preset\_ID.

##### 7.4.2.3.2.1 Support of all printable ASCII characters

This set of parameters (refer to [Table 12](#)) supports the representation of all printable ASCII characters. It is identified by qvps\_preset\_ID equal to 0.

**Table 12 — Parameters for the support of all printable ASCII characters**

| Parameter name          | Value |
|-------------------------|-------|
| qv_num_codebooks_total  | 1     |
| qv_num_codebook_entries | 94    |

The reconstructed quality values **qv\_recon**[0][i] are derived from quality value indexes i, with i being an integer number in the range 0..93, with the following expression:

$$\mathbf{qv\_recon}[0][i] = i + 33$$

#### 7.4.2.3.2.2 Quantized quality values, offset 33, range 0-41

This set of parameters ( [Table 13](#) ) supports the representation of quantized quality values in the range 0..41 with an offset equal to 33. It is identified by qvps\_preset\_ID equal to 1.

**Table 13 — Parameters for quantized quality values, offset 33, range 0-41**

| Parameter name          | Value |
|-------------------------|-------|
| qv_num_codebooks_total  | 1     |
| qv_num_codebook_entries | 8     |

[Table 14](#) shows how the reconstructed quality values **qv\_recon**[0][i] are derived from the quality value indexes.

**Table 14 — Values of qv\_recon for each value of entry when qvps\_ID is equal to 1**

| i | qv_recon |
|---|----------|
| 0 | 33       |
| 1 | 41       |
| 2 | 46       |
| 3 | 51       |
| 4 | 56       |
| 5 | 61       |
| 6 | 66       |
| 7 | 74       |

#### 7.4.2.3.2.3 Quantized quality values, offset 64, range 0-40

This set of parameters supports the representation of quantized quality values in the range 0..40 with an offset equal to 64 as specified in [Table 15](#). It is identified by qvps\_preset\_ID equal to 2.

**Table 15 — Parameters for quantized quality values, offset 64, range 0-40**

| Parameter name          | Value |
|-------------------------|-------|
| qv_num_codebooks_total  | 1     |
| qv_num_codebook_entries | 8     |

[Table 16](#) specify how the reconstructed quality values **qv\_recon**[0][i] are derived from the quality value indexes.

Table 16 — Values of `qv_recon` for each value of `i` when `qvps_preset_ID` is equal to 2

| <code>i</code> | <code>qv_recon[0][i]</code> |
|----------------|-----------------------------|
| 0              | 64                          |
| 1              | 72                          |
| 2              | 77                          |
| 3              | 82                          |
| 4              | 87                          |
| 5              | 92                          |
| 6              | 97                          |
| 7              | 104                         |

#### 7.4.2.4 Computed Reference parameter set

This subclause specifies the data structure used to carry parameters related to the reference computation algorithms specified in [subclause 11.3](#). [Table 17](#) specifies the syntax of the computed reference parameter set.

Table 17 — Syntax of the computed reference parameter set

| Syntax                                             | Type               |
|----------------------------------------------------|--------------------|
| <code>parameter_set_crps() {</code>                |                    |
| <code>cr_alg_ID</code>                             | <code>u(8)</code>  |
| <code>if(cr_alg_ID == 2    cr_alg_ID == 3){</code> |                    |
| <code>cr_pad_size</code>                           | <code>u(8)</code>  |
| <code>cr_buf_max_size</code>                       | <code>u(24)</code> |
| <code>}</code>                                     |                    |
| <code>}</code>                                     |                    |

`cr_alg_ID` signals the reference computation algorithm as specified in [subclause 11.3.4](#). The possible values for `cr_alg_ID` are listed in [Table 18](#). The values 0 and 5..255 are reserved.

Table 18 — Values of `cr_alg_ID` and corresponding reference computation algorithms

| <code>cr_alg_ID</code> | algorithm       |          |
|------------------------|-----------------|----------|
| 0                      |                 | reserved |
| 1                      | RefTransform    |          |
| 2                      | PushIn          |          |
| 3                      | Local Assembly  |          |
| 4                      | Global Assembly |          |
| 5 ... 255              |                 | reserved |

`cr_pad_size` is the number of bases used for padding in the process specified in [subclause 11.3.4](#).

`cr_buf_max_size` is the maximum size in bytes of the buffer used in the decoding process as specified in [subclause 11.3.4](#) and [subclause 11.3.5](#).

## 7.5 Access unit

An access unit (AU) is a logical data structure containing a coded representation of genomic information. It is the smallest data structure that can be decoded.

## 7.5.1 Syntax and semantics

### 7.5.1.1 General

This subclause specifies the access unit syntax ( [Table 19](#) ) and semantics.

**Table 19 — Access unit syntax**

| Syntax                         | Type               |
|--------------------------------|--------------------|
| access_unit() {                |                    |
| access_unit_header()           | access unit header |
| for (i=0; i<num_blocks; i++) { |                    |
| <b>block</b> [i]()             | block              |
| }                              |                    |
| access_unit() {                |                    |

access\_unit\_header() is specified in [subclause 7.5.1.2](#).

**num\_blocks** specifies the number of blocks encoded in the access unit and it is encoded in the access\_unit\_header as specified in [subclause 7.5.1.2](#).

**block**[i]() is a block as specified in [subclause 7.5.1.3](#).

### 7.5.1.2 Access unit header

This subclause specifies the access unit header syntax and semantics. [Table 20](#) specify the syntax of the access unit header.

**Table 20 — Access unit header syntax**

| Syntax                                               | Type                                           |
|------------------------------------------------------|------------------------------------------------|
| access_unit_header() {                               |                                                |
| <b>access_unit_ID</b>                                | u(32)                                          |
| <b>num_blocks</b>                                    | u(8)                                           |
| <b>parameter_set_ID</b>                              | u(8)                                           |
| <b>AU_type</b>                                       | u(4)                                           |
| <b>reads_count</b>                                   | u(32)                                          |
| if (AU_type == N_TYPE_AU    AU_type == M_TYPE_AU ) { |                                                |
| <b>mm_threshold</b>                                  | u(16)                                          |
| <b>mm_count</b>                                      | u(32)                                          |
| }                                                    |                                                |
| if (dataset_type == 2) {                             |                                                |
| <b>ref_sequence_ID</b>                               | u(16)                                          |
| <b>ref_start_position</b>                            | u(posSize)                                     |
| <b>ref_end_position</b>                              | u(posSize)                                     |
| }                                                    |                                                |
| if (AU_Type != U_TYPE_AU)                            |                                                |
| {                                                    |                                                |
| <b>sequence_ID</b>                                   | u(16)                                          |
| <b>AU_start_position</b>                             | u(posSize)                                     |
| <b>AU_end_position</b>                               | u(posSize)                                     |
| if (multiple_alignments_flag) {                      | Specified in <a href="#">subclause 7.4.2</a> . |

Table 20 (continued)

| Syntax                                   | Type                                           |
|------------------------------------------|------------------------------------------------|
| <b>extended_AU_start_position</b>        | u(posSize)                                     |
| <b>extended_AU_end_position</b>          | u(posSize)                                     |
| }                                        |                                                |
| }                                        |                                                |
| else {                                   |                                                |
| if (signature_flag != 0) {               | Specified in <a href="#">subclause 7.4.2</a> . |
| <b>num_signatures</b>                    | u(16)                                          |
| for (i=0; i< num_signatures; i++) {      |                                                |
| if(signature_constant_length_flag == 0){ |                                                |
| <b>signature_length[i]</b>               | u(8)                                           |
| }                                        |                                                |
| <b>signature[i]</b>                      | u(signatureSize)                               |
| }                                        |                                                |
| }                                        |                                                |
| }                                        |                                                |
| while( !byte_aligned( ) )                |                                                |
| <b>nesting_zero_bit</b>                  | f(1)                                           |
| }                                        |                                                |

**access\_unit\_ID** is an unambiguous identifier for each AU type, zero-based. If AU\_type is not equal to U\_TYPE\_AU, it is encoded with respect to each reference sequence (identified by a specific value of sequence\_ID), i.e., it is reset for the first access unit aligned on a specific reference sequence.

**num\_blocks** specifies the number of Blocks in the access unit.

**parameter\_set\_ID** is a unique identifier of the parameter set to be used to decode the access unit to which this access unit header belongs. Decoding of an access unit is unspecified if at least one parameter in the hierarchy of parameter sets referred to by the field parameter\_set\_ID of the access unit and by the fields parent\_parameter\_set\_ID of the parameter sets in the same hierarchy, as specified in [subclause 7.4.1](#), set is not available.

**AU\_type** identifies the type of access unit and the class of data carried therein as specified in [subclause 7.5.2](#).

**reads\_count** signals the number of genomic sequencing reads encoded in the access unit.

**mm\_threshold** specifies the maximum number of substitutions a read (of class N or M) shall contain to be counted by **mm\_count**. If set to 0 the feature of counting substitutions in encoded reads is disabled.

**mm\_count** specifies the number of reads encoded in the access unit containing a number of substitutions which is equal to or lower than the threshold specified by **mm\_threshold**. **mm\_count** shall be set to 0 if the threshold is set to 0.

**ref\_sequence\_ID** specifies the identifier of the reference sequence encoded in this access unit.

**ref\_start\_position** specifies the position on the reference sequence of the first base encoded in this access unit.

**ref\_end\_position** specifies the position on the reference sequence of the last nucleotide encoded in this access unit.

**sequence\_ID** is the identifier of the reference sequence to be used to decode this access unit as specified in [clause 10](#). It corresponds to a **sequence\_ID** element in [Table 5](#).

**AU\_start\_position** is the position of the leftmost mapped base among the first alignments of all genomic records encoded in the access unit irrespective of the strand.

**AU\_end\_position** is the position of the rightmost mapped base among the first alignments of all genomic records encoded in the access unit irrespective of the strand.

**extended\_AU\_start\_position** specifies the position of the leftmost mapped base among all alignments of all genomic records contained in the access unit, irrespective of the strand.

**extended\_AU\_end\_position** specifies the position of the rightmost mapped base among all alignments of all genomic records contained in the access unit, irrespective of the strand.

**num\_signatures** specifies the number of signatures used to index unmapped reads as specified in ISO/IEC 23092-1:2020.

**signature\_length** specifies the signature length in terms of bases of a variable length signature.

**signature** is the unsigned integer representing the signature of the cluster this access unit belongs to, as specified in ISO/IEC 23092-1:2020. The length in bits of this field, named signatureSize shall be calculated using the **signature\_length** specified in [Table 20](#) as follow:

$$\text{signatureSize} = \text{signature\_length} * \text{bits\_per\_symbol}$$

with bits\_per\_symbol corresponding to BitsPerSymbol( $S_{\text{alphabet\_ID}}$ ) as specified in [Table 35](#) with alphabet\_ID as specified in [subclause 7.4.2](#), and with signature\_length corresponding either to signature\_length as specified in [subclause 7.4.2](#) when signature\_constant\_length\_flag (as specified in [subclause 7.4.2](#)) is equal to 1 or to the signature-specific signature\_length[i] specified in [Table 20](#) when signature\_constant\_length\_flag (specified in [subclause 7.4.2](#)) is equal to 0. The j-th base in a signature is represented by the  $u(\text{bits\_per\_symbol})$  value computed as follows:

$$\text{signature\_base}[i][j] = S_{\text{alphabet\_ID}}[(\text{signature}[i] \gg ((\text{signature\_length} - j - 1) * \text{bits\_per\_symbol})) \& ((1 \ll \text{bits\_per\_symbol}) - 1)]$$

with  $S_{\text{alphabet\_ID}}$  as specified in [Table 35](#) with alphabet\_ID as specified in [subclause 7.4.2](#)

posSize is specified in [subclause 7.4.2](#).

### 7.5.1.3 Block

#### 7.5.1.3.1 General

This subclause specifies the block syntax ([Table 21](#)) and semantics.

**Table 21 — Block syntax**

| Syntax          | Type          |
|-----------------|---------------|
| block() {       |               |
| block_header()  | block header  |
| block_payload() | block payload |
| }               |               |

**block\_header** is a block header structure as specified in [subclause 7.5.1.3.2](#).

**block\_payload** is a block payload structure as specified in [subclause 7.5.1.3.3](#).

#### 7.5.1.3.2 Block header

This subclause describes the block header syntax ([Table 22](#)) and semantics.

Table 22 — Block header syntax

| Syntax                        | Type  |
|-------------------------------|-------|
| <code>block_header() {</code> |       |
| <b>reserved</b>               | u(1)  |
| <b>descriptor_ID</b>          | u(7)  |
| <b>reserved</b>               | u(3)  |
| <b>block_payload_size</b>     | u(29) |
| <code>}</code>                |       |

**reserved** is set to 0 and used to preserve byte alignment.

**descriptor\_ID** signals the descriptor type as specified in [Table 25](#). Its value shall be unique among all blocks in the access unit.

**block\_payload\_size** specifies the size in bytes of the block payload.

### 7.5.1.3.3 Block payload

This subclause specifies the syntax ([Table 23](#)) and semantics of the block payload structure containing entropy-coded descriptors.

Table 23 — Block payload syntax

| Syntax                                           | Type                                        |
|--------------------------------------------------|---------------------------------------------|
| <code>block_payload(descriptor_ID) {</code>      |                                             |
| if(descriptor_ID == 11    descriptor_ID == 15) { |                                             |
| encoded_tokentype()                              | As specified in <a href="#">10.4.20.2</a> . |
| }                                                |                                             |
| else {                                           |                                             |
| encoded_descriptor_sequences(descriptor_ID)      | As specified in <a href="#">12.6.2.2</a> .  |
| }                                                |                                             |
| while( !byte_aligned( ) )                        |                                             |
| <b>nesting_zero_bit</b>                          | f(1)                                        |
| <code>}</code>                                   |                                             |

`encoded_tokentype()` is a data structure specified in [subclause 10.4.20.2](#) carrying encoded tokenized strings.

`encoded_descriptor_sequences(descriptor_ID)` is a data structure specified in [subclause 12.6.2.2](#) carrying the encoded genomic descriptors for sequences and quality values specified in [Clause 8](#).

**nesting\_zero\_bit** is one bit set to 0.

### 7.5.2 Access unit types

AUs can be of different types according to the nature of the coded data. An access unit contains encoded genomic records belonging to a single data class as shown in [Table 24](#).

**Table 24 — Class of encoded data per access unit type**

| Access unit type |       | Data class |
|------------------|-------|------------|
| AU type name     | Value |            |
| P_TYPE_AU        | 1     | Class P    |
| N_TYPE_AU        | 2     | Class N    |
| M_TYPE_AU        | 3     | Class M    |
| I_TYPE_AU        | 4     | Class I    |
| HM_TYPE_AU       | 5     | Class HM   |
| U_TYPE_AU        | 6     | Class U    |

The blocks of descriptors encoded in one access unit as specified in [subclause 7.5.1.3](#) are those corresponding to sequencing reads belonging to one class of data as specified in [subclause 9.5](#). Descriptors carried by each access unit type are listed in [Table 25](#).

AUs of any class can be possibly associated with blocks of descriptors representing the read names and/or quality values of the encoded sequencing reads.

## 8 Descriptors

When dataset\_type specified in [subclause 7.4.2](#) is equal to 0 or 1, the only mandatory descriptors are those required to represent the sequences of nucleotides, whereas read names and quality values are optional.

Descriptors are the output of the decoding process specified in [clause 12](#).

Descriptors required for the representation of sequencing reads, quality values, read names and transformed reference sequences are reported in [Table 25](#). Descriptors are specified in [subclause 10.4](#) and its subclauses.

Subsequence semantics and types for each descriptor\_ID of [Table 25](#) are reported in [Table 26](#), [Table 27](#), [Table 28](#), [Table 29](#), [Table 30](#), [Table 31](#), [Table 32](#), [Table 33](#), [Table 34](#).

**Table 25 — Genomic descriptors**

| descriptor_ID           | Genomic descriptor name | Number of descriptor subsequences                             | Decoding process        |
|-------------------------|-------------------------|---------------------------------------------------------------|-------------------------|
| <b>sequencing reads</b> |                         |                                                               |                         |
| 0                       | pos                     | 2                                                             | <a href="#">10.4.2</a>  |
| 1                       | rcomp                   | 1                                                             | <a href="#">10.4.3</a>  |
| 2                       | flags                   | Variable, as specified in <a href="#">subclause 10.4.4</a> .  | <a href="#">10.4.4</a>  |
| 3                       | mmpo                    | 2                                                             | <a href="#">10.4.5</a>  |
| 4                       | mmtpe                   | 3                                                             | <a href="#">10.4.6</a>  |
| 5                       | clips                   | 4                                                             | <a href="#">10.4.7</a>  |
| 6                       | ureads                  | 1                                                             | <a href="#">10.4.8</a>  |
| 7                       | rln                     | 1                                                             | <a href="#">10.4.9</a>  |
| 8                       | pair                    | 8                                                             | <a href="#">10.4.10</a> |
| 9                       | mscore                  | 1                                                             | <a href="#">10.4.11</a> |
| 10                      | mmap                    | 5                                                             | <a href="#">10.4.12</a> |
| 11                      | msar                    | Variable, as specified in <a href="#">subclause 10.4.13</a> . | <a href="#">10.4.13</a> |
| 12                      | rtp                     | 1                                                             | <a href="#">10.4.14</a> |
| 13                      | rgroup                  | 1                                                             | <a href="#">10.4.15</a> |
| <b>quality values</b>   |                         |                                                               |                         |

Table 25 (continued)

| descriptor_ID       | Genomic descriptor name | Number of descriptor subsequences                             | Decoding process        |
|---------------------|-------------------------|---------------------------------------------------------------|-------------------------|
| 14                  | qv                      | Variable, as specified in <a href="#">subclause 10.4.16</a> . | <a href="#">10.4.16</a> |
| read names          |                         |                                                               |                         |
| 15                  | rname                   | Variable, as specified in <a href="#">subclause 10.4.17</a> . | <a href="#">10.4.17</a> |
| reference sequences |                         |                                                               |                         |
| 16                  | rftp                    | 1                                                             | <a href="#">10.4.18</a> |
| 17                  | rftt                    | 1                                                             | <a href="#">10.4.19</a> |

Table 26 — Subsequences for descriptor\_ID = 0 (pos descriptor)

| subsequence_ID | Semantics                                  | Type            |
|----------------|--------------------------------------------|-----------------|
| 0              | Mapping position of the first alignment.   | Signed integer. |
| 1              | Mapping position of additional alignments. | Signed integer. |

Table 27 — Subsequences for descriptor\_ID = 2 (flags descriptor)

| subsequence_ID | Semantics                                  | Type                                       |
|----------------|--------------------------------------------|--------------------------------------------|
| 0              | Read is PCR or optical duplicate.          | Unsigned integer with value either 0 or 1. |
| 1              | Read fails platform/vendor quality checks. | Unsigned integer with value either 0 or 1. |
| 2              | Read mapped in proper pair                 | Unsigned integer with value either 0 or 1. |
| 3              | Not primary alignment                      | Unsigned integer with value either 0 or 1. |
| 4              | Supplementary alignment                    | Unsigned integer with value either 0 or 1. |

Table 28 — Subsequences for descriptor\_ID = 3 (mmpos descriptor)

| subsequence_ID | Semantics       | Type                                       |
|----------------|-----------------|--------------------------------------------|
| 0              | Terminator flag | Unsigned integer with value either 0 or 1. |
| 1              | Position value  | Unsigned integer.                          |

Table 29 — Subsequences for descriptor\_ID = 4 (mmtype descriptor)

| subsequence_ID | Semantics         | Type                                           |
|----------------|-------------------|------------------------------------------------|
| 0              | Symbol type flag  | Unsigned integer with values either 0, 1 or 2. |
| 1              | Substitution type | Unsigned integer.                              |
| 2              | Insertions type   | Unsigned integer.                              |

Table 30 — Subsequences for descriptor\_ID = 5 (clips descriptor)

| subsequence_ID | Semantics                            | Type              |
|----------------|--------------------------------------|-------------------|
| 0              | Record identifier                    | Unsigned integer. |
| 1              | Type/Position flag                   | Unsigned integer. |
| 2              | Nucleotides indexes with terminators | Unsigned integer. |
| 3              | Hard clips length                    | Unsigned integer. |

Table 31 — Subsequences for descriptor\_ID = 8 (pair descriptor)

| subsequence_ID | Semantics                                                                                                                                                                                                                                                                                                                                                                                                                                                          | Type              |
|----------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-------------------|
| 0              | Sequence identifying: <ul style="list-style-type: none"> <li>the subsequence carrying the next symbol required for the decoding process when values range from 0 to 4. Each value <math>i</math> in the range 0..4 corresponds to subsequence_ID = <math>i + 1</math></li> <li>R1_unpaired decoding case as specified in 10.4.10 when the value is equal to 5.</li> <li>R2_unpaired decoding case as specified in 10.4.10 when the value is equal to 6.</li> </ul> | Unsigned integer. |
| 1              | same_rec decoding case as specified in 10.4.9. Sequence of values containing the segment ordering and the distance between the mapping position of read 1 and the mapping position of read 2 on the reference sequence. Encoded as ' $(\text{delta} \ll 1)   \text{read1\_first}$ ', where delta is comprised between 0 and 32767 and read1_first is a 1-bit flag.                                                                                                 | Unsigned integer. |
| 2              | R1_split decoding case as specified in 10.4.10.<br>Sequence of values representing:<br>For classes P, N, M, I<br>the position of read 1 on the reference sequence. The maximum value is $2^{\text{posSize}} - 1$ where posSize is specified in subclause 7.4.2.<br>For class U<br>the genomic record index of the genomic record containing read 1 in the current AU.                                                                                              | Unsigned integer. |
| 3              | R2_split decoding case as specified in 10.4.10.<br>For classes P, N, M, I the position of read 2 on the reference sequence. The maximum value is $2^{\text{posSize}} - 1$ where posSize is specified in subclause 7.4.2.<br>For class U the genomic record index of the genomic record containing read 2 in the current AU.                                                                                                                                        | Unsigned integer. |
| 4              | R1_diff_ref_seq decoding case as specified in 10.4.10.<br>Sequence of values representing:<br>for classes P, N, M, I the identifier of the reference sequence to which read 1 is mapped. The maximum value is $2^{16} - 1$ .<br>for class U the identifier of the AU containing the read 1.                                                                                                                                                                        | Unsigned integer. |
| 5              | R2_diff_ref_seq decoding case as specified in 10.4.10.<br>for classes P, N, M, I the identifier of the reference sequence to which read 2 is mapped. The maximum value is $2^{16} - 1$ .<br>for class U the identifier of the AU containing the read 2.                                                                                                                                                                                                            | Unsigned integer. |
| 6              | R1_diff_ref_seq decoding case as specified in 10.4.10. Sequence of values representing the position of read 1 on the reference sequence. The maximum value is $2^{\text{posSize}} - 1$ where posSize is specified in subclause 7.4.2.                                                                                                                                                                                                                              | Unsigned integer. |
| 7              | R2_diff_ref_seq decoding case as specified in 10.4.10. Sequence of values representing the position of read 2 on the reference sequence. The maximum value is $2^{\text{posSize}} - 1$ where posSize is specified in subclause 7.4.2.                                                                                                                                                                                                                              | Unsigned integer. |

**Table 32 — Subsequences for descriptor\_ID = 10 (mmap descriptor)**

| subsequence_ID | Semantics                                                                                                                                                                                                                | Type             |
|----------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|------------------|
| 0              | Number of alignments of the leftmost and rightmost reads.                                                                                                                                                                | Unsigned integer |
| 1              | Index of right alignments.                                                                                                                                                                                               | Unsigned integer |
| 2              | Flag signalling the presence of more alignments in other genomic records.                                                                                                                                                | Boolean flag     |
| 3              | Values representing the identifier of the reference sequence a secondary alignment of the leftmost read is mapped to. The maximum value is $2^{16}-1$ .                                                                  | Unsigned integer |
| 4              | Values representing a secondary alignment mapping position of the leftmost read on the reference sequence. The maximum value is $2^{\text{posSize}} - 1$ where posSize is specified in <a href="#">subclause 7.4.2</a> . | Unsigned integer |

**Table 33 — Subsequences for descriptor\_ID = 11 and 15 (msar and rname descriptors)**

| subsequence_ID | Semantics                                                                                                            | Type             |
|----------------|----------------------------------------------------------------------------------------------------------------------|------------------|
| 0              | Output of decode_descriptor_subsequence() for CABAC_METHOD_0 as specified in <a href="#">subclause 10.4.20.4.5</a> . | Unsigned integer |
| 1              | Output of decode_descriptor_subsequence() for CABAC_METHOD_1 as specified in <a href="#">subclause 10.4.20.4.6</a> . | Unsigned integer |

**Table 34 — Subsequences for descriptor\_ID = 14 (qv descriptor)**

| subsequence_ID                        | Semantics                                                                                                                                          | Type              |
|---------------------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------|-------------------|
| 0                                     | Quality value present flag.                                                                                                                        | Boolean flag.     |
| 1                                     | Quality value codebook identifier.                                                                                                                 | Unsigned integer. |
| 2 .. (2 + qv_num_codebooks_total - 1) | Quality value index used to look up a reconstructed quality value in the quality value codebook identified by $b = (\text{subsequence\_ID} - 2)$ . | Unsigned integer. |

## 9 Sequencing reads

### 9.1 General

This clause specifies the semantics of genomic descriptors used to represent nucleotides segments and associated alignment information. Each template produced by a sequencing machine or alignment generated by an aligner is encoded in a genomic record by means of a subset of the genomic descriptors described in this clause. The genomic descriptors are extracted from a compliant bitstream according to the processes described in [subclause 12.7](#) and the genomic templates with the associated alignment information can be reconstructed from the decoded genomic descriptors according to the decoding processes described in [subclause 10.4](#).

### 9.2 Supported symbols

The supported alphabets are specified in [Table 35](#).

**Table 35 — Identifiers of alphabets supported for sequencing reads representation**

| alphabet_ID | $S_{\text{alphabet\_ID}}$                                | Size( $S_{\text{alphabet\_ID}}$ ) | BitsPerSymbol( $S_{\text{alphabet\_ID}}$ ) |
|-------------|----------------------------------------------------------|-----------------------------------|--------------------------------------------|
| 0           | $S_0 = [A, C, G, T, N]$                                  | 5                                 | 3                                          |
| 1           | $S_1 = [A, C, G, T, R, Y, S, W, K, M, B, D, H, V, N, -]$ | 16                                | 5                                          |
| 2 .. 255    | reserved                                                 |                                   |                                            |

Each alphabet is identified by an **alphabet\_ID** as shown [Table 35](#).

The notation  $S_{\text{alphabet\_ID}}[\text{index}]$  specifies a conversion from a numerical index to an ASCII character corresponding to a symbol of the alphabet identified by **alphabet\_ID**, as specified in [Table 36](#):

**Table 36 — Conversions from numerical indexes to ASCII characters corresponding to alphabet symbols**

| $S_{\text{alphabet\_ID}}[\text{index}]$ | $S_0[\text{index}]$   | $S_1[\text{index}]$    |
|-----------------------------------------|-----------------------|------------------------|
| $S_{\text{alphabet\_ID}}[0]$            | $S_0[0] = \text{"A"}$ | $S_1[0] = \text{"A"}$  |
| $S_{\text{alphabet\_ID}}[1]$            | $S_0[1] = \text{"C"}$ | $S_1[1] = \text{"C"}$  |
| $S_{\text{alphabet\_ID}}[2]$            | $S_0[2] = \text{"G"}$ | $S_1[2] = \text{"G"}$  |
| $S_{\text{alphabet\_ID}}[3]$            | $S_0[3] = \text{"T"}$ | $S_1[3] = \text{"T"}$  |
| $S_{\text{alphabet\_ID}}[4]$            | $S_0[4] = \text{"N"}$ | $S_1[4] = \text{"R"}$  |
| $S_{\text{alphabet\_ID}}[5]$            | N/A                   | $S_1[5] = \text{"Y"}$  |
| $S_{\text{alphabet\_ID}}[6]$            | N/A                   | $S_1[6] = \text{"S"}$  |
| $S_{\text{alphabet\_ID}}[7]$            | N/A                   | $S_1[7] = \text{"W"}$  |
| $S_{\text{alphabet\_ID}}[8]$            | N/A                   | $S_1[8] = \text{"K"}$  |
| $S_{\text{alphabet\_ID}}[9]$            | N/A                   | $S_1[9] = \text{"M"}$  |
| $S_{\text{alphabet\_ID}}[10]$           | N/A                   | $S_1[10] = \text{"B"}$ |
| $S_{\text{alphabet\_ID}}[11]$           | N/A                   | $S_1[11] = \text{"D"}$ |
| $S_{\text{alphabet\_ID}}[12]$           | N/A                   | $S_1[12] = \text{"H"}$ |
| $S_{\text{alphabet\_ID}}[13]$           | N/A                   | $S_1[13] = \text{"V"}$ |
| $S_{\text{alphabet\_ID}}[14]$           | N/A                   | $S_1[14] = \text{"N"}$ |
| $S_{\text{alphabet\_ID}}[15]$           | N/A                   | $S_1[15] = \text{"."}$ |

The notation  $\text{Code}_{\text{alphabet\_ID}}[\text{symbol}]$  specifies the inversion conversion of  $S_{\text{alphabet\_ID}}[\text{index}]$ , such that  $\text{Code}_{\text{alphabet\_ID}}[S_{\text{alphabet\_ID}}[\text{index}]]$  is always equal to **index** for any valid value of **index** as specified in [Table 36](#).

Each alphabet symbol **Sym** is associated with a complementary symbol **Complement(Sym)** as specified in [Table 37](#).

**Table 37 — Complementary alphabet symbols**

| $S_0[\text{index}]$   | $S_0[\text{Complement}(\text{index})]$ | $S_1[\text{index}]$    | $S_1[\text{Complement}(\text{index})]$ |
|-----------------------|----------------------------------------|------------------------|----------------------------------------|
| $S_0[0] = \text{"A"}$ | $S_0[3] = \text{"T"}$                  | $S_1[0] = \text{"A"}$  | $S_1[3] = \text{"T"}$                  |
| $S_0[1] = \text{"C"}$ | $S_0[2] = \text{"G"}$                  | $S_1[1] = \text{"C"}$  | $S_1[2] = \text{"G"}$                  |
| $S_0[2] = \text{"G"}$ | $S_0[1] = \text{"C"}$                  | $S_1[2] = \text{"G"}$  | $S_1[1] = \text{"C"}$                  |
| $S_0[3] = \text{"T"}$ | $S_0[0] = \text{"A"}$                  | $S_1[3] = \text{"T"}$  | $S_1[0] = \text{"A"}$                  |
| $S_0[4] = \text{"N"}$ | $S_0[4] = \text{"N"}$                  | $S_1[4] = \text{"R"}$  | $S_1[5] = \text{"Y"}$                  |
| N/A                   |                                        | $S_1[5] = \text{"Y"}$  | $S_1[4] = \text{"R"}$                  |
| N/A                   |                                        | $S_1[6] = \text{"S"}$  | $S_1[6] = \text{"S"}$                  |
| N/A                   |                                        | $S_1[7] = \text{"W"}$  | $S_1[7] = \text{"W"}$                  |
| N/A                   |                                        | $S_1[8] = \text{"K"}$  | $S_1[9] = \text{"M"}$                  |
| N/A                   |                                        | $S_1[9] = \text{"M"}$  | $S_1[8] = \text{"K"}$                  |
| N/A                   |                                        | $S_1[10] = \text{"B"}$ | $S_1[13] = \text{"V"}$                 |
| N/A                   |                                        | $S_1[11] = \text{"D"}$ | $S_1[12] = \text{"H"}$                 |
| N/A                   |                                        | $S_1[12] = \text{"H"}$ | $S_1[11] = \text{"D"}$                 |
| N/A                   |                                        | $S_1[13] = \text{"V"}$ | $S_1[10] = \text{"B"}$                 |
| N/A                   |                                        | $S_1[14] = \text{"N"}$ | $S_1[14] = \text{"N"}$                 |
| N/A                   |                                        | $S_1[15] = \text{"."}$ | $S_1[15] = \text{"."}$                 |

### 9.3 Paired-end reads

In case reads are generated in pairs by sequencing devices, each pair can be encoded as a single logical data structure named genomic record where the mapping position of one of the reads is represented using the **pair** descriptor as specified in [subclause 10.4.10](#). The information linking one read to its mate is referred to as “pairing information” in this document.

The two reads are not sequenced from the same strand, but can be aligned to the same strand. The sequencing device determines which read in the pair is marked as read 1, whereas the other one will be read 2. An example is shown in [Figure 4](#).

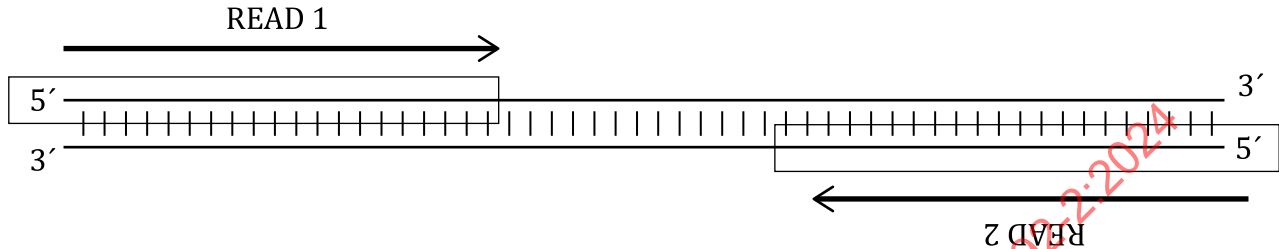


**Figure 4 — Read 1 sequenced from the forward strand and read 2 from the reverse strand**

Positions of mismatches with respect to the used reference sequence shall be encoded as offset from the leftmost mapped base of the leftmost read. The rightmost read is considered to be contiguous to the leftmost. The calculation of the actual position of mismatches on the rightmost read is described in [subclause 10.4.10](#).

The pair can also be split into two reads that are encoded separately. In this case, the pair shall be reconstructed using both the pairing descriptors and the template name shared by the two reads.

### 9.4 Reverse-complement reads

The reverse-complement of a read is computed by inverting the order the read bases and replacing each base B with its complementary base Complement(B) as specified in [subclause 9.2](#). If Read[] is the array of bases in a read, the array of bases in the corresponding reverse-complement ReverseComplementRead[] is specified as follows:

$$\text{ReverseComplementRead}[n] = \text{Complement}(\text{Read}[\text{Size}(\text{Read}[]) - n - 1]), \text{ for } n \text{ in } 0 \dots \text{Size}(\text{Read}[]) - 1.$$

### 9.5 Data classes

Six data classes are specified to classify genomic records according to the result of the mapping of the encoded sequencing reads against one or more reference sequences.

If a template contains more than one read, if both reads are mapped, the genomic record belongs to the class of the read with the highest class\_ID. In case of multiple alignments the genomic record belongs to the class of the first alignment in the record.

The data classes and their descriptions are specified in [Table 38](#).

Table 38 — Sequence data classes

| class_ID | Class Identifier | Genomic record content                                                                                                                                             |
|----------|------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 1        | Class_P          | Only reads perfectly matching to the reference sequence.                                                                                                           |
| 2        | Class_N          | Reads perfectly matching to the reference sequence or containing mismatches which are unknown bases only.                                                          |
| 3        | Class_M          | Reads perfectly matching to the reference sequence or containing substitutions or unknown bases, but no insertions, no deletions, no splices and no clipped bases. |
| 4        | Class_I          | Reads perfectly matching to the reference sequence or containing substitutions, unknown bases, insertions, deletions, splices or clipped bases.                    |
| 5        | Class_HM         | Paired-end reads with only one mapped read.                                                                                                                        |
| 6        | Class_U          | Unmapped reads only.                                                                                                                                               |

When the syntax specified in this document needs to use the maximum number of specified data classes, this is specified by the constant **NUM\_CLASSES** = 6.

## 9.6 Aligned data

In the context of this document, aligned genomic data are genomic segments which require the use of an external or embedded reference genome (as specified in [subclause 10.6.2.2](#)) to be decoded.

This subclause specifies the types of descriptors contained in the blocks payload specified in [subclause 7.5.1.3.3](#). Each block contains binary coded descriptors of a single type identified by the descriptor\_ID present in the block header as specified in [subclause 7.5.1.3.2](#).

Once decoded, each descriptor shall be used to initialize one or more output record fields as specified in [Clause 13.3](#). [Table 39](#) lists the descriptors used for aligned reads with a brief description and reference to the corresponding clause.

Table 39 — Descriptors used to represent aligned sequencing reads

| descriptor_ID | descriptor    | Semantics                                                                                                                                                                                                                                                    | subclause               |
|---------------|---------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-------------------------|
| 0             | <b>pos</b>    | Read mapping position.                                                                                                                                                                                                                                       | <a href="#">10.4.2</a>  |
| 1             | <b>rcomp</b>  | Strand information for reads in a template.                                                                                                                                                                                                                  | <a href="#">10.4.3</a>  |
| 2             | <b>flags</b>  | Additional alignment information usually produced by aligners.                                                                                                                                                                                               | <a href="#">10.4.4</a>  |
| 3             | <b>mmpos</b>  | Position of mismatches in reads.                                                                                                                                                                                                                             | <a href="#">10.4.5</a>  |
| 4             | <b>mmtype</b> | Type of mismatches.                                                                                                                                                                                                                                          | <a href="#">10.4.6</a>  |
| 5             | <b>clips</b>  | Information on clipped bases (i.e. Soft clips or hard clips).                                                                                                                                                                                                | <a href="#">10.4.7</a>  |
| 6             | <b>ureads</b> | Unmapped reads encoded verbatim.                                                                                                                                                                                                                             | <a href="#">10.4.8</a>  |
| 7             | <b>rlen</b>   | Read lengths.                                                                                                                                                                                                                                                | <a href="#">10.4.9</a>  |
| 8             | <b>pair</b>   | Represents:<br>1.a The unsigned distance from one segment to the next.<br>OR<br>1.b The absolute position on a reference sequence of a segment in a template.<br>AND<br>2 Information signaling if the leftmost mapped read in the genomic record is read 1. | <a href="#">10.4.10</a> |
| 9             | <b>mscore</b> | Provides a score per alignment .                                                                                                                                                                                                                             | <a href="#">10.4.11</a> |

Table 39 (continued)

| descriptor_ID | descriptor    | Semantics                                                                                                                                       | subclause               |
|---------------|---------------|-------------------------------------------------------------------------------------------------------------------------------------------------|-------------------------|
| 10            | <b>mmap</b>   | Used to represent multiple alignments.                                                                                                          | <a href="#">10.4.12</a> |
| 11            | <b>msar</b>   | Supports spliced alignments and alternative secondary alignments which do not preserve the same contiguity of mapping of the primary alignment. | <a href="#">10.4.13</a> |
| 13            | <b>rgroup</b> | Identifier of the read group each genomic record belongs to.                                                                                    | <a href="#">10.4.15</a> |

## 9.7 Unaligned data

Unaligned reads belong to class U only. They are encoded as unmapped reads in aligned datasets. Some of the descriptors specified for reads aligned to an external or internal reference as specified in [subclause 9.6](#) are used to encode unaligned reads (see [Table 40](#)). This is motivated by the fact that unaligned reads are encoded using reference sequences built from the data to be encoded. The reference used for mapping is computed according to the procedures described in [subclause 11.3](#).

Table 40 — Descriptors used to represent raw sequencing reads

| descriptor_ID | Descriptor    | Semantics                                                                                                                                                                                                                                                   | Subclause               |
|---------------|---------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-------------------------|
| 0             | <b>pos</b>    | Read mapping position.                                                                                                                                                                                                                                      | <a href="#">10.4.2</a>  |
| 1             | <b>rcomp</b>  | Strand information for reads in a template.                                                                                                                                                                                                                 | <a href="#">10.4.3</a>  |
| 2             | <b>flags</b>  | Additional alignment information usually produced by aligners.                                                                                                                                                                                              | <a href="#">10.4.4</a>  |
| 3             | <b>mmpos</b>  | Mismatch position.                                                                                                                                                                                                                                          | <a href="#">10.4.5</a>  |
| 4             | <b>mmtype</b> | Type of edit operations:<br>— substitutions;<br>— deletions;<br>— insertions.                                                                                                                                                                               | <a href="#">10.4.6</a>  |
| 5             | <b>clips</b>  | String of nucleotides with variable length (e.g. soft clips).                                                                                                                                                                                               | <a href="#">10.4.7</a>  |
| 6             | <b>ureads</b> | Unmapped reads encoded verbatim.                                                                                                                                                                                                                            | <a href="#">10.4.8</a>  |
| 7             | <b>rlen</b>   | Unsigned integer representing the number of bases in the read minus one.                                                                                                                                                                                    | <a href="#">10.4.9</a>  |
| 8             | <b>pair</b>   | Represents:<br>1.a The unsigned distance from one segment to the next.<br>OR<br>1.b The absolute position on a computed reference sequence of a segment in a template.<br>AND<br>2 Information signaling if the first read in the genomic record is read 1. | <a href="#">10.4.10</a> |
| 12            | <b>rtype</b>  | This identifies the subset of descriptors needed to decode the read.                                                                                                                                                                                        | <a href="#">10.4.11</a> |
| 13            | <b>rgroup</b> | Identifier of the read group each genomic record belongs to.                                                                                                                                                                                                | <a href="#">10.4.15</a> |

## 10 Decoding process

### 10.1 General

This clause describes the decoding process to reconstruct the genomic information encoded in a bitstream compliant with this document.

The input to this process is one data unit. The output of this process can be:

- a) a raw reference as specified in [subclause 7.3](#).
- b) a list of ISO/IEC 23092 series records as specified in [Clause 13](#).

The decoding process is specified such that all decoders that conform to this document will produce numerically identical decoded output as either ISO/IEC 23092 series records or raw references. Any decoding process that produces identical decoded output ISO/IEC 23092 series records or raw references to those produced by the process described herein conforms to the decoding process requirements of this document.

## 10.2 dataset\_type = 0 or 1

### 10.2.1 General

The input to the processes described in the following clauses is decoded genomic descriptors generated as output of the parsing process specified in [subclause 11.3.6](#). The genomic descriptors are contained in the decoded\_symbols data structure specified in this subclause.

In the context of the decoding process each decoded symbol is identified by

$\text{decoded\_symbols}[\text{descriptor\_ID}][\text{descriptor\_subsequence\_ID}][j_{\text{descriptor\_ID}, \text{descriptor\_subsequence\_ID}}]$

where  $j_{\text{descriptor\_ID}, \text{descriptor\_subsequence\_ID}}$  is the index to read the decoded symbols as specified in [subclause 12.1](#). The valid values of descriptor\_ID are specified in [Table 25](#). The values of descriptor\_subsequence\_ID are between 0 and the number of descriptor subsequences minus 1 as specified in [Table 25](#).

At the beginning of the decoding process of each AU all indexes  $j_{\text{descriptor\_ID}, \text{descriptor\_subsequence\_ID}}$  are initialized to 0.

The output of this process is a sequence of output records as specified in [clause 13](#). If cr\_alg\_ID is equal to 3 and the **rftp** and **rftt** descriptors are present, an additional output of this process is a raw\_reference<sub>output</sub> structure as specified in [subclause 7.3.2](#).

The decoding process of each access unit refers to encoding parameters carried by the parameter set identified by the parameter\_set\_ID specified in [subclause 7.5.1.2](#).

If dataset\_type is equal to 0 then only AU of type 6 (CLASS\_U) shall be present in the dataset.

### 10.2.2 References padding

In case of AUs of type P, N, M, I and HM, if the raw reference structure containing the reference sequence to be used during the decoding process specifies a seq\_start that is greater than AU\_start\_pos or a seq\_end that is less than AU\_end\_pos, the decoder shall pad the missing portions of reference sequence with "N". This is shown in [Figure 5](#).

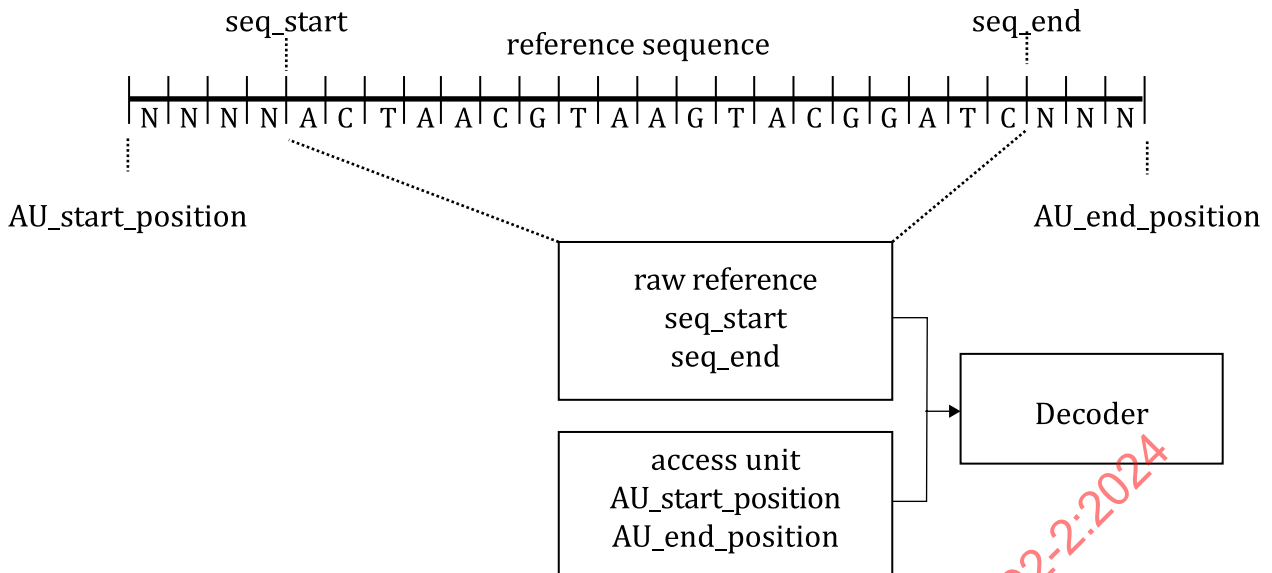


Figure 5 — Padding process for a reference sequence

### 10.2.3 Type 1 AU (Class P)

Type 1 access units encode aligned sequencing reads which perfectly match to the used reference sequence.

At the beginning of the decoding process of each AU the variable `msar_k` is initialized to 0.

The decoding process of one record within a binary decoded access unit of type 1, which shall be repeated for all the records within the same access unit, is as follows:

- Set a `classId` variable equal to the value of **AU\_type** as specified in [subclause 7.5.1.2](#).
- Decode the variables `numberOfRecordSegments`, `numberOfAlignedRecordSegments`, `numberOfMappedRecordSegments` and `unpairedRead` as specified in [subclause 10.4.10](#).
- Compute the arrays `softClips[][]`, `softClipSizes[][]` and `hardClips[][]` as specified in [subclause 10.4.7](#).
- Compute the arrays `readLength[]`, `numberOfSplicedSeg[]`, `splicedSegLength[][]` and `splicedSegMappedLength[][]` as specified in [subclause 10.4.9](#).
- Decode the output variables specified in [subclause 10.4.12](#) containing the alignment and mapping information.
- Decode the **pos** descriptor as specified in [subclause 10.4.2](#).
- Decode the output variables specified in [subclause 10.4.10](#) containing pairing and/or splicing information.
- Decode the **rcomp** descriptor as specified in [subclause 10.4.3](#).
- If **num\_groups** specified in [subclause 7.4.2](#) is greater than 0 decode the **rgroup** descriptor as specified in [subclause 10.4.15](#).
- Decode the `readName` variable as specified in [subclause 10.4.17](#).
- If **as\_depth** specified in [subclause 7.4.2](#) is greater than 0 decode the **mscore** descriptor as specified in [subclause 10.4.11](#).
- If **multiple\_alignments\_flag** specified in [subclause 7.4.2](#) is 1 decode the **msar** descriptor as specified in [subclause 10.4.13](#).

m) If present, decode the following optional descriptors:

- i) decode the **flags** descriptor as specified in [subclause 10.4.4](#).
  - ii) decode the **qv** descriptor as specified in [subclause 10.4.16](#).
- n) If this process is being applied to access units of type 1 (Class P) (i.e., if this process is not being applied to access units of other types as specified in [subclauses 10.2.4](#), [10.2.5](#) and [10.2.6](#)), or if **crps\_flag** specified in [Table 7](#) is equal to 1 and **cr\_alg\_ID** specified in [Table 17](#) is equal to 2, 3, or 4 and the value of **rtype** descriptor specified in [Table 67](#) is equal to 1, decode the read sequences as specified in [subclause 10.5.2](#).

#### 10.2.4 Type 2 AU (Class N)

Access units of type 2 (Class N) are decoded by following the process described for AUs of type 1 (Class P) in [subclause 10.2.3](#), then applying the information on unknown bases (symbol N) carried by the **mmpos** descriptor as specified in [subclause 10.4.5](#), and finally decoding the read sequences as specified in [subclause 10.5.2](#).

Additional inputs to this process are

- the array `splicedSequence[][]` specified in [subclause 10.5.1](#)
- the `mismatchOffsets[][]` and `numMismatches[]` arrays specified in [subclause 10.4.5](#)

The decoded `splicedSequence[][]` array shall be computed by replacing each base at a position represented by a decoded **mmpos** value in the `splicedSequence[][]` array obtained as specified in [subclause 10.5.2](#) with the symbol 'N'.

The substitutions are applied as specified in [Table 41](#).

**Table 41 — Sequence decoding process for class N**

| Decoding step                                                                                     | Description |
|---------------------------------------------------------------------------------------------------|-------------|
| <code>processSplSegN(segment, splSeg) {</code>                                                    |             |
| <code>for (j = 0; j &lt; numMismatches[segment]; j++) {</code>                                    |             |
| <code>splicedSequence[segment][splSeg]</code><br><code>[mismatchOffsets[segment][j]] = 'N'</code> |             |
| <code>}</code>                                                                                    |             |
| <code>}</code>                                                                                    |             |

#### 10.2.5 Type 3 AU (Class M)

Access units of type 3 (Class M) are decoded by following the process described for AUs of type 1 (Class P) in [subclause 10.2.3](#), then applying the information on substitutions obtained by following the decoding process of **mmpos** and **mmtype** descriptors as specified in [subclauses 10.4.5](#) and [10.4.6](#), and finally decoding the read sequences as specified in [subclause 10.5.2](#).

Additional inputs to this process are

- the `mismatchOffsets[][]`, `numMismatches[]` arrays specified in [subclause 10.4.5](#);
- the `mismatches[][]` arrays specified in [subclauses 10.4.6](#).

The substitutions are applied as specified in [Table 42](#).

Table 42 — Sequence decoding process for class M

| Decoding step                                                                              | Description |
|--------------------------------------------------------------------------------------------|-------------|
| processSplSegM(segment, splSeg) {                                                          |             |
| for(j = 0; j < numMismatches[segment]; j++) {                                              |             |
| splicedSequence[segment][splSeg]<br>[mismatchOffsets[segment][j]] = mismatches[segment][j] |             |
| }                                                                                          |             |
| }                                                                                          |             |

### 10.2.6 Type 4 AU (Class I)

Access units of type 4 (Class I) are decoded by following the process described for AUs of type 1 (Class P) in [subclause 10.2.3](#), then applying the edit operations represented by the decoded **mmpos**, **mmtype** and **clips** descriptors as specified in [subclauses 10.4.5](#), [10.4.6](#) and [10.4.7](#), and finally decoding the read sequences as specified in [subclause 10.5.2](#).

Additional inputs to this process are:

- the mismatchOffsets[[]], numMismatches[] arrays specified in [subclause 10.4.5](#);
- the mismatches[[]] and mismatchTypes[[]] arrays specified in [subclause 10.4.6](#);
- the softClips[[][]], softClipsSizes[[]] and hardClips[[]] arrays specified in [subclause 10.4.7](#);
- the variable seqId set equal to **sequence\_ID** as specified in [subclause 7.5.1.2](#);
- the arrays **ref\_sequence**[[]] and **seq\_start**[] specified as in [subclause 7.3.2](#);
- the mappingPos[0][] array specified in [subclause 10.4.10](#);

The substitutions, insertions and deletions are applied as specified in [Table 43](#).

Table 43 — Sequence decoding process for mismatches in classes I and HM

| Decoding step                                                                                                                | Description   |
|------------------------------------------------------------------------------------------------------------------------------|---------------|
| processSplSegI(segment, splSeg)                                                                                              |               |
| rlen = splicedSegLength[segment][splSeg]                                                                                     |               |
| if(splSeg == 0) {                                                                                                            |               |
| rlen -= softClipSizes[segment][0]                                                                                            |               |
| }                                                                                                                            |               |
| if(splSeg == numberOfSplicedSeg[segment] - 1) {                                                                              |               |
| rlen -= softClipSizes[segment][1]                                                                                            |               |
| }                                                                                                                            |               |
| indelsCount = 0                                                                                                              |               |
| mmStartIdx = splicedSegMismatchIdx[segment][splSeg]                                                                          |               |
| for(j = 0; j < splicedSegMismatchNumber[segment][ splSeg]; j++) {                                                            |               |
| if(mismatchTypes[segment][mmStartIdx + j] == 0) {                                                                            | Substitution. |
| splicedSequence[segment][splSeg]<br>[splicedSegMismatchOffsets[segment][splSeg][j]] =<br>mismatches[segment][mmStartIdx + j] |               |
| } else if(mismatchTypes[segment][mmStartIdx + j] == 1) {                                                                     | Insertion.    |

Table 43 (continued)

| Decoding step                                                                                                                                       | Description                                                                                            |
|-----------------------------------------------------------------------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------------------|
| <pre> for(k = rlen - 1;   k &gt; splicedSegMismatchOffsets[segment][splSeg][j] ; k--) { </pre>                                                      | All symbols after the insertion are shifted right by one position. The last element is therefore lost. |
| <pre>     splicedSequence[segment][splSeg][k] =       splicedSequence[segment][splSeg][k - 1] </pre>                                                |                                                                                                        |
| <pre>   } </pre>                                                                                                                                    |                                                                                                        |
| <pre>     splicedSequence[segment][splSeg]       [splicedSegMismatchOffsets[segment][splSeg][j]] =       mismatches[segment][mmStartIdx + j] </pre> |                                                                                                        |
| <pre>     indelsCount -= 1 </pre>                                                                                                                   |                                                                                                        |
| <pre>   } else if(mismatchTypes[segment][mmStartIdx + j] == 2) { </pre>                                                                             | Deletion.                                                                                              |
| <pre>     for(k = splicedSegMismatchOffsets[segment][splSeg][j] + 1;       k &lt; rlen; k++) { </pre>                                               | All symbols after the deletion are shifted left by one position.                                       |
| <pre>       splicedSequence[segment][splSeg][k - 1] =         splicedSequence[segment][splSeg][k] </pre>                                            |                                                                                                        |
| <pre>     } </pre>                                                                                                                                  |                                                                                                        |
| <pre>     splicedSequence[segment][splSeg][rlen - 1] =       ref_sequence[seqId]         [splicedSegMappingPos[segment][splSeg] </pre>              | A new symbol shall be copied from the reference at the end of segment.                                 |
| <pre>           - seq_start[seqId] + rlen           + indelsCount] </pre>                                                                           |                                                                                                        |
| <pre>     indelsCount += 1 </pre>                                                                                                                   |                                                                                                        |
| <pre>   } else { </pre>                                                                                                                             |                                                                                                        |
| <pre>     /* reserved */ </pre>                                                                                                                     |                                                                                                        |
| <pre>   } </pre>                                                                                                                                    |                                                                                                        |
| <pre> } </pre>                                                                                                                                      |                                                                                                        |
| <pre> processClips(segment, splSeg) </pre>                                                                                                          | Specified in <a href="#">Table 44</a> .                                                                |
| <pre> } </pre>                                                                                                                                      |                                                                                                        |

Information on clipped bases is applied as follows:

#### Soft clips

The contents of softClips[][] array computed as specified in [subclause 10.4.7](#) are applied as specified in [Table 44](#).

**Table 44 — Sequence decoding process for soft clips in classes I and HM**

| Decoding step                                                                                                                                   | Description                                                                             |
|-------------------------------------------------------------------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------------|
| <code>processClips(segment, splSeg) {</code>                                                                                                    |                                                                                         |
| <code>if(splSeg == 0) {</code>                                                                                                                  |                                                                                         |
| <code>splicedSequence[segment][splSeg] =</code><br><code>strcat(softClips[segment][0],</code><br><code>splicedSequence[segment][splSeg])</code> | strcat returns the concatenation of the two arrays of ASCII characters passed as input. |
| <code>}</code>                                                                                                                                  |                                                                                         |
| <code>if(splSeg == numberOfSplicedSeg[segment] - 1) {</code>                                                                                    |                                                                                         |
| <code>splicedSequence[segment][splSeg] =</code><br><code>strcat(splicedSequence[segment][splSeg],</code><br><code>softClips[segment][1])</code> | strcat returns the concatenation of the two arrays of ASCII characters passed as input. |
| <code>}</code>                                                                                                                                  |                                                                                         |

**Hard clips**

The `hardClips[][]` array is used to compute the `ecigarString[]` and `ecigarLength[]` arrays specified in [subclause 10.6.2](#).

**10.2.7 Type 5 AU (Class HM)**

Class HM applies only to paired-end reads. Access units of type 5 are decoded as follows:

- The mapped read is decoded by following the process specified for class I in [subclause 10.2.6](#) and it is stored as the first record segment in the output record specified in [Clause 13](#).
- The unmapped read is decoded according to the process specified in [subclause 10.5.3](#).

**10.2.8 Type 6 AU (Class U)****10.2.8.1 General**

Access units of type 6 (Class U) are decoded as follows:

- Set a `classId` variable equal to the value of `AU_type` as specified in [subclause 7.5.1.2](#).
- Decode the variables `numberOfRecordSegments`, `numberOfAlignedRecordSegments` and `numberOfMappedRecordSegments` as specified in [subclause 10.4.10](#).
- Compute the array `readLength[]`, `numberOfSplicedSeg[]`, `splicedSegLength[][]` and `splicedSegMappingPos[][]` as specified in [subclause 10.4.9](#).
- Decode the output variables specified in [subclause 10.4.12](#) containing the alignment and mapping information.
- Decode the output variables specified in [subclause 10.4.10](#) containing pairing and/or splicing information.
- Decode the `readName` variable as specified in [subclause 10.4.17](#).
- If present, decode the following optional descriptors:
  - decode the **flags** descriptor as specified in [subclause 10.4.4](#);

- ii) decode the **qv** descriptor as specified in [subclause 10.4.16](#).
- h) If **num\_groups** specified in [subclause 7.4.2](#) is greater than 0, decode the **rgroup** descriptor as specified in [subclause 10.4.15](#).
- i) Decode the read sequences as specified in [subclause 10.5.3](#).

#### 10.2.8.2 cr\_alg\_ID = 2

The “PushIn” computed reference algorithm specified in [subclause 11.3.4](#) is used. In this case the genomic sequencing reads are decoded as for other classes of data by using the **rtype** descriptor as specified in [subclause 10.4.14](#). The rtype descriptor is used to select the class of the next genomic record to be decoded.

#### 10.2.8.3 cr\_alg\_ID = 4

The “Global Assembly” computed reference algorithm specified in [subclause 11.3.6](#) is used. In this case the genomic sequencing reads are decoded as for other classes of data by using the **rtype** descriptor as specified in [subclause 10.4.14](#). The rtype descriptor is used to select the class of the next genomic record to be decoded.

### 10.3 dataset\_type = 2

#### 10.3.1 General

The input to this process is either

- one AU of type 1, 2, 3 or 4 and a raw\_reference data structure already initialized by a previous decoding process;
- or
- an AU of type 6.

The output of this process is a raw\_reference<sub>output</sub> structure as specified in [subclause 7.3.2](#). The array ref\_sequence<sub>output</sub>[] identifies the ref\_sequence field of raw\_reference<sub>output</sub>.

[Subclause 7.4.2](#) specifies that all AUs referring to a parameter set having **dataset\_type** set to 2 contain an encoded reference genome or portions thereof. According to the value of **AU\_type** specified in [subclause 7.5.1.2](#) the decoding process is as specified in [subclauses 10.3.2](#), [10.3.3](#), [10.3.4](#), [10.3.5](#) and [10.3.6](#) for classes P, N, M, I and U.

The elements of the raw\_reference<sub>output</sub> syntax specified in [subclause 7.3.2](#) shall be set as follows:

**seq\_count** is set to the number of different values of **ref\_sequence\_ID**, specified in [subclause 7.5.1.2](#), found in the headers of the AUs with **dataset\_type** equal to 2 referring to the same parameter set.

For each value of **ref\_sequence\_ID** the following applies:

- **sequence\_ID** in the raw\_reference syntax is set to **ref\_sequence\_ID**.
- **seq\_start** shall be set to the value of ref\_start\_position specified in [subclause 7.5.1.2](#).
- **seq\_end** shall be set to the value of ref\_end\_position specified in [subclause 7.5.1.2](#).

The decoding process of each access unit refers to encoding parameters carried by the parameter set identified by the parameter\_set\_ID specified in [subclause 7.5.1.2](#).

The **ref\_sequence** element specified in [subclause 7.3.2](#) is initialised with the output **ref\_sequence**<sub>output</sub> of the decoding processes specified in [subclauses 10.3.2](#) to [10.3.6](#).

### 10.3.2 Type 1 AU

Type 1 access units used to encode a reference sequence carry portions of the reference sequence which perfectly match to the reference sequence identified by **sequence\_ID**, specified in [subclause 7.5.1.2](#), used for compression.

The decoding process of a binary decoded access unit of type 1 is as follows:

- a) Set an array of ASCII characters outBuf[] equal to the empty array.
- b) Decode the value readLength[0] as specified in [subclause 10.4.9](#).
- c) Decode one **pos** descriptor as specified in [subclause 10.4.2](#) and set  $p_n$  equal to mappingPos[0][0] as specified in [subclause 10.4.2](#).
- d) A sequence of nucleotides outSequence is computed as follows:

- i) The position  $pRef_0$  in the reference sequence identified by **sequence\_ID** as specified in [subclause 7.3](#) is computed as follows:

$$pRef_0 = p_n - seq\_start[sequence\_ID]$$

where **seq\_start[sequence\_ID]** is specified in [subclause 7.3](#);

- ii)  $outSequence = ref\_sequence[sequence\_ID][pRef_0, pRef_0 + readLength[0]]$

where  $ref\_sequence[sequence\_ID][ ]$  is specified as in [subclause 7.3](#).

- e) The decoded sequence outSequence is concatenated with all previously decoded sequences in this AU and stored in a buffer outBuf computed as

$$outBuf = strcat(outBuf, outSequence)$$

where strcat returns the concatenation of the two arrays of ASCII characters passed as input.

- f) If more genomic records are present, then go back to step a) else go to step g).
- g) The buffer outBuf containing the concatenation of all output sequences is stored in the  $ref\_sequence_{output}$  array of the  $raw\_reference_{output}$  structure produced as output of this decoding process:

$$ref\_sequence_{output}[ref\_sequence\_ID] =$$

$$outBuf[0, seq\_end_{output}[ref\_sequence\_ID] - seq\_start_{output}[ref\_sequence\_ID]],$$

where

$seq\_start_{output}$  and  $seq\_end_{output}$  correspond respectively to the seq\_start and seq\_end fields of the  $raw\_reference_{output}$  structure, and where the following condition shall always be met:

$$Size(outBuf) > seq\_end_{output}[ref\_sequence\_ID] - seq\_start_{output}[ref\_sequence\_ID].$$

### 10.3.3 Type 2 AU

In case of AU of type 2 the sequence obtained at step c) of [subclause 10.3.2](#) is modified by applying the substitutions of symbol “N” according to the process described in [subclause 10.2.4](#).

The decoding process continues then with step e) of [subclause 10.3.2](#).

### 10.3.4 Type 3 AU

In case of AU of type 3 the sequence obtained at step c) of [subclause 10.3.2](#) is modified by applying the substitutions according to the process described in [subclause 10.2.5](#).

The decoding process continues then with step e) of [subclause 10.3.2](#).

### 10.3.5 Type 4 AU

In case of AU of type 4 the sequence obtained at step c) of [subclause 10.3.2](#) is modified by applying substitutions, insertions, deletions and soft clips according to the process described in [subclause 10.2.6](#).

The decoding process continues then with step e) of [subclause 10.3.2](#).

### 10.3.6 Type 6 AU

In an AU of type 6 encoding a reference sequence, only **ureads** descriptors are always present, optionally associated to **rlen** descriptors providing the length of each encoded segment.

The decoding process is as follows:

- a) Set an array of ASCII characters outBuf[] equal to the empty array.
- b) Decode the value readLength[0] as specified in [subclause 10.4.9](#).
- c) Decode readLength[0] bases with decodeUreads(readLength[0]) as specified in [subclause 10.4.8](#) and set outSequence to decodedUreads.
- d) The decoded sequence outSequence is concatenated with all previously decoded outSequence in this AU and stored in a buffer outBuf computed as  

$$\text{outBuf} = \text{strcat}(\text{outBuf}, \text{outSequence})$$
 where strcat returns the concatenation of the two arrays of ASCII characters passed as input.
- e) If more genomic records are present, then go back to step b) else go to step f).
- f) The buffer outBuf containing the concatenation of all output sequences is stored in the ref\_sequence<sub>output</sub> array of the raw\_reference<sub>output</sub> structure produced as output of this decoding process, according to the process specified at point g) of [subclause 10.3.2](#).

## 10.4 Genomic descriptors

### 10.4.1 General

The inputs to this process are descriptor subsequences generated at output of the parsing process specified in [subclause 12.6](#). Each descriptor subsequence consists of a collection of symbols stored in the decoded\_symbols data structure specified in [subclause 12.1](#).

For a given descriptor\_ID, subsequenceN identifies the array decoded\_symbols[descriptor\_ID][N].

The input to the decoding process of a descriptor sequence identified by descriptor\_ID are K descriptor subsequences subsequence0 .. subsequenceK-1, with K equal to the number of descriptor subsequences as specified in [Table 25](#).

The values of subsequenceN are read by means of indexes  $j_{M,N}$  where  $M = \text{descriptor\_ID}$  and  $N = \text{descriptor\_subsequence\_ID}$ .

Additional inputs are state variables computed during the decoding process described in this clause or other subclauses.

Some state variables listed among the outputs of the decoding processes described in this subclause shall be computed even if the corresponding descriptor is not present in the access unit. The listed inputs of each subclause are not always required; the decoding process described in each subclause specifies which inputs are required and which outputs are generated.

### 10.4.2 pos

The input to this process (see [Table 45](#)) is the array `decoded_symbols[descriptor_ID][0]` array specified in [subclause 12.1](#) when **descriptor\_ID** is equal to 0 and the current value of  $j_{0,0}$ , the variable `previousMappingPos0` produced by the previous iteration of this same process, and the array `numberOfSegmentMappings[]` calculated as specified in [subclause 10.4.12](#).

The output of this process is an array `mappingPos[][0]` and the variable `previousMappingPos0`.

In this description, `subsequenceN` is the subsequence identified by `descriptor_subsequence_ID = N` (i.e. `subsequenceN = decoded_symbols[0][N]`).

**Table 45 — Decoding process of the pos descriptor**

| Decoding step                                                                                            | Description                                                                                 |
|----------------------------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------|
| <code>if(<math>j_{0,0} &gt; 0</math>) {</code>                                                           |                                                                                             |
| <code>mappingPos[0][0] =</code><br><code>previousMappingPos0 + subsequence0[<math>j_{0,0}</math>]</code> |                                                                                             |
| <code>}</code>                                                                                           |                                                                                             |
| <code>else{</code>                                                                                       |                                                                                             |
| <code>if(AU_type == 6) {</code>                                                                          | Unmapped content using computed reference                                                   |
| <code>mappingPos[0][0] = subsequence0[<math>j_{0,0}</math>]</code>                                       |                                                                                             |
| <code>} else {</code>                                                                                    |                                                                                             |
| <code>mappingPos[0][0] =</code><br><code>AU_start_position + subsequence0[<math>j_{0,0}</math>]</code>   | <b>AU_start_position</b> is specified in <a href="#">subclause 7.5.1.2</a> .                |
| <code>}</code>                                                                                           |                                                                                             |
| <code>}</code>                                                                                           |                                                                                             |
| <code>previousMappingPos0 = mappingPos[0][0]</code>                                                      |                                                                                             |
| <code>for(i = 1; i &lt; numberOfSegmentMappings[0]; i++) {</code>                                        | <code>numberOfSegmentMappings[0]</code> is specified in <a href="#">subclause 10.4.12</a> . |
| <code>mappingPos[i][0] =</code><br><code>mappingPos[i-1][0] + subsequence1[<math>j_{0,1}</math>]</code>  |                                                                                             |
| <code><math>j_{0,1}++</math></code>                                                                      |                                                                                             |
| <code>}</code>                                                                                           |                                                                                             |
| <code><math>j_{0,0}++</math></code>                                                                      |                                                                                             |

### 10.4.3 rcomp

The inputs to this process are:

- the array `decoded_symbols[descriptor_ID][0]` specified in [subclause 12.1](#) when **descriptor\_ID** is equal to 1 and the current value of  $j_{1,0}$ ;
- the value of `numberOfTemplateSegments` as specified in [subclause 7.4.2](#);
- the array `numberOfSegmentMappings[]` calculated as specified in [subclause 10.4.12](#);
- the variable `numberOfMappedRecordSegments` calculated as specified in [subclause 10.4.10](#);
- the array `splitMate` as specified in [subclause 10.4.10](#);
- the array `numberOfSplicedSeg[]` specified in [subclause 10.4.9](#);
- the variable **extended\_alignment\_info\_flag** specified in [subclause 7.4.2](#).

The output of this process is the array `reverseComp[][][]`.

In this description, subsequenceN is the subsequence identified by descriptor\_subsequence\_ID = N (i.e. subsequenceN = decoded\_symbols[1][N]).

Each decoded **rcomp** descriptor conveys information about the *strandedness* of each segment of an alignment.

When no splices are present in the genomic record, each bit of a decoded **rcomp** descriptor is a flag indicating if the read is on the forward (bit set to 0) or reverse (bit set to 1) strand. [Table 46](#) specifies the computation of reverseComp[][][] values.

**Table 46 — Determination of the reverseComp values**

| Decoding step                                             |
|-----------------------------------------------------------|
| for(i = 0; i < numberOfMappedRecordSegments; i++){        |
| for(j = 0; j < numberOfSegmentMappings[i]; j++) {         |
| if(splitMate[j][i] == 0) {                                |
| if(j == 0) {                                              |
| for(k = 0; k < numberOfSplicedSeg[i]; k++){               |
| reverseComp[k][j][i] = subsequence0[j1,0++]               |
| } else {                                                  |
| reverseComp[0][j][i] = subsequence0[j1,0++]               |
| }                                                         |
| }                                                         |
| }                                                         |
| for (k=1;k<numberOfTemplateSegments;k++){                 |
| if(splitMate[j][k] == 1 && extended_alignment_info_flag){ |
| reverseComp[0][j][k] = subsequence0[j1,0++]               |
| }                                                         |
| }                                                         |
| }                                                         |
| }                                                         |

When splices are present each decoded **rcomp** descriptor consists in a flag conveying information about the *strandedness* of each spliced segment of an alignment. It is set to 0 when the spliced segment is on the forward strand and it is set to 1 when the spliced segment is on the reverse strand.

#### 10.4.4 flags

The input to this process are:

- the decoded\_symbols[descriptor\_ID] array specified in [subclause 12.1](#) when **descriptor\_ID** is equal to 2;
- the variable **extended\_alignment\_info\_flag** specified in [subclause 7.4.2](#);
- the array numberOfSegmentMappings[] calculated as specified in [subclause 10.4.12](#);
- the variable numberOfMappedRecordSegments calculated as specified in [subclause 10.4.10](#);
- the current values of  $j_{2,0}$ ,  $j_{2,1}$ ,  $j_{2,2}$ ,  $j_{2,3}$  and  $j_{2,4}$  as defined in [subclause 10.4](#).

The descriptor\_subsequence\_ID are equal to 0, 1 and 2 as specified in [Table 27](#) when extended\_alignment\_info\_flag is set to 0, otherwise the descriptor\_subsequence\_ID are equal to 0, 1, 2, 3 and 4; The output of this process is the array decodedFlags[][].

In this description, subsequenceN is the subsequence identified by descriptor\_subsequence\_ID = N (i.e. subsequenceN = decoded\_symbols[2][N]).

The flag syntax element carries additional alignment information usually produced by aligners as specified in [Table 27](#).

The flags value shall be calculated according to the process specified in [Table 47](#).

Table 47 — Decoding process of the flags descriptor

| Decoding step                                                                                           | Description |
|---------------------------------------------------------------------------------------------------------|-------------|
| decodedFlags[0][0] = 0                                                                                  |             |
| decodedFlags[0][0]  = subsequence0[j <sub>2,0</sub> ] << 0                                              |             |
| decodedFlags[0][0]  = subsequence1[j <sub>2,1</sub> ] << 1                                              |             |
| decodedFlags[0][0]  = subsequence2[j <sub>2,2</sub> ] << 2                                              |             |
| j <sub>2,0</sub> ++, j <sub>2,1</sub> ++, j <sub>2,2</sub> ++                                           |             |
| } else {                                                                                                |             |
| for(i = 0; i < numberOfMappedRecordSegments; i++){                                                      |             |
| for(j = 0; j < numberOfSegmentMappings[i]; j++) {                                                       |             |
| decodedFlags[j][i] = 0                                                                                  |             |
| if(splitMate[j][i] == 0) {                                                                              |             |
| decodedFlags[j][i]  = subsequence0[j <sub>2,0</sub> ] << 0                                              |             |
| decodedFlags[j][i]  = subsequence0[j <sub>2,1</sub> ] << 1                                              |             |
| decodedFlags[j][i]  = subsequence0[j <sub>2,2</sub> ] << 2                                              |             |
| decodedFlags[j][i]  = subsequence0[j <sub>2,3</sub> ] << 3                                              |             |
| decodedFlags[j][i]  = subsequence0[j <sub>2,4</sub> ] << 4                                              |             |
| j <sub>2,0</sub> ++, j <sub>2,1</sub> ++, j <sub>2,2</sub> ++, j <sub>2,3</sub> ++, j <sub>2,4</sub> ++ |             |
| }                                                                                                       |             |
| }                                                                                                       |             |
| }                                                                                                       |             |
| for(i = numberOfMappedRecordSegments;<br>i < numberOfRecordSegments; i++){                              |             |
| decodedFlags[i][0] = 0                                                                                  |             |
| decodedFlags[i][0]  = subsequence0[j <sub>2,0</sub> ] << 0                                              |             |
| decodedFlags[i][0]  = subsequence1[j <sub>2,1</sub> ] << 1                                              |             |
| decodedFlags[i][0]  = subsequence2[j <sub>2,2</sub> ] << 2                                              |             |
| j <sub>2,0</sub> ++, j <sub>2,1</sub> ++, j <sub>2,2</sub> ++                                           |             |
| }                                                                                                       |             |
| }                                                                                                       |             |

#### 10.4.5 mmpos

The inputs to this process are:

- two subsequences decoded\_symbols[descriptor\_ID][descriptor\_subsequence\_ID] as specified in [subclause 12.1](#) when **descriptor\_ID** is equal to 3 and descriptor\_subsequence\_ID are equal to 0 and 1 as specified in [Table 28](#);
- the current values of j<sub>3,0</sub> and j<sub>3,1</sub> as defined in [subclause 10.4](#);
- the numberOfMappedRecordSegments variable specified in [subclause 10.4.10](#);
- the classId variable specified in [subclause 10.2.3](#);
- the arrays numberOfSplicedSeg[] and splicedSegLength[][] specified in [subclause 10.4.9](#);
- the softClipSizes[][] array specified in [subclause 10.4.7](#).

The output of this process are:

- the array mismatchOffsets[][] containing offsets of the mismatches in the sequencing read or read pair;

- the array numMismatches[] containing the number of elements in the array mismatchOffsets[][];
- the array splicedSegMismatchOffsets[][][] containing the offsets of mismatches within each spliced segment;
- the array splicedSegMismatchIdx[][] containing the positions, within the mismatchOffsets[], mismatchTypes[] and mismatches[] arrays computed as specified in [subclause 10.4.6](#), of the mismatches of each spliced segment;
- the array splicedSegMismatchNumber[][] containing the number of mismatches for each spliced segment.

In this description, subsequenceN is the subsequence identified by descriptor\_subsequence\_ID = N (i.e. subsequenceN = decoded\_symbols[3][N]).

The overall decoding process for the output variables specified in this subclause is specified in [Table 48](#):

**Table 48 — Determination of the offset of mismatches**

| Decoding step                                   | Description                                |
|-------------------------------------------------|--------------------------------------------|
| decodeMmpos()                                   | As specified in <a href="#">Table 49</a> . |
| if(classId == Class_I    classId == Class_HM) { |                                            |
| mismatchOffsetCorrectionByType()                | As specified in <a href="#">Table 51</a> . |
| }                                               |                                            |
| decodeSplicedSegMismatchOffsets()               | As specified in <a href="#">Table 50</a> . |

The mismatch offsets for each aligned segment shall be computed as specified in [Table 49](#).

**Table 49 — Determination of the offset of mismatches within genomic segments**

| Decoding step                                       | Description                                                                                                                                                        |
|-----------------------------------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| decodeMmpos() {                                     |                                                                                                                                                                    |
| for(i = 0; i < numberOfMappedRecordSegments; i++) { |                                                                                                                                                                    |
| previousOffset = 0                                  |                                                                                                                                                                    |
| j = 0                                               |                                                                                                                                                                    |
| for(k = 0; k < numberOfSplicedSeg[i]; k++) {        |                                                                                                                                                                    |
| splicedSegMismatchNumber[i][k] = 0                  |                                                                                                                                                                    |
| splicedSegMismatchIdx[i][k] = j                     |                                                                                                                                                                    |
| while(subsequence0[j <sub>3,0</sub> ++] == 0){      | Loop on subsequence0 until a terminator 1 is found.                                                                                                                |
| mismatchOffsets[i][j] =                             |                                                                                                                                                                    |
| subsequence1[j <sub>3,1</sub> ] + previousOffset    |                                                                                                                                                                    |
| previousOffset = mismatchOffsets[i][j]              |                                                                                                                                                                    |
| previousOffset += 1                                 | Adjacent mismatch positions are strictly incremental to prevent overlapping mismatches. Exceptions to this requirement are specified in <a href="#">Table 51</a> . |
| splicedSegMismatchNumber[i][k]++                    |                                                                                                                                                                    |
| j <sub>3,1</sub> ++, j++                            | Increment read and write pointers.                                                                                                                                 |
| }                                                   |                                                                                                                                                                    |
| }                                                   |                                                                                                                                                                    |

Table 49 (continued)

| Decoding step        | Description |
|----------------------|-------------|
| numMismatches[i] = j |             |
| }                    |             |
| }                    |             |

The mapping from splice mismatch indexes to genomic segment mismatch indexes shall be computed as specified in [Table 50](#).

Table 50 — Determination of the offset of mismatches within spliced segments

| Decoding step                                        |
|------------------------------------------------------|
| decodeSplicedSegMismatchOffsets() {                  |
| for(i = 0; i < numberOfAlignedRecordSegments; i++) { |
| splicedSegStartOffset = 0                            |
| splicedSegEndOffset = splicedSegStartOffset +        |
| splicedSegLength[i][0] - softClipSizes[i][0]         |
| l = 0                                                |
| for(k = 0; k < numberOfSplicedSeg[i]; k++) {         |
| for(j = 0; j < splicedSegMismatchNumber[i][k]; j++)  |
| splicedSegMismatchOffsets[i][k][j] =                 |
| mismatchOffsets[i][l] - splicedSegStartOffset        |
| l++                                                  |
| }                                                    |
| if(k < numberOfSplicedSeg[i] - 1) {                  |
| splicedSegStartOffset = splicedSegEndOffset          |
| splicedSegEndOffset = splicedSegStartOffset +        |
| splicedSegLength[i][k + 1]                           |
| }                                                    |
| }                                                    |
| }                                                    |

#### 10.4.6 mmtype

The inputs to this process are:

- three subsequences decoded\_symbols[descriptor\_ID][descriptor\_subsequence\_ID] as specified in [subclause 12.1](#) when **descriptor\_ID** is equal to 4 and descriptor\_subsequence\_ID are equal to 0, 1 and 2 as specified in [Table 29](#). The decoding process specified in [subclause 12.6.2.3](#) for decoded\_symbols[4][1] shall be performed after the decoding process specified in [Table 52](#);
- the array with the number of mismatches numMismatches[], and the offset array mismatchOffsets[][] calculated for the current genomic record as specified in [subclause 10.4.5](#);
- the arrays splicedSegMismatchNumber[][] and splicedSegMismatchOffsets[][] as specified in [subclause 10.4.5](#) the current values of  $j_{4,0}$ ,  $j_{4,1}$  and  $j_{4,2}$  as defined in [subclause 10.4](#);
- the array  $S_{\text{alphabet\_ID}}$  as specified in [subclause 9.2](#), for the value of alphabet\_ID specified in [subclause 9.2](#);
- the arrays mappingPos[][] and splicedSegMappingPos[][] as specified in [subclauses 10.4.2](#) and [10.4.10](#);
- the classId variable specified in [subclause 10.2.3](#);
- the numberOfMappedRecordSegments variable specified in [subclause 10.4.10](#);

- the variable seqId set equal to **sequence\_ID** as specified in [subclause 7.5.1.2](#). If **crps\_flag** specified in [Table 7](#) is equal to 1 and **cr\_alg\_ID** specified in [Table 17](#) is equal to 2, 3 or 4, seqId is not used;
- the variable seqStart equal to 0 if **crps\_flag** specified in [Table 7](#) is equal to 1 and **cr\_alg\_ID** specified in [Table 17](#) is equal to 2, 3 or 4, else seqStart is set equal to **seq\_start[seqId]** with **seq\_start[]** as specified in [subclause 7.3](#);
- the array splicedSegMappedLength[][] computed as specified in [subclause 10.4.9](#).

The outputs of this process are arrays containing values identifying the type of edit operations to be performed on the sequencing read or read pair computed as specified in [subclause 10.4.20](#) when classId, specified in [subclause 10.2.3](#), is equal to Class\_M, Class\_I or Class\_HM:

- the modified mismatchOffsets[][] array;
- the array mismatchTypes[][] contains values for the type of mismatch. 0 signals substitutions, 1 signals insertions and 2 signals deletions;
- the array mismatches[][] contains the symbols to be used for substitutions and insertions;
- the array substMappingOffsets[][] containing the offsets of the mismatches within the reference sequence the segment is mapped to;
- the modified splicedSegMappedLength[][] array.

In this description, subsequenceN is the subsequence identified by descriptor\_subsequence\_ID = N (i.e. subsequenceN = decoded\_symbols[4][N]).

If classId is equal either to Class\_I or to Class\_HM, the output mismatchOffsets[][] array specified in [subclause 10.4.5](#) shall be modified, before any possible use, according to the decoding process specified in [Table 51](#).

**Table 51 — Updating mismatchOffsets[][] array based on mismatch types**

| Decoding step                                       | Description                                                                                                                                                                                              |
|-----------------------------------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| mismatchOffsetCorrectionByType() {                  |                                                                                                                                                                                                          |
| k = j4,0                                            |                                                                                                                                                                                                          |
| for(i = 0; i < numberOfMappedRecordSegments; i++) { |                                                                                                                                                                                                          |
| numOfDeletions = 0                                  |                                                                                                                                                                                                          |
| for(j = 0; j < numMismatches[i]; j++) {             |                                                                                                                                                                                                          |
| mismatchOffsets[i][j] -= numOfDeletions             | Deletions can occur at the same position of the next mismatch. Therefore, the extra +1 offset to prevent overlapping mismatches, as specified in <a href="#">Table 91</a> , does not apply to deletions. |
| if(subsequence0[k] == 2) {                          | Deletion.                                                                                                                                                                                                |
| numOfDeletions += 1                                 |                                                                                                                                                                                                          |
| }                                                   |                                                                                                                                                                                                          |
| k++                                                 |                                                                                                                                                                                                          |
| }                                                   |                                                                                                                                                                                                          |
| }                                                   |                                                                                                                                                                                                          |
| }                                                   |                                                                                                                                                                                                          |

The arrays substMappingOffsets[] and splicedSegMappedLength[][] shall be, respectively, calculated and modified following the process described in [Table 52](#).

Table 52 — Determination of the substMappingOffsets[] arrays.

| Decoding step                                       | Description                                                                                                                                                                                                   |
|-----------------------------------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| k = j4, 0                                           |                                                                                                                                                                                                               |
| for(i = 0; i < numberOfMappedRecordSegments; i++) { |                                                                                                                                                                                                               |
| l = 0                                               |                                                                                                                                                                                                               |
| substMappingOffsets[i] = {}                         | Empty array.                                                                                                                                                                                                  |
| if(numberOfSplicedSeg[i] == 1) {                    | Case of no splices.                                                                                                                                                                                           |
| mappedMmpos = mappingPos[0][i] - seqStart           |                                                                                                                                                                                                               |
| previousOffset = 0                                  |                                                                                                                                                                                                               |
| for(j = 0; j < numMismatches[i]; j++) {             |                                                                                                                                                                                                               |
| mappedMmpos +=                                      |                                                                                                                                                                                                               |
| mismatchOffsets[i][j] - previousOffset              |                                                                                                                                                                                                               |
| previousOffset = mismatchOffsets[i][j]              |                                                                                                                                                                                                               |
| if(subsequence0[k] == 0) {                          | Substitution.                                                                                                                                                                                                 |
| substMappingOffsets[i][l] = mappedMmpos             |                                                                                                                                                                                                               |
| l++                                                 |                                                                                                                                                                                                               |
| } else if(subsequence0[k] == 1) {                   | Insertion.                                                                                                                                                                                                    |
| mappedMmpos -= 1                                    | Insertions increase mmpos descriptor value but, since they do not represent an actual base on the reference sequence, they shall not increase the mapped position, as specified in <a href="#">Table 91</a> . |
| } else if(subsequence0[k] == 2) {                   | Deletion.                                                                                                                                                                                                     |
| mappedMmpos += 1                                    | Deletions do not increase mmpos descriptor value but, since they represent an actual base on the reference sequence, they shall increase the mapped position, as specified in <a href="#">Table 91</a> .      |
| }                                                   |                                                                                                                                                                                                               |
| k++                                                 |                                                                                                                                                                                                               |
| }                                                   |                                                                                                                                                                                                               |
| } else {                                            | Case of splices.                                                                                                                                                                                              |
| previousOffset = 0                                  |                                                                                                                                                                                                               |
| previousSpliceEndOffset = 0                         |                                                                                                                                                                                                               |
| for(s = 0; s < numberOfSplicedSeg[i]; s++) {        |                                                                                                                                                                                                               |
| mappedMmpos = splicedSegMappingPos[i][s] -          |                                                                                                                                                                                                               |
| seqStart                                            |                                                                                                                                                                                                               |
| previousOffset = 0                                  |                                                                                                                                                                                                               |
| for(j = 0; j < splicedSegMismatchNumber[i][s];      |                                                                                                                                                                                                               |
| j++) {                                              |                                                                                                                                                                                                               |
| mappedMmpos +=                                      |                                                                                                                                                                                                               |
| splicedSegMismatchOffsets[i][s][j] -                |                                                                                                                                                                                                               |
| previousOffset                                      |                                                                                                                                                                                                               |
| previousOffset =                                    |                                                                                                                                                                                                               |
| splicedSegMismatchOffsets[i][s][j]                  |                                                                                                                                                                                                               |
| if(subsequence0[k] == 0) {                          | Substitution.                                                                                                                                                                                                 |
| substMappingOffsets[i][l] = mappedMmpos             |                                                                                                                                                                                                               |
| l++                                                 |                                                                                                                                                                                                               |

Table 52 (continued)

| Decoding step                                                       | Description                                                                                                                                                                                                   |
|---------------------------------------------------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <pre> } else if(subsequence0[k] == 1) {     mappedMmpos -= 1 </pre> | Insertion.                                                                                                                                                                                                    |
| <pre>     splicedSegMappedLength[i][s] -= 1 </pre>                  | Insertions increase mmpos descriptor value but, since they do not represent an actual base on the reference sequence, they shall not increase the mapped position, as specified in <a href="#">Table 91</a> . |
| <pre> } else if(subsequence0[k] == 2) {     mappedMmpos += 1 </pre> | Deletion.                                                                                                                                                                                                     |
| <pre>     splicedSegMappedLength[i][s] += 1 </pre>                  | Deletions do not increase mmpos descriptor value but, since they represent an actual base on the reference sequence, they shall increase the mapped position, as specified in <a href="#">Table 91</a> .      |
| <pre>     }     k++ } } } } </pre>                                  |                                                                                                                                                                                                               |

The remaining output of **mmtype** descriptor decoding process shall be calculated following the process described in [Table 53](#), after having decoded subsequence1 according to the decoding process specified in [Table 125](#) using, if required by the said decoding process specified in [Table 125](#) and by following the decoding process specified in [subclause 12.6.2.3](#), the array substMappingOffsets[] decoded as specified in [Table 52](#).

Table 53 — Determination of the mismatchTypes[] and mismatches[] arrays

| Decoding step                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                         | Description                                       |
|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|---------------------------------------------------|
| <pre> for(s = 0; s &lt; numberOfMappedRecordSegments; s++) {     j = 0     while(j &lt; numMismatches[s]) {         if(Size(subsequence0[]) &gt; 0) {             mismatchTypes[s][j] = subsequence0[j4,0]         } else {             mismatchTypes[s][j] = 0         }         if(mismatchTypes[s][j] == 0)             mismatches[s][j] =                 S<sub>alphabet ID</sub>[subsequence1[j4,1]]                 j4,1++         } else if(mismatchTypes[s][j] == 1) {             mismatches[s][j] =                 S<sub>alphabet ID</sub>[subsequence2[j4,2]]                 j4,2++         } else if(mismatchTypes[s][j] == 2) { </pre> |                                                   |
|                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                       | Default to substitution if subsequence0 is empty. |
|                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                       | Substitution.                                     |
|                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                       | Insertion.                                        |
|                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                       | Deletion.                                         |

Table 53 (continued)

| Decoding step                  | Description                                                                              |
|--------------------------------|------------------------------------------------------------------------------------------|
| /* nothing needs to be done */ | The value of mismatches[j] is undefined, as it is not relevant for any decoding process. |
| }                              |                                                                                          |
| j <sub>4,0</sub> ++, j++       |                                                                                          |
| }                              |                                                                                          |
| }                              |                                                                                          |

#### 10.4.7 clips

The inputs to this process are:

- four subsequences decoded\_symbols[descriptor\_ID][descriptor\_subsequence\_ID] as specified in [subclause 12.1](#) when **descriptor\_ID** is equal to 5;
- the variable currentRecordCount is the number of processed genomic records in the current AU and it is initialized to 0 at the beginning of current AU decoding process;
- the current values of j<sub>5,0</sub>, j<sub>5,1</sub>, j<sub>5,2</sub> and j<sub>5,3</sub> as defined in [subclause 10.4](#);
- the array S<sub>alphabet\_ID</sub>[] as specified in [subclause 9.2](#), for the value of alphabet\_ID specified in [subclause 7.4.2](#);
- the value Size(S<sub>alphabet\_ID</sub>) as specified in [subclause 9.2](#), for the value of alphabet\_ID specified in [subclause 7.4.2](#);
- the variable numberOfMappedRecordSegments calculated as specified in [subclause 10.4.10](#);
- the classId variable specified in [subclause 10.2.3](#);

The four subsequences are identified by subsequence\_ID from 0 to 3 as specified in [Table 30](#).

The output of this process is an array softClips[][][], an array softClipSizes[][] and an array hardClips[][] as specified in [Table 55](#).

The decoding process of the clips descriptor is provided in [Table 55](#) where:

- subsequenceN is the subsequence identified by descriptor\_subsequence\_ID = N;
- subsequence0[j<sub>5,0</sub>] represents the next genomic record containing clipped bases;
- subsequence1[j<sub>5,1</sub>] represent the type and position of clipped bases;
- softClips, softClipSizes, and hardClips are the output of this decoding process:
  - softClips[0][0] and softClips[1][0] contain strings of characters representing soft clips preceding the first mapped base of the leftmost read and rightmost read respectively,
  - softClips[0][1] and softClips[1][1] contain strings of characters representing soft clips following the last mapped base of the leftmost read and rightmost read respectively,
  - softClipSizes[i][j] contain the number of characters in the strings in softClips[i][j] respectively,
  - hardClips[0][0] and hardClips[1][0] contain the number of hard clips preceding the first mapped base of the leftmost read and rightmost read respectively,
  - hardClips[0][1] and hardClips[1][1] contain the number of hard clips following the last mapped base of the leftmost read and rightmost read respectively;
- the semantics of subsequence1 are as shown in [Table 54](#).

Table 54 — Values and semantics for subsequence1

| subsequence1 values | semantics                                                                                                     |
|---------------------|---------------------------------------------------------------------------------------------------------------|
| 0                   | Soft clips before the start of leftmost read. Shall not be used if 4 is present for the same genomic record.  |
| 1                   | Soft clips after the end of leftmost read. Shall not be used if 5 is present for the same genomic record.     |
| 2                   | Soft clips before the start of rightmost read. Shall not be used if 6 is present for the same genomic record. |
| 3                   | Soft clips after the end of rightmost read. Shall not be used if 7 is present for the same genomic record.    |
| 4                   | Hard clips before the start of leftmost read. Shall not be used if 0 is present for the same genomic record.  |
| 5                   | Hard clips after the end of leftmost read. Shall not be used if 1 is present for the same genomic record.     |
| 6                   | Hard clips before start of rightmost read. Shall not be used if 2 is present for the same genomic record.     |
| 7                   | Hard clips after end of rightmost read. Shall not be used if 3 is present for the same genomic record.        |
| 8                   | End-of-clips terminator.                                                                                      |

For a decoded genomic record each value of subsequence1 as specified in [Table 54](#) shall not be used more than once.

Table 55 — Decoding process of the clips descriptor

| Decoding process                                                              | Description                         |
|-------------------------------------------------------------------------------|-------------------------------------|
| <code>for(i = 0; i &lt; numberOfMappedRecordSegments; i++) {</code>           |                                     |
| <code>for(j = 0; j &lt; 2; j++) {</code>                                      |                                     |
| <code>softClips[i][j] = ""</code>                                             | Empty string.                       |
| <code>softClipSizes[i][j] = 0</code>                                          |                                     |
| <code>hardClips[i][j] = 0</code>                                              |                                     |
| <code>}</code>                                                                |                                     |
| <code>}</code>                                                                |                                     |
| <code>if(classId == Class_I    classId == Class_HM){</code>                   |                                     |
| <code>if(j<sub>5,0</sub> &lt; Size(subsequence0)</code>                       |                                     |
| <code>&amp;&amp; currentRecordCount == subsequence0[j<sub>5,0</sub>]){</code> |                                     |
| <code>end = 0</code>                                                          |                                     |
| <code>do{</code>                                                              |                                     |
| <code>if(subsequence1[j<sub>5,1</sub>] ≤ 3){</code>                           | Soft clips.                         |
| <code>j=0</code>                                                              |                                     |
| <code>segmentIdx = subsequence1[j<sub>5,1</sub>] &gt;&gt; 1</code>            |                                     |
| <code>leftRightIdx = subsequence1[j<sub>5,1</sub>] &amp; 1</code>             |                                     |
| <code>do{</code>                                                              |                                     |
| <code>softClips[segmentIdx][leftRightIdx][j] =</code>                         |                                     |
| <code>S<sub>alphabet_ID</sub>[subsequence2[j<sub>5,2</sub>]]</code>           |                                     |
| <code>j<sub>5,2</sub>++</code>                                                | Increment pointer for subsequence2. |
| <code>j++</code>                                                              |                                     |

Table 55 (continued)

| Decoding process                                                                     | Description                                                                                  |
|--------------------------------------------------------------------------------------|----------------------------------------------------------------------------------------------|
| <code>} while(subsequence2[j<sub>5,2</sub>] != Size(S<sub>alphabet_ID</sub>))</code> | Continue reading symbols of clipped bases until the end-of-soft-clips terminator is reached. |
| <code>j<sub>5,2</sub>++</code>                                                       | Increment pointer for subsequence2.                                                          |
| <code>softClipSizes[segmentIdx][leftRightIdx] = j</code>                             | Store soft clips size.                                                                       |
| <code>}</code>                                                                       |                                                                                              |
| <code>else if(subsequence1[j<sub>5,1</sub>] ≤ 7){</code>                             | Hard clips.                                                                                  |
| <code>segmentIdx = (subsequence1[j<sub>5,1</sub>] - 4) &gt;&gt; 1</code>             |                                                                                              |
| <code>leftRightIdx = (subsequence1[j<sub>5,1</sub>] - 4) &amp; 1</code>              |                                                                                              |
| <code>hardClips[segmentIdx][leftRightIdx] =<br/>subsequence3[j<sub>5,3</sub>]</code> | Store the number of hard clips.                                                              |
| <code>j<sub>5,3</sub>++</code>                                                       | Increment pointer for subsequence3.                                                          |
| <code>}</code>                                                                       |                                                                                              |
| <code>else if(subsequence1[j<sub>5,1</sub>] == 8){</code>                            | End-of-clips terminator.                                                                     |
| <code>end = 1</code>                                                                 |                                                                                              |
| <code>}</code>                                                                       |                                                                                              |
| <code>j<sub>5,1</sub>++</code>                                                       | Increment pointer for subsequence1.                                                          |
| <code>} while(end == 0)</code>                                                       | Continue decoding soft and hard clips until the end of clips terminator is detected.         |
| <code>j<sub>5,0</sub>++</code>                                                       | Increment pointer for subsequence0.                                                          |
| <code>}</code>                                                                       |                                                                                              |
| <code>currentRecordCount++</code>                                                    |                                                                                              |
| <code>}</code>                                                                       |                                                                                              |

#### 10.4.8 ureads

The inputs to this process (see [Table 56](#)) are:

- the array decoded\_symbols[descriptor\_ID][0] structure as specified in [subclause 12.1](#) when **descriptor\_ID** is equal to 6;
- the current value of j<sub>6,0</sub>;
- the array S<sub>alphabet\_ID</sub>[] as specified in [subclause 9.2](#), for the value of alphabet\_ID specified in [subclause 7.4.2](#).

The output of this process is a string decodedUreads.

Table 56 — Decoding process of the ureads descriptor

| Decoding process                                                                                                         | Description                                                                                          |
|--------------------------------------------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------|
| <code>decodeUreads(length) {</code>                                                                                      |                                                                                                      |
| <code>decodedUreads = ""</code>                                                                                          | Empty string.                                                                                        |
| <code>for(j = 0; j &lt; length; j++) {</code>                                                                            |                                                                                                      |
| <code>decodedUreads = strcat(decodedUreads,</code><br><code>S_alphabet_ID[decoded_symbols[6][0][j<sub>6,0</sub>]]</code> | <code>strcat</code> returns the concatenation of the two arrays of ASCII characters passed as input. |
| <code>j<sub>6,0</sub>++</code>                                                                                           |                                                                                                      |
| <code>}</code>                                                                                                           |                                                                                                      |
| <code>}</code>                                                                                                           |                                                                                                      |

#### 10.4.9 rlen

The **rlen** descriptor is present when `read_length` is equal to 0 in the parameter set or when there are multiple alignments with splices.

The inputs to this process are:

- the array `decoded_symbols[descriptor_ID][0]` as specified in [subclause 12.1](#) when **descriptor\_ID** is equal to 7;
- the value `read_length` as specified in [subclause 7.4.2](#);
- the variable `classId` computed in [subclause 10.2.3](#);
- the variables `numberOfRecordSegments` and `numberOfAlignedRecordSegments` computed as specified in [subclause 10.4.10](#);
- if `classId` is equal to `Class_I` or `Class_HM`, the array `hardClips[][]` computed as specified in [subclause 10.4.7](#);
- the **spliced\_reads\_flag** syntax element specified in [subclause 7.4.2](#);
- the `softClipSizes[][]` array specified in [subclause 10.4.7](#);
- the current value of `j7,0`.

The outputs of this process are:

- the array `readLength[]`;
- the array `numberOfSplicedSeg[]`;
- the array `splicedSegLength[][]`;
- the array `splicedSegMappedLength[][]`.

The decoding process of the `rlen` descriptor is specified in [Table 57](#). In this description, `subsequenceN` is the subsequence identified by `descriptor_subsequence_ID = N` (i.e. `subsequenceN = decoded_symbols[7][N]`).

Table 57 — Decoding process of the rlen descriptor

| Decoding step                                                    | Description |
|------------------------------------------------------------------|-------------|
| <code>if(read_length == 0){</code>                               |             |
| <code>for(i = 0; i &lt; numberOfRecordSegments; i++){</code>     |             |
| <code>readLength[i] = subsequence0[j<sub>7,0</sub>++] + 1</code> |             |
| <code>}</code>                                                   |             |
| <code>}else{</code>                                              |             |

Table 57 (continued)

| Decoding step                                                             | Description |
|---------------------------------------------------------------------------|-------------|
| for(i = 0; i < numberOfRecordSegments; i++){                              |             |
| if(classId == Class_I){                                                   |             |
| readLength[i] = read_length<br>- hardClips[i][0] - hardClips[i][1]        |             |
| }                                                                         |             |
| else if(classId == Class_HM && i == 0){                                   |             |
| readLength[i] = read_length<br>- hardClips[0][0] - hardClips[0][1]        |             |
| }                                                                         |             |
| else {                                                                    |             |
| readLength[i] = read_length                                               |             |
| }                                                                         |             |
| }                                                                         |             |
| for(i = 0; i < numberOfRecordSegments; i++){                              |             |
| numberOfSplicedSeg[i] = 1                                                 |             |
| splicedSegLength[i][0] = readLength[i]                                    |             |
| splicedSegMappedLength[i][0] = readLength[i]                              |             |
| }                                                                         |             |
| if(spliced_reads_flag &&<br>(classId == Class_I    classId == Class_HM)){ |             |
| for(i = 0; i < numberOfAlignedRecordSegments; i++){                       |             |
| remainingLen = readLength[i]                                              |             |
| j = 0                                                                     |             |
| do{                                                                       |             |
| spliceLen = subsequence[j,0++]                                            |             |
| remainingLen -= spliceLen                                                 |             |
| splicedSegLength[i][j] = spliceLen                                        |             |
| splicedSegMappedLength[i][j] = spliceLen                                  |             |
| j++                                                                       |             |
| } while(remainingLen > 0)                                                 |             |
| numberOfSplicedSeg[i] = j                                                 |             |
| splicedSegMappedLength[i][0] -=<br>softClipSizes[i][0]                    |             |
| splicedSegMappedLength[i][j-1] -=<br>softClipSizes[i][1]                  |             |
| }                                                                         |             |
| }                                                                         |             |

#### 10.4.10pair

[Table 58](#) lists the possible decoding cases for the pair descriptor with the associated description for the first alignment and class U.

**Table 58 — Specification of the decoding cases for the pair descriptor for primary alignments and class U**

| Decoding case   | Description                                                            |          |                                            |
|-----------------|------------------------------------------------------------------------|----------|--------------------------------------------|
|                 | Classes P, N, M, I                                                     | Class HM | Class U                                    |
| same_rec        | Read 1 and read 2 are encoded in the same genomic record.              |          |                                            |
| R1_split        | Read 1 in pair is on the same reference sequence but coded separately. | N/A      | Read 1 paired with mate in the same AU.    |
| R2_split        | Read 2 in pair is on the same reference sequence but coded separately. | N/A      | Read 2 paired with mate in the same AU.    |
| R1_diff_ref_seq | Read 1 is on a different reference sequence.                           | N/A      | Read 1 paired with mate in a different AU. |
| R2_diff_ref_seq | Read 2 is on a different reference sequence.                           | N/A      | Read 2 paired with mate in a different AU. |
| R1_unpaired     | Read 1 is unpaired.                                                    | N/A      | Read 1 unpaired.                           |
| R2_unpaired     | Read 2 is unpaired.                                                    | N/A      | Read 2 unpaired.                           |

[Table 59](#) lists the possible decoding cases for the pair descriptor with the associated description for alignments after the first one.

When the two ends of a paired-end read are coded in two different genomic records, they are part of a split alignment.

**Table 59 — Specification of the decoding cases for the pair descriptor for alignments after the first one**

| Decoding case   | Description                                                                                                                   |
|-----------------|-------------------------------------------------------------------------------------------------------------------------------|
|                 | Classes P, N, M, I                                                                                                            |
| same_rec_short  | Read 1 and read 2 are encoded in the same genomic record and the absolute pairing distance is smaller than or equal to 32767. |
| same_rec_long   | Read 1 and read 2 are encoded in the same genomic record and the absolute pairing distance is greater than 32767.             |
| R2_diff_ref_seq | Read 2 is on a different reference sequence.                                                                                  |

[Table 60](#) lists the possible decoding cases for the pair descriptor with the associated description for spliced reads.

**Table 60 — Specification of the decoding cases for the pair descriptor for spliced reads**

| Decoding case       | Description                                                                                                                   |
|---------------------|-------------------------------------------------------------------------------------------------------------------------------|
|                     | Classes I, HM                                                                                                                 |
| same_rec_short      | The next splice is in the same genomic record as current splice, and the splicing distance is smaller than or equal to 65535. |
| same_rec_long       | The next splice is in the same genomic record as current splice, and the splicing distance is greater than 65535.             |
| splice_diff_ref_seq | The next splice is on a different reference sequence than the current splice.                                                 |

The inputs to this process are:

- the value of numberOfTemplateSegments as specified in [subclause 7.4.2](#);
- eight subsequences decoded\_symbols[descriptor\_ID][descriptor\_subsequence\_ID] as specified in [subclause 12.1](#) when **descriptor\_ID** is equal to 8. The description of each subsequence is provided in [Table 31](#);
- the current values of  $j_{8,0}$ ,  $j_{8,1}$ ,  $j_{8,2}$ ,  $j_{8,3}$ ,  $j_{8,4}$ ,  $j_{8,5}$ ,  $j_{8,6}$  and  $j_{8,7}$ ;

- the array mappingPos[][0] computed as specified [subclause 10.4.2](#);
- the classId variable specified in [subclause 10.2.3](#);
- a seqId variable set to **sequence\_ID** as specified in [subclause 7.5.1.2](#);
- the array alignPtr[][] specified in [subclause 10.4.12](#);
- the variable numberOfAlignments and the array numberOfSegmentAlignments[] specified in [subclause 10.4.12](#);
- the arrays numberOfSplicedSeg[] and splicedSegLength[][] specified in [subclause 10.4.9](#);
- the **crps\_flag** value specified in [subclause 7.4.2](#) and the **cr\_alg\_ID** value specified in [subclause 7.4.2.4](#);

The outputs of this process are:

- a variable numberOfRecordSegments calculated as follows:
  - if numberOfTemplateSegments is equal to 1 then numberOfRecordSegments is set to 1,
  - else if classId is equal to Class\_HM as specified in [Table 38](#) then numberOfRecordSegments is set to 2,
  - else if subsequence0<sub>[j8,0]</sub> is equal to 0 then numberOfRecordSegments is set to 2,
  - else numberOfRecordSegments is set to 1;
- a variable numberOfAlignedRecordSegments calculated as follows:
  - if classId is equal to Class\_HM as specified in [Table 38](#) then numberOfAlignedRecordSegments is set to 1,
  - else if classId is equal to Class\_U as specified in [Table 38](#) then numberOfAlignedRecordSegments is set to 0,
  - else numberOfAlignedRecordSegments is set to the value of numberOfRecordSegments;
- a variable numberOfMappedRecordSegments calculated as follows:
  - if classId is equal to Class\_U as specified in [Table 38](#), and **crps\_flag** is not equal to 0 and **cr\_alg\_ID** is equal to 2 or 4 as specified in [subclause 7.4.2](#), then numberOfMappedRecordSegments is set to the value of numberOfRecordSegments,
  - else numberOfMappedRecordSegments is set to the value of numberOfAlignedRecordSegments,
- a variable unpairedRead calculated as follows:
  - if classId is equal to Class\_HM as specified in [Table 38](#) then unpairedRead is set to 0,
  - else if numberOfTemplateSegments is equal to 1 or subsequence0<sub>[j8,0]</sub> is equal to 5 or 6 then unpairedRead is set to 1,
  - else unpairedRead is set to 0;
- one flag read1First, whose value follows the same semantics of **read\_1\_first** output syntax element specified in [subclause 13.2.8](#);
- the arrays splitMate[][i] for i from 1 to numberOfTemplateSegments, where the value of each element follows the same semantics of **split\_alignment** output syntax element specified in [subclause 13.2.23](#);
- the arrays splicedSegMappingPos[i][] for i from 0 to numberOfRecordSegments.

When classId is equal to Class\_P, Class\_N, Class\_M or Class\_I, additional output of this process is:

- the arrays mappingPos[][i] for i from 1 to numberOfTemplateSegments;

— the arrays `mateSeqId[][i]` for  $i$  from 1 to `numberOfTemplateSegments`.

When `classId` is equal to `Class_U`, additional output of this process is:

— the arrays `pairingMate[i]` from 1 to `numberOfTemplateSegments`. A -1 value in an array element is used as reserved value;

In the following descriptions of the decoding process `subsequenceN` indicates the subsequence identified by `descriptor_subsequence_ID` equal to  $N$ .

The decoding process of the **pair** descriptor is carried out by applying the decoding processes specified in [Table 61](#), [Table 62](#), and [Table 63](#), in this exact order.

The decoding process of the **pair** descriptor for the first alignment and for class `U` is specified in [Table 60](#).

**Table 61 — Decoding process of the pair descriptor subsequences for the first alignment in the record or class `U`**

| Decoding step                                                                    | Description                                                                           |
|----------------------------------------------------------------------------------|---------------------------------------------------------------------------------------|
| <code>splitMate[0][0] = 0</code>                                                 |                                                                                       |
| <code>readlFirst = 1</code>                                                      |                                                                                       |
| <code>if(classId == Class_HM) {</code>                                           |                                                                                       |
| <code>readlFirst = (subsequence1[j<sub>8,1</sub>++] &amp; 0x0001) ? 0 : 1</code> | same_rec – in records of class HM, the paired segments are always in the same record. |
| <code>splitMate[0][1] = 0</code>                                                 |                                                                                       |
| <code>} else {</code>                                                            |                                                                                       |
| <code>for(i = 1; i &lt; numberOfTemplateSegments; i++) {</code>                  |                                                                                       |
| <code>if(subsequence0[j<sub>8,0</sub>] == 0){</code>                             | same_rec                                                                              |
| <code>splitMate[0][i] = 0</code>                                                 |                                                                                       |
| <code>if(classId != Class_U</code>                                               |                                                                                       |
| <code>   (crps_flag != 0 &amp;&amp;</code>                                       |                                                                                       |
| <code>(cr_alg_ID == 2    cr_alg_ID == 4))) {</code>                              |                                                                                       |
| <code>readlFirst = (subsequence1[j<sub>8,1</sub>] &amp; 0x0001) ? 0 : 1</code>   |                                                                                       |
| <code>delta = subsequence1[j<sub>8,1</sub>] &gt;&gt; 1</code>                    | $0 \leq \text{delta} \leq 32767$                                                      |
| <code>mappingPos[0][i] = mappingPos[0][0] + delta</code>                         |                                                                                       |
| <code>if(classId != Class_U) {</code>                                            |                                                                                       |
| <code>mateSeqId[0][i] = seqId</code>                                             |                                                                                       |
| <code>}else {</code>                                                             |                                                                                       |
| <code>pairingMate[i] = -1</code>                                                 |                                                                                       |
| <code>}</code>                                                                   |                                                                                       |
| <code>j<sub>8,1</sub>++</code>                                                   |                                                                                       |
| <code>} else {</code>                                                            |                                                                                       |
| <code>readlFirst = 1</code>                                                      |                                                                                       |
| <code>pairingMate[i] = -1</code>                                                 |                                                                                       |
| <code>}</code>                                                                   |                                                                                       |
| <code>}</code>                                                                   |                                                                                       |
| <code>else if (subsequence0[j<sub>8,0</sub>] == 1){</code>                       | R1_split                                                                              |
| <code>splitMate[0][i] = 1</code>                                                 |                                                                                       |
| <code>readlFirst = 0</code>                                                      |                                                                                       |
| <code>if(classId != Class_U) {</code>                                            |                                                                                       |

Table 61 (continued)

| Decoding step                                      | Description                                                                                                                                                                                                  |
|----------------------------------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| mappingPos[0][i] = subsequence2[j <sub>8,2</sub> ] | Absolute mapping position of read 1 on the same reference sequence. The maximum value is 2 <sup>posSize</sup> – 1 where posSize is specified in <a href="#">subclause 7.4.2</a> .                            |
| mateSeqId[0][i] = seqId                            |                                                                                                                                                                                                              |
| } else {                                           |                                                                                                                                                                                                              |
| pairingMate[i] = -1                                |                                                                                                                                                                                                              |
| }                                                  |                                                                                                                                                                                                              |
| j <sub>8,2</sub> ++                                |                                                                                                                                                                                                              |
| }                                                  |                                                                                                                                                                                                              |
| else if (subsequence0[j <sub>8,0</sub> ] == 2){    | R2_split                                                                                                                                                                                                     |
| splitMate[0][i] = 1                                |                                                                                                                                                                                                              |
| readlFirst = 1                                     |                                                                                                                                                                                                              |
| if(classId != Class_U) {                           |                                                                                                                                                                                                              |
| mappingPos[0][i] = subsequence3[j <sub>8,3</sub> ] | Absolute mapping position of the read 2 on the same reference sequence. The maximum value is 2 <sup>posSize</sup> – 1 where posSize is specified in <a href="#">subclause 7.4.2</a> .                        |
| mateSeqId[0][i] = seqId                            |                                                                                                                                                                                                              |
| } else {                                           |                                                                                                                                                                                                              |
| pairingMate[i] = -1                                |                                                                                                                                                                                                              |
| }                                                  |                                                                                                                                                                                                              |
| j <sub>8,3</sub> ++                                |                                                                                                                                                                                                              |
| }                                                  |                                                                                                                                                                                                              |
| else if (subsequence0[j <sub>8,0</sub> ] == 3){    | R1_diff_ref_seq                                                                                                                                                                                              |
| splitMate[0][i] = 1                                |                                                                                                                                                                                                              |
| readlFirst = 0                                     |                                                                                                                                                                                                              |
| if(classId != CLASS_U) {                           |                                                                                                                                                                                                              |
| mateSeqId[0][i] = subsequence4[j <sub>8,4</sub> ]  | Identifier of the reference sequence to which read 1 is mapped.                                                                                                                                              |
| mappingPos[0][i] = subsequence6[j <sub>8,6</sub> ] | Absolute mapping position of read 1 on the reference sequence identified by mateSeqId[0][i]. The maximum value is 2 <sup>posSize</sup> – 1 where posSize is specified in <a href="#">subclause 7.4.2.1</a> . |
| }else{                                             |                                                                                                                                                                                                              |
| pairingMate[i] = -1                                |                                                                                                                                                                                                              |
| }                                                  |                                                                                                                                                                                                              |
| j <sub>8,4</sub> ++, j <sub>8,6</sub> ++,          |                                                                                                                                                                                                              |
| }                                                  |                                                                                                                                                                                                              |
| else if (subsequence0[j <sub>8,0</sub> ] == 4){    | R2_diff_ref_seq                                                                                                                                                                                              |
| splitMate[0][i] = 1                                |                                                                                                                                                                                                              |
| readlFirst = 1                                     |                                                                                                                                                                                                              |

Table 61 (continued)

| Decoding step                                                     | Description                                                                                                                                                                                                                                 |
|-------------------------------------------------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <code>if(classId != CLASS_U){</code>                              |                                                                                                                                                                                                                                             |
| <code>    mateSeqId[0][i] = subsequence5[j<sub>8,5</sub>]</code>  | Identifier of the reference sequence to which read 2 is mapped.                                                                                                                                                                             |
| <code>    mappingPos[0][i] = subsequence7[j<sub>8,7</sub>]</code> | Absolute mapping position of the read 2 on the reference sequence identified by <code>mateSeqId[0][i]</code> . The maximum value is $2^{\text{posSize}} - 1$ where <code>posSize</code> is specified in <a href="#">subclause 7.4.2.1</a> . |
| <code>    }else{</code>                                           |                                                                                                                                                                                                                                             |
| <code>        pairingMate[i] = -1</code>                          |                                                                                                                                                                                                                                             |
| <code>    }</code>                                                |                                                                                                                                                                                                                                             |
| <code>    j<sub>8,5</sub>++, j<sub>8,7</sub>++,</code>            |                                                                                                                                                                                                                                             |
| <code>    }</code>                                                |                                                                                                                                                                                                                                             |
| <code>    else if (subsequence0[j<sub>8,0</sub>] == 5){</code>    | R1_unpaired                                                                                                                                                                                                                                 |
| <code>        splitMate[0][i] = 2</code>                          |                                                                                                                                                                                                                                             |
| <code>        read1First = 1</code>                               |                                                                                                                                                                                                                                             |
| <code>        if(classId == CLASS_U){</code>                      |                                                                                                                                                                                                                                             |
| <code>            pairingMate[i] = -1</code>                      |                                                                                                                                                                                                                                             |
| <code>        }</code>                                            |                                                                                                                                                                                                                                             |
| <code>    }</code>                                                |                                                                                                                                                                                                                                             |
| <code>    else if (subsequence0[j<sub>8,0</sub>] == 6){</code>    | R2_unpaired                                                                                                                                                                                                                                 |
| <code>        splitMate[0][i] = 2</code>                          |                                                                                                                                                                                                                                             |
| <code>        read1First = 0</code>                               |                                                                                                                                                                                                                                             |
| <code>        if(classId == CLASS_U){</code>                      |                                                                                                                                                                                                                                             |
| <code>            pairingMate[i] = -1</code>                      |                                                                                                                                                                                                                                             |
| <code>        }</code>                                            |                                                                                                                                                                                                                                             |
| <code>    }</code>                                                |                                                                                                                                                                                                                                             |
| <code>    j<sub>8,0</sub>++</code>                                |                                                                                                                                                                                                                                             |
| <code>    }</code>                                                |                                                                                                                                                                                                                                             |
| <code>}</code>                                                    |                                                                                                                                                                                                                                             |

The decoding process of the **pair** descriptor for the alignments after the first one is specified in [Table 62](#).

**Table 62 — Decoding process of the pair descriptor subsequences for the alignments in the record after the first one**

| Decoding step                                                                                                                                                           | Description |
|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-------------|
| <code>for(i = 1; i &lt; numberOfSegmentAlignments[0]; i++) {</code>                                                                                                     |             |
| <code>    splitMate[i][0] = 0</code>                                                                                                                                    |             |
| <code>}</code>                                                                                                                                                          |             |
| <code>if((classId == Class_P    classId == Class_N</code><br><code>       class_ID == Class_M    classId == Class_I)</code><br><code>&amp;&amp; !unpairedRead) {</code> |             |
| <code>    for(j = 1; j &lt; numberOfTemplateSegments; j++) {</code>                                                                                                     |             |
| <code>        currAlignIdx = 0</code>                                                                                                                                   |             |

Table 62 (continued)

| Decoding step                                      | Description                                                                                                                                                                                                                                                             |
|----------------------------------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| for(i = 1; i < numberOfAlignments; i++){           |                                                                                                                                                                                                                                                                         |
| alignIdx = alignPtr[i][j]                          |                                                                                                                                                                                                                                                                         |
| if(alignIdx > currAlignIdx) {                      |                                                                                                                                                                                                                                                                         |
| currAlignIdx = alignIdx                            |                                                                                                                                                                                                                                                                         |
| if(subsequence0[j <sub>8,0</sub> ] == 0){          | same_rec_short                                                                                                                                                                                                                                                          |
| splitMate[alignIdx][j] = 0                         |                                                                                                                                                                                                                                                                         |
| delta = subsequence1[j <sub>8,1</sub> ] >> 1;      | 0 ≤ delta ≤ 32767                                                                                                                                                                                                                                                       |
| if(subsequence1[j <sub>8,1</sub> ] & 0x0001)       | read sign bit                                                                                                                                                                                                                                                           |
| delta = - delta                                    |                                                                                                                                                                                                                                                                         |
| mappingPos[alignIdx][j] =                          |                                                                                                                                                                                                                                                                         |
| mappingPos[alignPtr[i][0]][0]                      |                                                                                                                                                                                                                                                                         |
| + delta                                            |                                                                                                                                                                                                                                                                         |
| mateSeqId[alignIdx][j] = seqId                     |                                                                                                                                                                                                                                                                         |
| j <sub>8,1</sub> ++                                |                                                                                                                                                                                                                                                                         |
| }                                                  |                                                                                                                                                                                                                                                                         |
| else if (subsequence0[j <sub>8,0</sub> ] == 2){    | same_rec_long                                                                                                                                                                                                                                                           |
| splitMate[alignIdx][j] = 0                         |                                                                                                                                                                                                                                                                         |
| mappingPos[alignIdx][j] =                          |                                                                                                                                                                                                                                                                         |
| subsequence3[j <sub>8,3</sub> ]                    | For classes P, N, M, I<br>Absolute mapping position<br>of read 2 on the same<br>reference sequence. The<br>maximum value is<br>2 <sup>posSize</sup> – 1 where posSize is speci-<br>fied in <a href="#">subclause 7.4.2.1</a> .                                          |
| mateSeqId[alignIdx][j] = seqId                     |                                                                                                                                                                                                                                                                         |
| j <sub>8,3</sub> ++                                |                                                                                                                                                                                                                                                                         |
| }                                                  |                                                                                                                                                                                                                                                                         |
| else if (subsequence0[j <sub>8,0</sub> ] == 4){    | R2_diff_ref_seq                                                                                                                                                                                                                                                         |
| splitMate[alignIdx][j] = 1                         |                                                                                                                                                                                                                                                                         |
| mateSeqId[alignIdx][j] =                           | Identifier of the reference se-<br>quence to which read 2 is mapped.                                                                                                                                                                                                    |
| subsequence5[j <sub>8,5</sub> ]                    |                                                                                                                                                                                                                                                                         |
| mappingPos[alignIdx][j] =                          | For classes P, N, M, I<br>Absolute mapping position of read<br>2 on the reference sequence identi-<br>fied by subsequence5[j <sub>8,5</sub> ]. The<br>maximum value is<br>2 <sup>posSize</sup> – 1 where posSize is<br>specified in <a href="#">subclause 7.4.2.1</a> . |
| subsequence7[j <sub>8,7</sub> ]                    |                                                                                                                                                                                                                                                                         |
| j <sub>8,5</sub> ++, j <sub>8,7</sub> ++,          |                                                                                                                                                                                                                                                                         |
| }                                                  |                                                                                                                                                                                                                                                                         |
| else {                                             |                                                                                                                                                                                                                                                                         |
| /* other subsequence0[j <sub>8,0</sub> ] values */ | reserved                                                                                                                                                                                                                                                                |
| }                                                  |                                                                                                                                                                                                                                                                         |
| j <sub>8,0</sub> ++                                |                                                                                                                                                                                                                                                                         |
| }                                                  |                                                                                                                                                                                                                                                                         |
| }                                                  |                                                                                                                                                                                                                                                                         |
| }                                                  |                                                                                                                                                                                                                                                                         |

The decoding process of the **pair** descriptor for spliced reads is specified in [Table 63](#).

**Table 63 — Decoding process of the pair descriptor subsequences for spliced reads**

| Decoding step                                       | Description                               |
|-----------------------------------------------------|-------------------------------------------|
| for(i = 0; i < numberOfMappedRecordSegments; i++) { |                                           |
| splicedSegMappingPos[i][0] = mappingPos[0][i]       |                                           |
| }                                                   |                                           |
| if(classId == Class_I    classId == Class_HM) {     |                                           |
| for(i = 0; i < numberOfAlignedRecordSegments;       |                                           |
| i++){                                               |                                           |
| for(j = 1; j < numberOfSplicedSeg[i]; j++) {        |                                           |
| prevSpliceMappingEnd =                              |                                           |
| splicedSegMappingPos[i][j - 1]                      |                                           |
| + splicedSegLength[i][j - 1]                        |                                           |
| if(subsequence0[j <sub>8,0</sub> ] == 0) {          | same_rec_short                            |
| delta = subsequence1[j <sub>8,1</sub> ] >> 1        | 0 ≤ delta ≤ 32767                         |
| if(subsequence1[j <sub>8,1</sub> ] & 0x0001)        | read sign bit                             |
| delta = - delta                                     |                                           |
| splicedSegMappingPos[i][j] =                        |                                           |
| prevSpliceMappingEnd + delta                        |                                           |
| j <sub>8,1</sub> ++                                 |                                           |
| }                                                   |                                           |
| else if (subsequence0[j <sub>8,0</sub> ] == 2){     | same_rec_long                             |
| splicedSegMappingPos[i][j] =                        | Absolute mapping position                 |
| subsequence3[j <sub>8,3</sub> ]                     | of the splice on the same                 |
|                                                     | reference sequence as                     |
|                                                     | the previous splice. The                  |
|                                                     | maximum value is 2 <sup>posSize</sup> - 1 |
|                                                     | where posSize is specified in             |
|                                                     | <a href="#">subclause 7.4.2.1</a> .       |
| j <sub>8,3</sub> ++                                 |                                           |
| }                                                   |                                           |
| else {                                              |                                           |
| /* other subsequence0[j <sub>8,0</sub> ] values */  | reserved                                  |
| }                                                   |                                           |
| j <sub>8,0</sub> ++                                 |                                           |
| }                                                   |                                           |
| }                                                   |                                           |
| }                                                   |                                           |

#### 10.4.11 mscore

The **mscore** descriptor provides a score per segment in each alignment. Some information on how to use the mscore descriptor to express the mapping quality is provided in [Annex B](#).

The inputs to this process are:

- the decoded\_symbols[descriptor\_ID] array specified in [subclause 12.1](#) when **descriptor\_ID** is equal to 9;
- the current value of j<sub>9,0</sub>;
- the value of syntax element **as\_depth** specified in [subclause 7.4.2](#);

- the variable **extended\_alignment\_info\_flag** specified in [subclause 7.4.2](#);
- the array `numberOfSegmentAlignments[]` calculated as specified in [subclause 10.4.12](#);
- the variable `numberOfAlignedRecordSegments` calculated as specified in [subclause 10.4.10](#);
- the array `splitMate` as specified in [subclause 10.4.10](#).

The output of this process is the three-dimensional `mappingScores[][][]` array.

The decoding process of the **mscore** descriptor is specified in [Table 64](#). In this description, `subsequenceN` is the subsequence identified by `descriptor_subsequence_ID = N` (i.e. `subsequenceN = decoded_symbols[9][N]`).

**Table 64 — Decoding process for the mscore descriptor**

| Decoding step                                                                  | Description |
|--------------------------------------------------------------------------------|-------------|
| <code>for(i = 0; i &lt; as_depth; i++) {</code>                                |             |
| <code>for(j = 0; j &lt; numberOfAlignedRecordSegments; j++) {</code>           |             |
| <code>for(k = 0; k &lt; numberOfSegmentAlignments[j]; k++) {</code>            |             |
| <code>if(splitMate[k][j] == 0) {</code>                                        |             |
| <code>mappingScores[k][j][i] = subsequence0[j<sub>9,0</sub>++];</code>         |             |
| <code>}</code>                                                                 |             |
| <code>for (h=1;h&lt; numberOfTemplateSegments;h++){</code>                     |             |
| <code>if(splitMate[j][h] == 1 &amp;&amp; extended_alignment_info_flag){</code> |             |
| <code>mappingScores[h][j][i] = subsequence0[j<sub>9,0</sub>++];</code>         |             |
| <code>}</code>                                                                 |             |
| <code>}</code>                                                                 |             |
| <code>}</code>                                                                 |             |
| <code>}</code>                                                                 |             |

## 10.4.12 mmap

### 10.4.12.1 General

The **mmap** descriptor is used to signal on how many positions the read or the leftmost read of a pair has been aligned. A genomic record containing multiple alignments is associated with one **mmap** descriptor.

The inputs to this process are:

- the variables `unpairedRead`, `numberOfAlignedRecordSegments` and `numberOfRecordSegments` computed in [subclause 10.4.10](#);
- the subsequences `decoded_symbols[descriptor_ID][descriptor_subsequence_ID]` as specified in [subclause 12.1](#) when **descriptor\_ID** is equal to 10. The description of each subsequence is provided in [Table 32](#);
- the current values of `j10,0`, `j10,1`, `j10,2`, `j10,3`, `j10,4`;
- the `classId` variable specified in [subclause 10.2.3](#);
- the value of **multiple\_alignments\_flag** specified in [subclause 7.4.2](#);
- the **crps\_flag** value specified in [subclause 7.4.2](#) and the **cr\_alg\_ID** value specified in [subclause 7.4.2.4](#).

The outputs of this process are:

- the variable `numberOfAlignments` containing the total number of alignments;

- the array `numberOfSegmentAlignments[]` containing the total number of segment-specific alignments;
- the array `numberOfAlignmentsPairs[]` containing the number of alignments of the rightmost read associated to each alignment of the leftmost read;
- the bi-dimensional array `alignPtr[][]` containing unsigned integer values representing, for each alignment, the indexes of the corresponding segment-specific alignments;
- the variable `moreAlignments`;
- the variable `moreAlignmentsNextPos`;
- the variable `moreAlignmentsNextSeqId`;
- the variable `numberOfSegmentMappings[]` calculated as follows:
  - if `classId` is equal to `Class_U` as specified in [Table 38](#), and `crps_flag` is not equal to 0 and `cr_alg_ID` is equal to 2, 3 or 4 as specified in [subclause 7.4.2](#), then the elements `numberOfSegmentMappings[i]` are set 1 for all values of `i` from 0 to `numberOfRecordSegments - 1`,
  - else `numberOfSegmentMappings[]` is set equal to `numberOfSegmentAlignments[]`.

In the following clauses, `subsequence0` is the array `decoded_symbols[10][0]` specified in [subclause 12.1](#).

The decoding process shown in [Table 65](#) applies.

**Table 65 — Decoding process of mmap**

| Decoding step                                                                | Description                                      |
|------------------------------------------------------------------------------|--------------------------------------------------|
| <code>if(classId != Class_U) {</code>                                        |                                                  |
| <code>if(multiple_alignment_flag == 0) {</code>                              |                                                  |
| <code>numberOfSegmentAlignments[0] = 1</code>                                | Total number of alignments of the leftmost read. |
| <code>} else {</code>                                                        |                                                  |
| <code>numberOfSegmentAlignments[0] = subsequence0[j<sub>10,0</sub>++]</code> |                                                  |
| <code>}</code>                                                               |                                                  |
| <code>} else {</code>                                                        |                                                  |
| <code>numberOfSegmentAlignments[0] = 0</code>                                |                                                  |
| <code>}</code>                                                               |                                                  |
| <code>moreAlignments = 0</code>                                              |                                                  |
| <code>if(unpairedRead    classId == Class_HM) {</code>                       |                                                  |
| <code>numberOfAlignments = numberOfSegmentAlignments[0]</code>               |                                                  |
| <code>for(i = 0; i &lt; numberOfAlignments; i++) {</code>                    |                                                  |
| <code>alignPtr[i][0] = i</code>                                              |                                                  |
| <code>}</code>                                                               |                                                  |
| <code>} else if(classId == Class_U) {</code>                                 |                                                  |
| <code>if(numberOfRecordSegments &gt; 1)</code>                               |                                                  |
| <code>numberOfSegmentAlignments[1] = 0</code>                                |                                                  |
| <code>numberOfAlignments = 0</code>                                          |                                                  |
| <code>} else {</code>                                                        |                                                  |
| <code>numberOfSegmentAlignments[1] = 0</code>                                |                                                  |
| <code>k = 0, i = 0</code>                                                    |                                                  |
| <code>while(i &lt; numberOfSegmentAlignments[0]) {</code>                    |                                                  |
| <code>if(multiple_alignments_flag == 0) {</code>                             |                                                  |

Table 65 (continued)

| Decoding step                                                                                                                                                       | Description                                                                                                                                                  |
|---------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <code>numberOfAlignmentsPairs[i] = 1</code>                                                                                                                         | <code>numberOfAlignmentsPairs[i]</code> is the number of alignments of the rightmost read associated to the $i^{\text{th}}$ alignments of the leftmost read. |
| <code>} else {</code>                                                                                                                                               |                                                                                                                                                              |
| <code>    numberOfAlignmentsPairs[i] = subsequence0[j<sub>10,0</sub>++]</code>                                                                                      |                                                                                                                                                              |
| <code>}</code>                                                                                                                                                      |                                                                                                                                                              |
| <code>j = 0</code>                                                                                                                                                  |                                                                                                                                                              |
| <code>while (j &lt; numberOfAlignmentsPairs[i]){</code>                                                                                                             |                                                                                                                                                              |
| <code>    if(k != 0){</code>                                                                                                                                        | Skip this for first alignment.                                                                                                                               |
| <code>        ptr = sequence1[j<sub>10,1</sub>++]</code>                                                                                                            |                                                                                                                                                              |
| <code>    } else {</code>                                                                                                                                           |                                                                                                                                                              |
| <code>        ptr = 0</code>                                                                                                                                        |                                                                                                                                                              |
| <code>    }</code>                                                                                                                                                  |                                                                                                                                                              |
| <code>    alignPtr[k][1] =</code><br><code>        numberOfSegmentAlignments[1] - ptr</code>                                                                        |                                                                                                                                                              |
| <code>    alignPtr[k][0] = i</code>                                                                                                                                 |                                                                                                                                                              |
| <code>    if(ptr == 0)</code>                                                                                                                                       |                                                                                                                                                              |
| <code>        numberOfSegmentAlignments[1]++</code>                                                                                                                 |                                                                                                                                                              |
| <code>    j++, k++</code>                                                                                                                                           |                                                                                                                                                              |
| <code>}</code>                                                                                                                                                      |                                                                                                                                                              |
| <code>i++</code>                                                                                                                                                    |                                                                                                                                                              |
| <code>}</code>                                                                                                                                                      |                                                                                                                                                              |
| <code>numberOfAlignments = k</code>                                                                                                                                 |                                                                                                                                                              |
| <code>}</code>                                                                                                                                                      |                                                                                                                                                              |
| <code>if (multiple_alignments_flag == 1</code><br><code>    &amp;&amp; classId != Class_U</code><br><code>    &amp;&amp; subsequence2[j<sub>10,2</sub>++] ){</code> | More alignments on another reference sequence.                                                                                                               |
| <code>    moreAlignments = 1</code>                                                                                                                                 |                                                                                                                                                              |
| <code>    moreAlignmentsNextSeqId =</code><br><code>        subsequence3[j<sub>10,3</sub>++]</code>                                                                 | Identifier of the reference sequence an additional alignment of read 1 is mapped to in case of multiple alignments.                                          |
| <code>    moreAlignmentsNextPos =</code><br><code>        subsequence4[j<sub>10,4</sub>++]</code>                                                                   | Absolute mapping position of an additional alignment of read 1 on the reference sequence identified by <code>moreAlignmentsNextSeqId</code> .                |
| <code>}</code>                                                                                                                                                      |                                                                                                                                                              |

#### 10.4.12.2 Multiple alignments on different sequences

It can happen that the alignment process finds alternative mappings to another reference sequence than the one where the first mapping is positioned.

For read pairs that are uniquely aligned, the **mmap** descriptor shall be used to represent the absolute read positions when there is for example a chimeric alignment with the mate on another chromosome (more alignments on another reference sequence case in [Table 65](#)). The **mmap** descriptor shall be used to signal

the reference and the position of the next record containing further alignments for the same template. The last record (e.g. the third if alternative mappings are coded in three different access units) shall contain the reference and position of the first record.

#### 10.4.13 msar

The **msar** (multiple segments alignment record) descriptor supports spliced reads and alternative alignments that contain indels or soft clips in case of class I data. It shall be present in a compliant bitstream when **multiple\_alignments\_flag** specified in [subclause 7.4.2](#) is set to 1 or when **extended\_alignment\_info\_flag** specified in [subclause 7.4.2](#) is set to 1.

**msar** is intended to convey information related to secondary alignments on:

- a mapped segment length;
- a different mapping contiguity (i.e. e-cigar string) for additional alignment and/or spliced reads.

Each **msar** descriptor is an array of ASCII characters following the syntax specified in [subclause 10.6](#).

The syntax, semantics and decoding process for **msar** descriptors are those for the **tokentype** descriptors specified in [subclause 10.4.20](#) when encodingMode\_ID is set to 0 as specified in [Table 8](#). The msar\_k variable is the one defined in [subclause 10.2.3](#).

The output of the decoding process of the **msar** descriptor is the array decodedStrings[] specified in [subclause 10.4.20.5](#), when descriptor\_ID is equal to 12.

[Table 66](#) shows how the array of strings decodedMsar[][] is computed using the following additional input:

- the array numberOfSegmentAlignments[] calculated as specified in [subclause 10.4.12](#);
- the value of numberOfTemplateSegments as specified in [subclause 7.4.2](#);
- the variable numberOfAlignedRecordSegments calculated as specified in [subclause 10.4.10](#);
- the array splitMate as specified in [subclause 10.4.10](#).

For each genomic record the maximal number of encoded msar strings is equal to (numberOfAlignments – 1 + extended\_alignment\_info\_flag) \* numberOfRecordSegments.

**Table 66 — Computation of decodedMsar**

| Decoding step                                              | Description  |
|------------------------------------------------------------|--------------|
| for(i = 0; i < numberOfAlignedRecordSegments; i++) {       |              |
| decodedMsar[][i] = {}                                      | Empty array. |
| for(j = 0;                                                 |              |
| j < numberOfSegmentAlignments[i]-1; j++) {                 |              |
| if(splitMate[j][i] == 0) {                                 |              |
| decodedMsar[j][i] = decodedStrings[msar_k++]               |              |
| }                                                          |              |
|                                                            |              |
|                                                            |              |
| for (k=1; k< numberOfTemplateSegments; k++) {              |              |
| if(splitMate[j][k] == 1 && extended_alignment_info_flag) { |              |
| decodedMsar[j][k] = decodedStrings[msar_k++]               |              |
| }                                                          |              |

Table 66 (continued)

| Decoding step | Description |
|---------------|-------------|
| }             |             |
| }             |             |
| }             |             |

#### 10.4.14 **rtype**

##### 10.4.14.1 General

The **rtype** descriptor is used to signal the subset of descriptors used to decode one unmapped read (class HM and class U) or read pair (Class U) in a genomic record as shown in [Table 67](#).

The **rtype** descriptor also enables mixing reference-based and reference-less compression in the same dataset. In this scenario **rtype** = 0 signals reference-based encoded records, while **rtype** > 0 signals the set of descriptors to be used for reference-less compression (in this case descriptors refer to the computed reference, when needed).

The input to this process is the decoded\_symbols[descriptor\_ID] array specified in [subclause 12.1](#) when **descriptor\_ID** is equal to 12 and the current value of  $j_{12,0}$ .

The output of this process is the decoded\_symbols[descriptor\_ID] array itself used by the decoder to select the appropriate descriptors for further decoding the genomic record.

Table 67 — Semantics of the rtype descriptor

| rtype            | cr_alg_ID | type of encoded reads                                                               | description                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                            |
|------------------|-----------|-------------------------------------------------------------------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| not used         | 1         | Aligned reads with reference based compression only.                                | The entire dataset is encoded using reference based compression for mapped reads.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                      |
| 0                | 3         | Aligned reads with both reference-based compression and reference-less compression. | The dataset contains both read (pairs) encoded using reference based compression and reference less compression. The decoding process for this Record uses the external or embedded reference according to the Class of the AU as specified in <a href="#">subclause 10.2</a> .                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                        |
| 1 .. 4           | 2, 4      | Unmapped reads only.                                                                | <p>1 = the decoding process is obtained by applying the decoding process specified in <a href="#">subclause 10.2.3</a>, but without applying the steps specific to <b>clips</b> (<a href="#">subclause 10.4.7</a>), <b>mscore</b> (<a href="#">subclause 10.4.11</a>), <b>msar</b> (<a href="#">subclause 10.4.13</a>) and <b>rgroup</b> (<a href="#">subclause 10.4.15</a>) descriptors.</p> <p>2 = the decoding process is obtained by applying the decoding process specified in <a href="#">subclause 10.2.4</a>, but without applying the steps specific to <b>clips</b> (<a href="#">subclause 10.4.7</a>), <b>mscore</b> (<a href="#">subclause 10.4.11</a>), <b>msar</b> (<a href="#">subclause 10.4.13</a>) and <b>rgroup</b> (<a href="#">subclause 10.4.15</a>) descriptors.</p> <p>3 = the decoding process is obtained by applying the decoding process specified in <a href="#">subclause 10.2.5</a>, but without applying the steps specific to <b>mscore</b> (<a href="#">subclause 10.4.11</a>), <b>msar</b> (<a href="#">subclause 10.4.13</a>) and <b>rgroup</b> (<a href="#">subclause 10.4.15</a>) descriptors.</p> <p>4 = the decoding process is obtained by applying the decoding process specified in <a href="#">subclause 10.2.6</a>, but without applying the steps specific to <b>clips</b> (<a href="#">subclause 10.4.7</a>), <b>mscore</b> (<a href="#">subclause 10.4.11</a>), <b>msar</b> (<a href="#">subclause 10.4.13</a>) and <b>rgroup</b> (<a href="#">subclause 10.4.15</a>) descriptors.</p> |
| 1, 2, 3, 4, 5, 6 | 3         | Unmapped reads or aligned with reference less compression only.                     | <p>1 = apply the decoding process specified in <a href="#">subclause 10.2.3</a>.</p> <p>2 = apply the decoding process specified in <a href="#">subclause 10.2.4</a>.</p> <p>3 = apply the decoding process specified in <a href="#">subclause 10.2.5</a>.</p> <p>4 = apply the decoding process specified in <a href="#">subclause 10.2.6</a>.</p> <p>5 = apply the decoding process specified in <a href="#">subclause 10.2.8</a>.</p> <p>6 = apply the decoding process specified in <a href="#">subclause 10.2.7</a>.</p>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                          |
| 5                | 2         | Unmapped reads only.                                                                | The decoding process is specified in <a href="#">subclause 10.2.8</a> .                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                |
| 5                | 4         | Unmapped reads.                                                                     | The decoding process is specified in <a href="#">subclause 10.2.8</a> where the U reads representing the reference sequence are used for compression but do not generate output records as specified in <a href="#">subclause 11.3.6</a> .                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                             |

In case of class HM, the mapped read is decoded by following the process for the mapped read of class HM specified in [subclause 10.2](#), and the unmapped read is decoded following the decoding process specified in this subclause.

#### 10.4.14.2 PushIn

When class U data are compressed using the “PushIn” computed reference algorithm specified in [subclause 11.3.4](#), the decoding process shall follow the one described for classes P, N, M, I in [subclauses 10.2.3](#) to [10.2.6](#) (for rtype values 1 to 4 respectively), or by ureads as described in [subclause 10.2.8](#) (rtype equal to 5). The process to be followed is indicated by the descriptor rtype as specified in [subclause 10.4.14](#).

[Table 68](#) provides a description on the use of the **pos** and **pair** descriptors in this decoding process.

**Table 68 — Semantics of the pos and pair descriptors for the PushIn algorithm**

| descriptor  | semantics                                                                                                                          |
|-------------|------------------------------------------------------------------------------------------------------------------------------------|
| <b>pos</b>  | Matching position of the read on the PushIn computed reference, with coordinate as described in <a href="#">subclause 11.3.4</a> . |
| <b>pair</b> | Used only for paired end reads. It associates a decoded read with its mate.                                                        |

#### 10.4.15 rgroup

The **rgroup** descriptor identifies the read group the genomic record belongs to.

The input to this process (see [Table 69](#)) is the decoded\_symbols[descriptor\_ID] array specified in [subclause 12.1](#) when **descriptor\_ID** is equal to 13 and the current value of  $j_{13,0}$ .

The output of this process is the variable readGroupId.

**Table 69 — Determination of the readGroupId value**

| Decoding step                              | Description |
|--------------------------------------------|-------------|
| readGroupId = subsequence0[ $j_{13,0}++$ ] |             |

#### 10.4.16 qv

##### 10.4.16.1 General

The qv descriptor carries information to reconstruct the quality values.

The process for decoding quality values at a genomic position can be summarized informatively in the following steps:

- Determine the quality value indexes at the genomic position.
- Determine the quality value codebook identifier at this genomic position.
- Use the quality value codebook identifier to select the quality value codebook for the genomic position.
- Decode the quality value indexes by lookup in the quality value codebook.

##### 10.4.16.2 Decoding process of the quality values of a genomic record

The inputs to this process are:

- the **qv\_depth** value specified in [subclause 7.4.2](#);
- the **qv\_reverse\_flag** value specified in [subclause 7.4.2](#);
- the numberOfRecordSegments value computed in [subclause 10.4.10](#);
- the current value of  $j_{14,0}$ ;
- the decoded\_symbols[descriptor\_ID] array specified in [subclause 12.6.2.2](#) when **descriptor\_ID** is equal to 14;

- the qvCodebookIndexesLoadFlag set to 1 at the beginning of each AU decoding process;
- the reverseComp array computed as specified in [subclause 10.4.3](#).

The outputs of this process are the quality values of each nucleotide for each segment of the current genomic record and the value of qvCodebookIndexesLoadFlag.

In this description, subsequenceN is the subsequence identified by descriptor\_subsequence\_ID = N (i.e. subsequenceN = decoded\_symbols[14][N]).

The decoding process for one genomic record is specified in [Table 70](#):

**Table 70 — Decoding process of the quality values of a genomic record**

| Decoding step                                                 | Description                                |
|---------------------------------------------------------------|--------------------------------------------|
| decode_quality_values() {                                     |                                            |
| if (qvCodebookIndexesLoadFlag == 1) {                         |                                            |
| decode_qv_codebook_indexes()                                  | As specified in <a href="#">Table 71</a> . |
| qvCodebookIndexesLoadFlag = 0                                 |                                            |
| }                                                             |                                            |
| for (tSeg = 0; tSeg < numberOfRecordSegments; tSeg++) {       |                                            |
| for (qs = 0; qs < qv_depth; qs++) {                           |                                            |
| if (j <sub>14,0</sub> < Size(subsequence0[])) {               |                                            |
| qvPresentFlag = subsequence0[j <sub>14,0</sub> ]              |                                            |
| j <sub>14,0</sub> ++                                          |                                            |
| } else {                                                      |                                            |
| qvPresentFlag = 1                                             |                                            |
| }                                                             |                                            |
| if (qvPresentFlag == 1) {                                     |                                            |
| decode_qvs()                                                  | As specified in <a href="#">Table 72</a> . |
| qvString = ""                                                 | Empty string.                              |
| len = 0                                                       |                                            |
| for (i=0; i < numberOfSplicedSeg[tSeg]; i++) {                |                                            |
| revComp = reverseComp[i][0][tSeg]                             |                                            |
| qvSplice =                                                    |                                            |
| qualityValues[tSeg][qs][len, len+splicedSegLength[tSeg][i]-1] |                                            |
| if (qv_reverse_flag && revComp) {                             |                                            |
| qvString = strcat(qvString,                                   |                                            |
| reverseStr(qvSplice))                                         |                                            |
| }                                                             |                                            |
| else {                                                        |                                            |
| qvString = strcat(qvString, qvSplice)                         |                                            |
| }                                                             |                                            |
| }                                                             |                                            |
| qualityValues[tSeg][qs] = qvString                            |                                            |
| } else {                                                      |                                            |
| qualityValues[tSeg][qs] = ""                                  | Empty string.                              |
| }                                                             |                                            |

Table 70 (continued)

| Decoding step | Description |
|---------------|-------------|
| }             |             |
| }             |             |
| }             |             |

reverseStr(str) returns the reverse of the input string str where the  $n^{\text{th}}$  element of the reversed string reversedStr is computed as

$$\text{reversedStr}[n] = \text{str}[\text{Size}(\text{str}[]) - n - 1], \text{ for } n \text{ in } 0 \dots \text{Size}(\text{str}[]) - 1.$$

#### 10.4.16.3 Decoding processes of quality value codebook indexes and quality values of a segment

The inputs to these processes are:

- the decoded\_symbols[descriptor\_ID] array specified in [subclause 12.6.2.2](#) when descriptor\_ID is equal to 14;
- the **qv\_num\_codebooks\_total** and qvNumCodebooksAligned values specified in [subclause 7.4.2.3.1](#);
- the current values of  $j_{14,1}$  for the qvCodebookIds subsequence;
- the current values of  $j_{14,N+2}$  with  $N$  ranging from 0 to qv\_num\_codebooks\_total - 1 for the qv\_num\_codebooks\_total subsequences for quality value indexes;
- the numBases variable equal to number of nucleotide of the segment for which the quality values shall be decoded;
- the basePos array containing the mapping positions relative to the AU\_start\_position of each nucleotide in the segment for which quality values shall be decoded, as specified in [subclause 10.4.2](#);
- the classId variable specified in [subclause 10.2.3](#);
- the value tSeg identifying the segment within the ISO/IEC 23092 series record for which the quality values shall be decoded;
- the value qs identifying the  $q_s^{\text{th}}$  quality value string for the  $t\text{Seg}^{\text{th}}$  segment within the ISO/IEC 23092 series record for which the quality values shall be decoded.

In this description, subsequenceN is the subsequence identified by descriptor\_subsequence\_ID = N (i.e. subsequenceN = decoded\_symbols[14][N]).

The output of this process is the array of strings qualityValues[[]], containing the quality values of each nucleotide in the segment for which the quality values shall be decoded.

In the case that qvNumCodebooksAligned is larger than 1, the value of subsequence1 shall be used to identify the quality value codebook for a genomic position of each aligned base. This quality value codebook is used to reconstruct all quality values at that genomic position. Multiple quality value codebooks can be used in one access unit. The variable qvCodeBookIds contains the indexes of the quality value codebooks associated to a given mapping position relative to AU\_start\_position as specified in [subclause 9.6](#). The decoding process of qvCodeBookIds variable is specified in [Table 71](#).

**Table 71 — Decoding of quality value codebook indexes**

| Decoding step                                                           | Description                                                                                                    |
|-------------------------------------------------------------------------|----------------------------------------------------------------------------------------------------------------|
| <code>decode_qv_codebook_indexes() {</code>                             |                                                                                                                |
| <code>if(qvNumCodebooksAligned &gt; 1) {</code>                         |                                                                                                                |
| <code>pos = 0</code>                                                    |                                                                                                                |
| <code>for(j14,1 = 0; j14,1 &lt; Size(subsequence1[]); j14,1++) {</code> |                                                                                                                |
| <code>qvCodeBookIds[pos] = subsequence1[j14,1]</code>                   | The values <code>qvCodeBookIds[pos]</code> shall be in the range 0..( <code>qvNumCodebooksAligned</code> – 1). |
| <code>pos++</code>                                                      |                                                                                                                |
| <code>}</code>                                                          |                                                                                                                |
| <code>}</code>                                                          |                                                                                                                |
| <code>}</code>                                                          |                                                                                                                |

The decoding process of the quality values is specified in [Table 72](#).

**Table 72 — Decoding process of quality values**

| Decoding step                                                                                   | Description                                                                                                                                                                                                                         |
|-------------------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <code>decode_qvs() {</code>                                                                     |                                                                                                                                                                                                                                     |
| <code>for(baseIdx = 0; baseIdx &lt; numBases; baseIdx++) {</code>                               |                                                                                                                                                                                                                                     |
| <code>if((classId == CLASS_I    classId == CLASS_HM) &amp;&amp; ! isAligned(baseIdx)) {</code>  | Classes I and HM contain bases that are not aligned to the reference sequence, for which the last quality values codebook identifier reserved for unaligned data shall be used, as specified in <a href="#">subclause 7.4.2.3</a> . |
| <code>qvCodeBookId = qv_num_codebooks_total - 1</code>                                          |                                                                                                                                                                                                                                     |
| <code>} else if(classId == CLASS_U) {</code>                                                    |                                                                                                                                                                                                                                     |
| <code>qvCodeBookId = 0</code>                                                                   | For records belonging to Class U, only one codebook shall be used, as specified in <a href="#">subclause 7.4.2.3</a> .                                                                                                              |
| <code>} else if(qvNumCodebooksAligned &gt; 1) {</code>                                          |                                                                                                                                                                                                                                     |
| <code>qvCodeBookId = qvCodeBookIds[basePos[baseIdx]]</code>                                     |                                                                                                                                                                                                                                     |
| <code>} else {</code>                                                                           |                                                                                                                                                                                                                                     |
| <code>qvCodeBookId = 0</code>                                                                   |                                                                                                                                                                                                                                     |
| <code>}</code>                                                                                  |                                                                                                                                                                                                                                     |
| <code>qvCodeBookSubSeq = qvCodeBookId + 2</code>                                                | See <a href="#">subclause 7.4.2.3</a> .                                                                                                                                                                                             |
| <code>j = j14, qvCodeBookSubSeq</code>                                                          |                                                                                                                                                                                                                                     |
| <code>j14, qvCodeBookSubSeq++</code>                                                            |                                                                                                                                                                                                                                     |
| <code>qvIndex =</code><br><code>decoded_symbols[14][qvCodeBookSubSeq][j]</code>                 |                                                                                                                                                                                                                                     |
| <code>qualityValues[tSeq][qs][baseIdx] =</code><br><code>qv_recon[qvCodeBookId][qvIndex]</code> |                                                                                                                                                                                                                                     |
| <code>}</code>                                                                                  |                                                                                                                                                                                                                                     |
| <code>}</code>                                                                                  |                                                                                                                                                                                                                                     |

`isAligned(baseIdx)` returns 1 if the nucleotide at `baseIdx` is aligned to the reference sequence, otherwise 0. This means that `isAligned(baseIdx)` returns 0 for every nucleotide corresponding to a soft clip or to an insertion, or for nucleotides in the second segment of a genomic record in class HM.

[Subclause 10.4.2](#) specifies how to calculate the absolute mapping position of the leftmost mapped base in each read, and thus every quality value, in a read. [Figure 6](#) shows how quality value codebook identifiers relate to sequencing reads, quality values, reconstructed quality values, and genomic positions. The top third of the figure shows how nucleotides of four reads, including quality values, are mapped to genomic positions. The center of the figure shows how each genomic position is associated to a quality value codebook. According to the corresponding quality value index the reconstructed quality value is derived using the associated quality value codebook. The reconstructed quality values are shown in the bottom third of the figure.

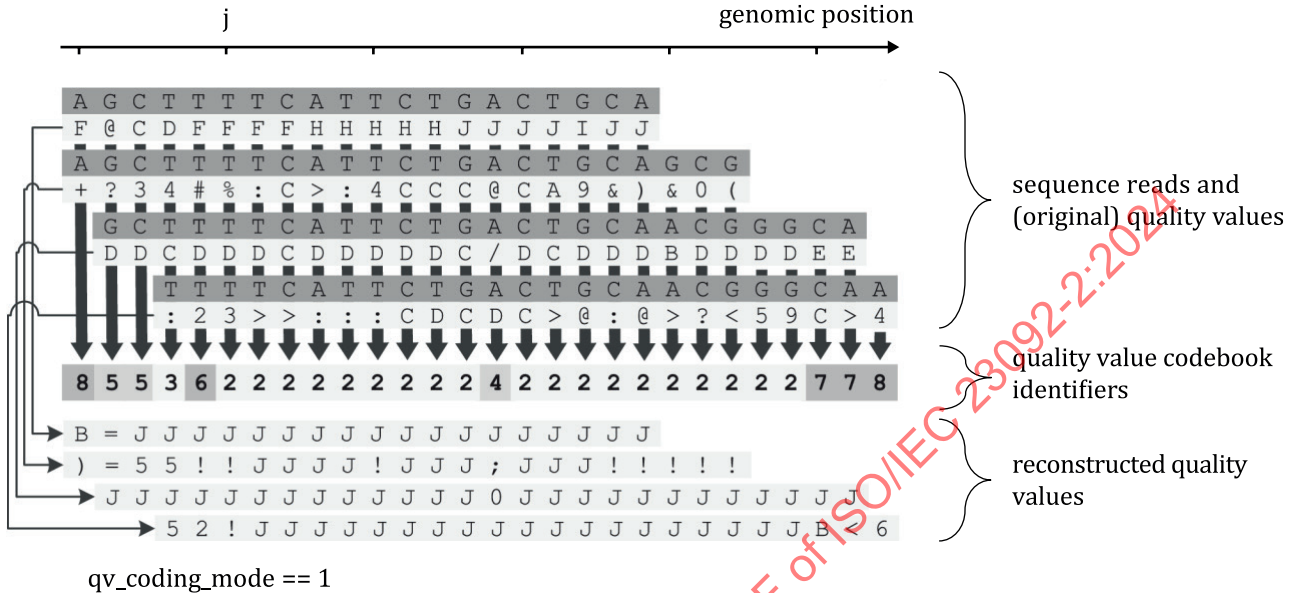


**Figure 6 — Relationship between sequencing reads, quality values, reconstructed quality values and genomic positions**

### 10.4.17 rname

Sequencing read identifiers are encoded as a sequence of **rname** descriptors (descriptor\_ID equal to 15). Each **rname** descriptor is composed by tokens which have a type and possibly one or more parameters.

The syntax, semantics and decoding process for **rname** descriptors are those for the **tokentype** descriptors specified in [subclause 10.4.20](#) when encodingMode\_ID is set to 0 as described in [Table 8](#). The output of the decoding process of the **rname** descriptor for a  $i^{\text{th}}$  record in the access unit is the string variable readName equal to decodedStrings[i], using the array decodedStrings[] is specified in [subclause 10.4.20.5](#). If **rname** descriptor is not present, readName is set to the empty string "".

An example of read identifiers tokenization required when encodingMode\_ID is set to 0 is provided in [Annex A](#).

### 10.4.18rftp

## The **rftp** descriptor

- shall be present only in access units of type 3 (class M) when `cr_alg_ID` specified in [subclause 7.4.2](#) is set to 1;
- may be present when `cr_alg_ID` specified in [subclause 7.4.2](#) is set to 3.

It shall not be present in any other case.

The inputs to this process are:

- the decoded\_symbols[descriptor\_ID] array specified in [subclause 12.6.2.2](#) when **descriptor\_ID** is equal to 16 and the current value of  $j_{16,0}$ ;

- the value **AU\_start\_position** as specified in [subclause 7.5.1.2](#);
- the value **seq\_start** as specified in [subclause 7.3.2](#).

The output of this process is an array `refTransfPos[]` containing the positions of the transformations to be applied to a decoded raw reference as specified in [subclause 11.3.3](#). The decoding process for **rftp** is specified in [Table 73](#) for an entire access unit.

In this description, `subsequenceN` is the subsequence identified by `descriptor_subsequence_ID = N` (i.e. `subsequenceN = decoded_symbols[16][N]`).

**Table 73 — Decoding process of the rftp descriptor**

| Decoding step                                                                                   | Description                                                                                                                  |
|-------------------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------------------------------|
| <code>refTransfPos[0] = subsequence0[j<sub>16,0</sub>++] + AU_start_position - seq_start</code> | Position of the first reference transformation in the current ref_sequence as specified in <a href="#">subclause 7.3.2</a> . |
| <code>for(i = 1; i &lt; Size(subsequence0); i++){</code>                                        |                                                                                                                              |
| <code>    refTransfPos[i] = refTransfPos[i - 1] + subsequence0[j<sub>16,0</sub>++]</code>       |                                                                                                                              |
| <code>}</code>                                                                                  |                                                                                                                              |

#### 10.4.19 rfft

The **rfft** descriptor

- shall be present only in access units of type 3 (class M) when `cr_alg_ID` specified in [subclause 7.4.2](#) is set to 1;
- may be present when `cr_alg_ID` specified in [subclause 7.4.2](#) is set to 3.

It shall not be present in any other case.

The inputs to this process are:

- the `decoded_symbols[descriptor_ID]` array specified in [subclause 12.6.2.2](#) when **descriptor\_ID** is equal to 17;
- the current value of `j17,0`.

The output of this process is one array `refTransfSubs[]` containing the type of transformations to be applied to a decoded raw reference as specified in [subclause 11.3.3](#).

In this description, `subsequenceN` is the subsequence identified by `descriptor_subsequence_ID = N` (i.e. `subsequenceN = decoded_symbols[17][N]`).

The output of the **rfft** descriptor decoding process shall be calculated following the process described in [Table 74](#), after having decoded `subsequence0` according to the decoding process specified in [Table 125](#) using, if required by the said decoding process specified in [Table 125](#) and by following the decoding process specified in [subclause 12.6.2.3](#), the array `refTransfPos[]` decoded as specified in [Table 73](#).

**Table 74 — Decoding process of the rfft descriptor**

| Decoding step                                                                                 | Description |
|-----------------------------------------------------------------------------------------------|-------------|
| <code>for(i = 0; i &lt; Size(subsequence0); i++){</code>                                      |             |
| <code>    refTransfSubs[i] = S<sub>alphabet_ID</sub>[subsequence0[j<sub>17,0</sub>++]]</code> |             |
| <code>}</code>                                                                                |             |

## 10.4.20 tokentype descriptors

### 10.4.20.1 General

The **msar** and **rname** share the same syntax, semantics and the decoding process specified in this subclause for the generic **tokentype** descriptor when the encodingMode\_ID specified in [Table 8](#) is set to 0. The **tokentype** descriptor is not a genomic descriptor identified by a descriptor\_ID, but a simple alias for **rname** and **msar** in the syntax, semantics and decoding process specified in this subclause.

**tokentype** descriptors can be of three types:

- strings,
- digits,
- single characters.

Both a read identifier and an e-cigar string are represented as set of differences and matches with respect to one of the previously decoded reads identifiers or e-cigar strings, respectively. The first identifier coded in an access unit always starts with a DIFF token followed by the value 0.

A **tokentype** descriptor can take the values listed in the [Table 75](#). The **tokentype** descriptors can possibly be followed by one or more parameters.

**Table 75 — The tokentype values and related semantics.**

| tokentype value | Token name | Parameters                                                | Semantics                                                                                                                                                                                                                                                                                                                                                                                                                                              |
|-----------------|------------|-----------------------------------------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 0               | DUP        | unsigned integer<br>DISTANCE ranging from 0 to $2^{32}-1$ | Indicates that the current descriptor is an exact duplicate of the descriptor DISTANCE records ago, with “1” being the previously decoded descriptor and counting backwards in the list of previously decoded descriptors. The value of DISTANCE shall always refer to a descriptor coded in the current access unit. If a DUP token is found no further tokens are required to decode the descriptor. DUP can only occur at the first token position. |
| 1               | DIFF       | unsigned integer<br>DISTANCE ranging from 0 to $2^{32}-1$ | Indicates which descriptor this token is being compared against, usually “1” to indicate the previous descriptor. DIFF can only occur at the first token position. The first descriptor of a coded access units always starts with “DIFF 0”.                                                                                                                                                                                                           |
| 2               | STRING     | st(v)                                                     | This is an arbitrary run of ASCII characters (as specified in ISO/IEC 10646) and need not be purely alphabetical. STRING is always null-terminated.                                                                                                                                                                                                                                                                                                    |
| 3               | CHAR       | c(1)                                                      | ASCII character as specified in ISO/IEC 10646.                                                                                                                                                                                                                                                                                                                                                                                                         |
| 4               | DIGITS     | unsigned integer ranging from 0 to $2^{32}-1$             | Numerical value no more than 9 digits long and not starting with a leading zero.                                                                                                                                                                                                                                                                                                                                                                       |
| 5               | DELTA      | unsigned integer ranging from 0 to $2^8-1$                | Numerical delta to a previous DIGITS value, between 0 and 255.                                                                                                                                                                                                                                                                                                                                                                                         |
| 6               | DIGITS0    | an 8-bit length and a 32-bit unsigned integer             | Fixed-width numerical value no more than 8 digits long, possibly starting with a leading zero.                                                                                                                                                                                                                                                                                                                                                         |
| 7               | DELTA0     | 8-bit unsigned integer                                    | Numerical delta to a previous DIGITS0 value. The same fixed length is assumed.                                                                                                                                                                                                                                                                                                                                                                         |

Table 75 (continued)

| tokentype value | Token name | Parameters                                             | Semantics                                                                                                                                                              |
|-----------------|------------|--------------------------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 8               | MATCH      | none                                                   | The next token value is identical to the token at the same position in the descriptor the currently decoded descriptor is compared against (regardless of token type). |
| 9               | DZLEN      | unsigned integer<br>DISTANCE ranging from 0 to $2^8-1$ | Used internally by DIGITS0 to code length.                                                                                                                             |
| 10              | END        | none                                                   | Marker indicating the termination of the current tokentype descriptor sequence.                                                                                        |

#### 10.4.20.2 Decoding process

The input to this process is the block payload (as specified in [subclause 7.5.1.3.3](#)) for descriptor\_ID equal to 11 or descriptor\_ID equal to 15, which corresponds to the **msar** and **rname** descriptors respectively. The **encoded\_tokentype()** structure of this block payload internally contains a list of compressed representation of **tokentype** descriptor sequences.

The output of this process is the list of decompressed representation of these **tokentype** descriptor sequences, which serve as input to the assembly process (specified in [subclause 10.4.20.5](#)) to reconstruct the msar descriptors or read identifiers respectively.

#### 10.4.20.3 Syntax and semantics

The syntax of **encoded\_tokentype()** is specified in [Table 76](#).

Table 76 — Syntax of **encoded\_tokentype()**

| Syntax                                          | Type  |
|-------------------------------------------------|-------|
| <b>encoded_tokentype()</b> {                    |       |
| <b>num_output_descriptors</b>                   | u(32) |
| <b>num_tokentype_sequences</b>                  | u(16) |
| for (i = 0; i < num_tokentype_sequences; i++) { |       |
| <b>encoded_tokentype_sequence(i)</b>            |       |
| }                                               |       |
| }                                               |       |

**num\_output\_descriptors** specifies the number of descriptors (msar or read identifiers) encoded in the current block payload.

**num\_tokentype\_sequences** specifies the number of **tokentype** descriptor sequences in the current block payload.

**encoded\_tokentype\_sequence(i)** specifies the data structure containing the byte-aligned compressed representation of the  $i^{\text{th}}$  **tokentype** descriptor sequence. Its syntax is specified in [Table 77](#).

Table 77 — Syntax of **encoded\_tokentype\_sequence()**

| Syntax                                 | Type  |
|----------------------------------------|-------|
| <b>encoded_tokentype_sequence(i)</b> { |       |
| <b>type_ID</b>                         | u(4)  |
| <b>method_ID</b>                       | u(4)  |
| if (method_ID == 0) {                  |       |
| <b>ref_type_ID</b>                     | u(16) |

Table 77 (continued)

| Syntax                                                         | Type  |
|----------------------------------------------------------------|-------|
| COP(i)                                                         |       |
| }                                                              |       |
| else {                                                         |       |
| <b>num_output_symbols</b>                                      | u7(v) |
| decode_tokentype_sequence(i, method_ID,<br>num_output_symbols) |       |
| }                                                              |       |
| }                                                              |       |

**type\_ID** specifies the type of the  $i^{\text{th}}$  **tokentype** descriptor sequence. This process internally maintains a state variable **typeNum**, which is initialized with -1 for every block payload of the descriptor and is incremented for every **tokentype** descriptor sequence with **type\_ID** = 0. The current values of state variable **typeNum** and **type\_ID** are then used to generate a “mapped” value of **type\_ID** as specified in Table 78.

Table 78 — Computation of mappedTypeId

```
if(type_ID == 0)
    typeNum++
mappedTypeId = (typeNum<<4) | (type_ID & 0xf)
```

Every decoded **tokentype** descriptor for which **ref\_type\_ID** is equal to a previously calculated **mappedTypeId** shall be identical to the previously decoded **tokentype** descriptor.

**method\_ID** specifies the compression method (among those listed in Table 79) used for the  $i^{\text{th}}$  **tokentype** descriptor sequence.

Table 79 — Description of compression methods for the tokentype descriptor sequence

| method_ID  | Description    |                                                                                                                                                                                                                                                                                                              |
|------------|----------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 0          | COP            | The current <b>tokentype</b> descriptor sequence is an exact duplicate of a previously decoded <b>tokentype</b> descriptor sequence for which <b>mappedTypeId</b> is equal to the current <b>ref_type_ID</b> as specified in <a href="#">subclause 10.4.20.4.2</a> .                                         |
| 1          | CAT            | The null coding, ideal for small data. Its syntax is specified in <a href="#">subclause 10.4.20.4.3</a> .                                                                                                                                                                                                    |
| 2          | RLE            | Run length coding, ideal for long list of repeated symbols. Its syntax is specified in <a href="#">subclause 10.4.20.4.4</a> .                                                                                                                                                                               |
| 3          | CABAC_METHOD_0 | The CABAC method 0 as specified in <a href="#">subclause 10.4.20.4.5</a> . The signaling of its configuration parameters are specified in <a href="#">subclause 12.3.5</a> .                                                                                                                                 |
| 4          | CABAC_METHOD_1 | The CABAC method 0 as specified in <a href="#">subclause 10.4.20.4.5</a> . The signaling of its configuration parameters are specified in <a href="#">subclause 12.3.5</a> .                                                                                                                                 |
| 5          | X4             | A recursive decorrelation method to split a <b>tokentype_sequence</b> into four equisized interleaved subsequences (whenever size is divisible by 4), each of them being coded with one of the above methods except <b>method_ID</b> 0x0. Its syntax is specified in <a href="#">subclause 10.4.20.4.7</a> . |
| 0x6 .. 0xf | reserved       |                                                                                                                                                                                                                                                                                                              |

**ref\_type\_ID** is the **mappedTypeId** of a previously decoded **tokentype** descriptor sequence of which payload of current **tokentype** descriptor sequence is an exact duplicate.

**num\_output\_symbols** signals the number of symbols to be reconstructed from the compressed payload of the  $i^{\text{th}}$  **tokentype** descriptor sequence.

`decode_tokentype_sequence(i, method_ID, numOutputSymbols)` specifies the syntax for decoding the  $i^{\text{th}}$  **tokentype** descriptor sequence (of size `numOutputSymbols`) using the decoding method indicated by `method_ID`. Its syntax is specified in [Table 80](#).

**Table 80 — Syntax of `decode_tokentype_sequence()`**

| Syntax                                                                  |
|-------------------------------------------------------------------------|
| <code>decode_tokentype_sequence(i, methodID, numOutputSymbols) {</code> |
| <code>if(methodID == 1)</code>                                          |
| <code>CAT(i, numOutputSymbols)</code>                                   |
| <code>else if(methodID == 2)</code>                                     |
| <code>RLE(i, numOutputSymbols)</code>                                   |
| <code>else if(methodID == 3)</code>                                     |
| <code>CABAC_METHOD_0(i, numOutputSymbols)</code>                        |
| <code>else if(methodID == 4)</code>                                     |
| <code>CABAC_METHOD_1(i, numOutputSymbols)</code>                        |
| <code>else if(methodID == 5)</code>                                     |
| <code>X4(i, numOutputSymbols)</code>                                    |
| <code>else</code>                                                       |
| <code>/* reserved for future use */</code>                              |
| <code>}</code>                                                          |

#### 10.4.20.4 Decoding process for compressed tokens

##### 10.4.20.4.1 General

The input to this process is the data structure encoded `tokentype_sequence()` specifying the byte-aligned compressed representation of the  $i^{\text{th}}$  **tokentype** descriptor sequence, which is decoded with one of the compression methods listed in [Table 79](#) and specified in this subclause.

The output of this process is the decompressed representation of the  $i^{\text{th}}$  **tokentype** descriptor sequence.

##### 10.4.20.4.2 COP

The input to this process is **ref\_type\_ID**, which shall be equal to a previously computed variable `mappedTypeId` of a previously decoded **tokentype** descriptor sequence as specified in [Table 78](#).

The output of this process is a **tokentype** descriptor sequence, obtained by copying the already decoded reference **tokentype** descriptor sequence uniquely identified by **ref\_type\_ID**.

##### 10.4.20.4.3 CAT

This subclause specifies the decoding process for the method CAT (see [Table 81](#)). The output of this process is a reconstructed **tokentype** descriptor sequence of size `numOutputSymbols`.

**Table 81 — Decoding process for the method CAT**

| Decoding process                                    | Type |
|-----------------------------------------------------|------|
| <code>CAT(i, numOutputSymbols) {</code>             |      |
| <code>for(j=0; j&lt;numOutputSymbols; j++) {</code> |      |
| <code>decoded_tokens[i][j]</code>                   | u(8) |
| <code>}</code>                                      |      |
| <code>}</code>                                      |      |

`decoded_tokens[i][j]` specifies the  $j^{\text{th}}$  token in the  $i^{\text{th}}$  decompressed **tokentype** descriptor sequence.

#### 10.4.20.4.4 RLE

This subclause specifies the decoding process for the method RLE (see [Table 82](#)). The output of this process is a reconstructed **tokentype** descriptor sequence of size numOutputSymbols.

**Table 82 — Decoding process for the method RLE**

| Decoding process                             | Type  |
|----------------------------------------------|-------|
| RLE(i, numOutputSymbols) {                   |       |
| for(j=0; j< numOutputSymbols ; ) {           |       |
| <b>tmp_value</b>                             | u(8)  |
| if(tmp_value == rle_guard_tokentype) {       |       |
| <b>rle_len</b>                               | u7(v) |
| if(rle_len == 0)                             |       |
| decoded_tokens[i][j++] = rle_guard_tokentype |       |
| else {                                       |       |
| <b>tmp_value</b>                             | u(8)  |
| for(r=0; r< rle_len ; r++) {                 |       |
| decoded_tokens[i][j++] = tmp_value           |       |
| }                                            |       |
| }                                            |       |
| } else                                       |       |
| decoded_tokens[i][j++] = tmp_value           |       |
| }                                            |       |
| }                                            |       |

rle\_guard\_tokentype specifies the guard value signalled in decoder configuration for sequences of tokentype descriptors (see [12.3.5](#)).

decoded\_tokens[i][j] specifies the  $j^{\text{th}}$  token in the  $i^{\text{th}}$  decompressed **tokentype** descriptor sequence.

#### 10.4.20.4.5 CABAC\_METHOD\_0

This subclause specifies the decoding process for the method CABAC\_METHOD\_0 used to decompress a **tokentype** descriptor sequence (see [Table 83](#)). The output of this process is a reconstructed **tokentype** descriptor sequence.

**Table 83 — Decoding process for the method CABAC\_METHOD\_0**

| Decoding process                                                                                                            | Type                                                 |
|-----------------------------------------------------------------------------------------------------------------------------|------------------------------------------------------|
| CABAC_METHOD_0(i, numOutputSymbols) {                                                                                       |                                                      |
| decoded_symbols[descriptor_ID][0] = decode_descriptor_subsequence(descriptor_ID, 0, numOutputSymbols, remainingPayloadSize) | As specified in <a href="#">subclause 12.6.2.2</a> . |
| decoded_token[i][] = decoded_symbols[descriptor_ID][0][]                                                                    |                                                      |
| }                                                                                                                           |                                                      |

decode\_descriptor\_subsequence(descriptor\_ID, 0, numOutputSymbols, remainingPayloadSize) specifies the decoding process for the  $0^{\text{th}}$  descriptor subsequence (of size numOutputSymbols) of the descriptor identified by descriptor\_ID. For the CABAC\_METHOD\_0, the descriptor\_ID is equal to 11 or 15.

decoded\_symbols[descriptor\_ID][0][] specifies the list of symbols decoded by decode\_descriptor\_subsequence(descriptor\_ID, 0, numOutputSymbols).

remainingPayloadSize is the number of bytes remaining in the current block payload.

decoded\_tokens[i] specifies the list of tokens in the  $i^{\text{th}}$  decompressed tokentype descriptor sequence.

#### 10.4.20.4.6 CABAC\_METHOD\_1

This subclause specifies the decoding process for the method CABAC\_METHOD\_1 (see [Table 84](#)). The output of this process is a reconstructed **tokentype** descriptor sequence of size numOutputSymbols.

**Table 84 — Decoding process for the method CABAC\_METHOD\_1**

| Decoding process                                                                                                            | Type                                                 |
|-----------------------------------------------------------------------------------------------------------------------------|------------------------------------------------------|
| CABAC_METHOD_1(i, numOutputSymbols) {                                                                                       |                                                      |
| decoded_symbols[descriptor_ID][1] = decode_descriptor_subsequence(descriptor_ID, 1, numOutputSymbols, remainingPayloadSize) | As specified in <a href="#">subclause 12.6.2.2</a> . |
| decoded_token[i][] = decoded_symbols[descriptor_ID][1][]                                                                    |                                                      |
| }                                                                                                                           |                                                      |

decode\_descriptor\_subsequence(descriptor\_ID, 1, numOutputSymbols, remainingPayloadSize) specifies the decoding process for the 1<sup>st</sup> descriptor subsequence (of size numOutputSymbols) of the descriptor identified by descriptor\_ID. For the CABAC\_METHOD\_1, the descriptor\_ID is equal to 11 or 15.

decoded\_symbols[descriptor\_ID][1][] specifies the list of symbols decoded by decode\_descriptor\_subsequence(descriptor\_ID, 1, numOutputSymbols).

remainingPayloadSize is the number of bytes remaining in the current block payload.

decoded\_tokens[i][] specifies the list of tokens in the  $i^{\text{th}}$  decompressed **tokentype** descriptor sequence.

#### 10.4.20.4.7 X4

This subclause specifies the decoding process for the method X4, which is be used to decompress a **tokentype** descriptor sequence (see [Table 85](#)). The output of this process is a reconstructed **tokentype** descriptor sequence of size numOutputSymbols.

**Table 85 — Decoding process for the method X4**

| Decoding process                                                                    | Type                                                  |
|-------------------------------------------------------------------------------------|-------------------------------------------------------|
| X4(i, numOutputSymbols) {                                                           |                                                       |
| <b>x4_method_IDs</b>                                                                | u(16)                                                 |
| for (s=0; s<4; s++) {                                                               |                                                       |
| methodID = (x4_method_IDs >> (12 - (s*4))) & 0xf                                    |                                                       |
| decoded_tokens_x4[s][] = decode_tokentype_sequence(s, methodID, numOutputSymbols/4) | As specified in <a href="#">subclause 10.4.20.3</a> . |
| }                                                                                   |                                                       |
| /* Multiplexing of interleaved subsequences */                                      |                                                       |
| for(j=0, j< numOutputSymbols ; j += 4) {                                            |                                                       |
| for(s=0, s<4; s++) {                                                                |                                                       |
| decoded_tokens[i][j+s] = decoded_tokens_x4[s][j>>2]                                 |                                                       |
| }                                                                                   |                                                       |
| }                                                                                   |                                                       |
| }                                                                                   |                                                       |

**x4\_method\_IDs** specifies the four compression methods (among those listed in [Table 79](#) except method\_ID = 0) used to decompress the four interleaved subsequences, where the method\_ID for the  $s^{\text{th}}$  subsequence can be derived as  $\text{method\_ID} = (\text{x4\_method\_IDs} \gg (12 - (s*4))) \& 0xf$ .

`decode_tokentype_sequence(s, method_ID, numOutputSymbols/4)` decodes the  $s^{\text{th}}$  interleaved subsequence (of size `numOutputSymbols/4`) as a tokentype descriptor sequence using the decoding method indicated by `method_ID`.

`decoded_tokens_x4[s][j]` specifies the  $j^{\text{th}}$  byte token in the  $s^{\text{th}}$  decompressed interleaved subsequence.

`decoded_tokens[i][j]` specifies the  $j^{\text{th}}$  byte token in the  $i^{\text{th}}$  decompressed tokentype descriptor sequence.

#### 10.4.20.5 Assembly of tokens

The input to this process (see [Table 86](#)) is the bi-dimensional array `decoded_tokens[][]`, which is the decompressed representation of `encoded_tokentype()` specified in [subclause 10.4.20.3](#), containing a list of **num\_tokentype\_sequences** decompressed **tokentype** descriptor sequences.

The output of this process is the data structure `decodedStrings[]` containing a list of either msar descriptors (when `descriptor_ID` is equal to 11) or read identifiers (when `descriptor_ID` is equal to 15) as strings.

**Table 86 — Decoding process of tokentype descriptors into strings representing either msar descriptors or read identifiers**

| Decoding process                                                                                        | Type |
|---------------------------------------------------------------------------------------------------------|------|
| <code>cIdx = 0</code>                                                                                   |      |
| <code>refIdx = 0</code>                                                                                 |      |
| <code>decodedStrings[ ] = {""}</code>                                                                   |      |
| <code>do {</code>                                                                                       |      |
| <code>t = 0</code>                                                                                      |      |
| <code>tokType = get_tok_type(decoded_tokens[t&lt;&lt;4])</code>                                         |      |
| <code>distance = get_tok_int(decoded_tokens[t&lt;&lt;4   tokType])</code>                               |      |
| <code>refIdx = cIdx - distance</code>                                                                   |      |
| <code>if(tokType == 0) /* Token: DUP */</code>                                                          |      |
| <code>strcpy(decodedStrings[cIdx], decodedStrings[refIdx])</code>                                       |      |
| <code>else { /* Token: DIFF */</code>                                                                   |      |
| <code>for (t=1; t&lt; num_tokentype_sequences; t++) {</code>                                            |      |
| <code>tokType = get_tok_type(decoded_tokens[t&lt;&lt;4])</code>                                         |      |
| <code>if(tokType == 10) /* Token: END */</code>                                                         |      |
| <code>break</code>                                                                                      |      |
| <code>tokStr = extract_tok_value(decoded_tokens, tokType, t, refIdx)</code>                             |      |
| <code>strcat(decodedStrings[cIdx], tokStr)</code>                                                       |      |
| <code>}</code>                                                                                          |      |
| <code>}</code>                                                                                          |      |
| <code>} while(cIdx &lt; num_output_descriptors &amp;&amp; strlen(decodedStrings[cIdx++]) &gt; 0)</code> |      |

`num_output_descriptors` specifies the number of descriptors (msar or read identifiers) encoded in the current block payload. It is specified in [10.4.20.3](#).

`get_tok_type(decoded_tokens[ ])` pops and returns one byte from data structure `decoded_tokens[ ]`.

`get_tok_int(decoded_tokens[ ])` pops four bytes from data structure `decoded_tokens[ ]` and decodes them as a 32-bit integer as specified in [subclause 6.2](#).

`strcpy(dst, src)` specifies the string copying operation from the source string to the destination string.

`strcat(dst, src)` specifies the string concatenation operation of source string to the destination string.

`strlen(str)` returns the length of the input string.

`extract_tok_value()` pops and returns token value based on its type (as listed in [Table 75](#)) and the co-located tokens in the reference descriptor (msar or read identifier). The syntax of `extract_tok_value()` is described in [Table 87](#).

**Table 87 — Decoding process associated to a call to `extract_tok_value()`**

| Decoding process                                                           | Type |
|----------------------------------------------------------------------------|------|
| <code>extract_tok_value(decoded_tokens[ ][ ], tokType, t, refIdx) {</code> |      |
| <code>tokIdx = (t &lt;&lt; 4)   tokType</code>                             |      |
| <code>if(tokType == 2) /* Token: STRING */</code>                          |      |
| <code>tmp_str = get_tok_string(decoded_tokens[tokIdx])</code>              |      |
| <code>else if(tokType == 3) /* Token: CHAR */</code>                       |      |
| <code>tmp_str = get_tok_char(decoded_tokens[tokIdx])</code>                |      |
| <code>else if(tokType == 4) /* Token: DIGITS */</code>                     |      |
| <code>tmp_str = get_tok_digits(decoded_tokens[tokIdx])</code>              |      |
| <code>else if(tokType == 5) /* Token: DELTA */</code>                      |      |
| <code>tmp_str = get_tok_delta(decoded_tokens[tokIdx], refIdx)</code>       |      |
| <code>else if(tokType == 6) /* Token: DIGITS0 */</code>                    |      |
| <code>tmp_str = get_tok_digits0(decoded_tokens[tokIdx])</code>             |      |
| <code>else if(tokType == 7) /* Token: DELTA0 */</code>                     |      |
| <code>tmp_str = get_tok_delta0(decoded_tokens[tokIdx], refIdx)</code>      |      |
| <code>else if(tokType == 8) /* Token: MATCH */</code>                      |      |
| <code>tmp_str = get_tok_match(refIdx)</code>                               |      |
| <code>return tmp_str</code>                                                |      |
| <code>}</code>                                                             |      |

`get_tok_string(decoded_tokens[ ])` pops and returns a null terminated string from data structure `decoded_tokens[ ]` as described for token STRING in [Table 75](#).

`get_tok_char(decoded_tokens[ ])` pops and returns one ASCII character from data structure `decoded_tokens[ ]` as described for token CHAR in [Table 75](#).

`get_tok_digits(decoded_tokens[ ])` pops four bytes from data structure `decoded_tokens[ ]`, decodes them as a 32-bit integer as specified in [subclause 6.2](#), as described for token DIGITS in [Table 75](#), and returns a string with the big-endian decimal representation of said integer.

`get_tok_delta(decoded_tokens[ ], refIdx)` pops a one byte delta value from data structure `encoded_tokens[ ]` as described for token DELTA in [Table 75](#), sums said delta value and the digit value of the co-located DIGITS token in the reference descriptor (msar or read identifier) identified by `refIdx`, and returns a string with the big-endian decimal representation of the result of said sum.

`get_tok_digits0(decoded_tokens[ ])` pops a one byte length value as DZLEN token and a four bytes value, decoded as a 32-bit integer as specified in [subclause 6.2](#), as described for token DIGITS0 in [Table 75](#), and returns a string with the big-endian zero-padded fixed-width decimal representation of said integer.

`get_tok_delta0(decoded_tokens[ ], refIdx)` pops a one byte delta value from data structure `decoded_tokens[ ]` as described for token DELTA in [Table 75](#), sums said delta value and the digit value of the co-located DIGITS0 token in the reference descriptor (msar or read identifier) identified by `refIdx`, and returns a string with the big-endian zero-padded fixed-width decimal representation of the result of said sum.

`get_tok_match(refIdx)` returns the token value of the co-located token in the reference descriptor (msar or read identifier) identified by `refIdx` as described for token MATCH in [Table 75](#).

## 10.5 sequence

### 10.5.1 General

This subclause specifies how sequences of nucleotides are computed by a conformant decoder. For class HM, the mapped read is computed as specified in [subclause 10.5.2](#) while the unmapped read as specified in [subclause 10.5.3](#).

The inputs to this process are the variables `numberOfRecordSegments` and `numberOfMappedRecordSegments` calculated as specified in [subclause 10.4.10](#).

The output of this process is the array `splicedSequence[i][]` (with  $0 \leq i < \text{numberOfRecordSegments}$ ).

### 10.5.2 Aligned reads (Classes P, N, M, I, HM)

Additional input to this process are:

- the array `mappingPos[0][]` is computed as specified in [subclause 10.2.3](#);
- the arrays `numberOfSplicedSeg[]`, and `splicedSegLength[][]` computed as specified in [subclause 10.4.9](#);
- the array `splicedSegMappingPos[][]` computed as specified in [subclause 10.4.10](#);
- the array `softClipSizes[][]` computed as specified in [subclause 10.4.7](#);
- the variable `classId` is computed as specified in [subclause 10.2.3](#);
- The variable `seqId` set equal to **sequence\_ID** as specified in [subclause 7.5.1.2](#);
- The arrays **ref\_sequence[][]** and **seq\_start[]** as specified in [subclause 7.3](#).

If **crps\_flag** specified in [Table 7](#) is equal to 1 and **cr\_alg\_ID** specified in [Table 17](#) to is equal to 2, 3 or 4, in the decoding process specified in [Table 88](#), `seqId` is set equal to 0, `ref_sequence[seqId][]` is set equal to `refBuf[]` specified in [subclauses 11.3.4](#), [11.3.5](#), [11.3.6](#), respectively, and `seq_start[seqId]` is set equal to 0.

The decoding process specified in [Table 88](#) shall be applied:

**Table 88 — Decoding process of sequence[] array for aligned reads**

| Decoding step                                                                                                           | Description |
|-------------------------------------------------------------------------------------------------------------------------|-------------|
| <code>for(i = 0; i &lt; numberOfMappedRecordSegments; i++) {</code>                                                     |             |
| <code>for(j = 0; j &lt; numberOfSplicedSeg[i]; j++) {</code>                                                            |             |
| <code>pRef = splicedSegMappingPos[i][j] -</code><br><code>seq_start[seqId]</code>                                       |             |
| <code>mappedLength = splicedSegLength[i][j]</code>                                                                      |             |
| <code>if(classId == Class_I    classId == Class_HM) {</code>                                                            |             |
| <code>if(j == 0) {</code>                                                                                               |             |
| <code>mappedLength -= softClipSizes[i][0]</code>                                                                        |             |
| <code>}</code>                                                                                                          |             |
| <code>if(j == numberOfSplicedSeg[i] - 1) {</code>                                                                       |             |
| <code>mappedLength -= softClipSizes[i][1]</code>                                                                        |             |
| <code>}</code>                                                                                                          |             |
| <code>}</code>                                                                                                          |             |
| <code>splicedSequence[i][j] =</code><br><code>ref_sequence[seqId][pRef,</code><br><code>pRef + mappedLength - 1]</code> |             |
| <code>if(classId == Class_N) {</code>                                                                                   |             |

Table 88 (continued)

| Decoding step                                                                       | Description                                     |
|-------------------------------------------------------------------------------------|-------------------------------------------------|
| <code>processSplSegN(i, j)</code>                                                   | Specified in <a href="#">subclause 10.2.4</a> . |
| <code>} else if(classId == Class_M) {</code>                                        |                                                 |
| <code>processSplSegM(i, j)</code>                                                   | Specified in <a href="#">subclause 10.2.5</a> . |
| <code>} else if(classId == Class_I</code><br><code>   classId == Class_HM) {</code> |                                                 |
| <code>processSplSegI(i, j)</code>                                                   | Specified in <a href="#">subclause 10.2.6</a> . |
| <code>}</code>                                                                      |                                                 |
| <code>}</code>                                                                      |                                                 |
| <code>}</code>                                                                      |                                                 |

### 10.5.3 Unmapped reads (Class HM, U)

The decoding process specified in [Tables 89](#) and [90](#) shall be applied:

Table 89 — Decoding process of sequence[] array for unmapped reads

| Decoding step                                                                                             | Description                                                    |
|-----------------------------------------------------------------------------------------------------------|----------------------------------------------------------------|
| <code>for(i = numberOfAlignedRecordSegments;</code><br><code>i &lt; numberOfRecordSegments; i++) {</code> |                                                                |
| <code>if(crps_flag == 0){</code>                                                                          |                                                                |
| <code>decodeUreads(splicedSegLength[i][0])</code>                                                         | Specified in <a href="#">subclause 10.4.8</a> .                |
| <code>splicedSequence[i][0] = decodedUreads</code>                                                        | decodedUreads as specified in <a href="#">subclause 10.4.8</a> |
| <code>}else if(crps_flag == 1 &amp;&amp; cr_alg_ID == 2){</code>                                          |                                                                |
| <code>decode according to the process specified in subclause 11.3.4</code>                                |                                                                |
| <code>}else if(crps_flag == 1 &amp;&amp; cr_alg_ID == 4){</code>                                          |                                                                |
| <code>decode according to the process specified in subclause 11.3.6</code>                                |                                                                |
| <code>}</code>                                                                                            |                                                                |
| <code>}</code>                                                                                            |                                                                |

Table 90 — Sequence decoding processes corresponding to crps\_flag and cr\_alg\_ID

| crps_flag | cr_alg_ID | sequence decoded as specified in subclause |
|-----------|-----------|--------------------------------------------|
| 0         | —         | <a href="#">10.4.8</a>                     |
| 1         | 2         | <a href="#">11.3.4</a>                     |
| 1         | 4         | <a href="#">11.3.6</a>                     |

## 10.6 e-cigar

### 10.6.1 Syntax

This subclause specifies an extended CIGAR (E-CIGAR) syntax for strings to be computed from sequences and related mismatches, indels, clipped bases and information on multiple alignments and spliced reads.

Alignments are described as a sequence of consecutive edit operations between the reference sequence and a sequence mapped onto the reference sequence.

Edit operations might involve skipping or replacing part of the sequence of either reference or read; due to this reason one has to keep track of a pointer *R* to the current position within the reference, and a pointer *r*

to the current position within the read. They are both set to 0 at the beginning of the alignment process, the 0 of the reference being the position of the match.

Edit operations specified in this document are listed in [Table 91](#).

**Table 91 — Syntax of the ISO/IEC 23092 series E-CIGAR string**

| Operation                                                                                                                                        | Semantics                                                                                                                                                                                       | E-CIGAR representation | Equivalent SAM CIGAR representation                                         |
|--------------------------------------------------------------------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|------------------------|-----------------------------------------------------------------------------|
| Increment both pointer-to-reference <i>R</i> and pointer-to-read <i>r</i> by <i>n</i> positions (match).                                         | <i>n</i> matching bases                                                                                                                                                                         | <i>n</i> =             | <i>n</i> M in older versions (not equivalent),<br>= in recent versions      |
| Replace nucleotide in the read with base <i>b</i> from the reference, increment pointer-to-reference <i>R</i> and pointer-to-read <i>r</i> by 1. | substitution of character <i>b</i> ( <i>b</i> is present in the read and not in the reference) where <i>b</i> is one of the symbols of the alphabets defined in <a href="#">subclause 9.2</a> . | <i>b</i>               | <i>M</i> in older versions,<br><i>X</i> in recent versions (not equivalent) |
| Increment pointer-to-read <i>r</i> by <i>n</i> positions (insert from the read).                                                                 | <i>n</i> bases are inserted in the read (not present in the reference)                                                                                                                          | <i>n</i> +             | <i>n</i> I                                                                  |
| Increment pointer-to-reference <i>R</i> by <i>n</i> positions (deletion of sequence <i>S</i> in the read).                                       | <i>n</i> bases are deleted in the read (but present in the reference).                                                                                                                          | <i>n</i> -             | <i>n</i> D                                                                  |
| Increment pointer-to-read <i>r</i> by <i>n</i> positions (insertion in the read). Can only occur at beginning or end of read.                    | <i>n</i> soft clips                                                                                                                                                                             | ( <i>n</i> )           | <i>n</i> S                                                                  |
| Hard trim. Can only occur at beginning or end of read.                                                                                           | <i>n</i> hard clips                                                                                                                                                                             | [ <i>n</i> ]           | <i>n</i> H                                                                  |
| Increment pointer-to-reference <i>R</i> by <i>n</i> positions, splice consensus observed (splice in the read).                                   | An undirected splice of <i>n</i> bases.                                                                                                                                                         | <i>n</i> *             | <i>n</i> N                                                                  |
| Increment pointer-to-reference <i>R</i> by <i>n</i> positions, splice consensus observed on the forward strand (forward splice in the read).     | A forward splice of <i>n</i> bases.                                                                                                                                                             | <i>n</i> /             | Not existing.                                                               |
| Increment pointer-to-reference <i>R</i> by <i>n</i> positions, splice consensus observed on the reverse strand (reverse splice in the read).     | A reverse splice of <i>n</i> bases.                                                                                                                                                             | <i>n</i> %             | Not existing.                                                               |

The general framework is illustrated in [Table 92](#) shows an example of alignment with soft clips, deletions and substitutions.

**Table 92 — Example of e-cigar string**

|                                       |                           |                      |
|---------------------------------------|---------------------------|----------------------|
| 000000000011111111122222222233333333  | Position in the reference |                      |
| 0123456789012345678901234567890123456 |                           |                      |
| ACAGATATATCAGAGACCATACAGGAACATAACAGAC | Reference                 |                      |
| AAAGATCTAT+++++++CAGGTACATA           | Read                      |                      |
| 0000000000                            | 1111111111                | Position in the read |
| 0123456789                            | 0123456789                |                      |
| E-CIGAR=(2)4=C3=11+4=T5=              |                           |                      |

## 10.6.2 Decoding process for the first alignment

### 10.6.2.1 General

The inputs to this process are:

- `readLength[]` array computed as specified in [subclause 10.2.3](#);
- the `classId` variable specified in [subclause 10.2.3](#);
- the `numberOfAlignedRecordSegments` variable specified in [subclause 10.4.10](#).

For `classId` equal to `Class_N`, `Class_M`, `Class_I`, and `Class_HM`:

- the `mismatchOffsets[][]` array computed as specified in [subclause 10.4.5](#);
- the `numMismatches[]` array computed as specified in [subclause 10.4.5](#).

If **`cr_alg_ID`** specified in [subclause 11.3](#) is set to 1, for `classId` equal to `Class_M` `mismatchOffsets[][]` and `numMismatches[]` are pre-processed as per [subclause 10.6.4](#) prior to being decoded as specified in this subclause.

For `classId` equal to `Class_M`, `Class_I`, and `Class_HM`:

- the `mismatches[][]` arrays computed as specified in [subclause 10.4.6](#).

If **`cr_alg_ID`** specified in [subclause 11.3](#) is set to 1, for `classId` equal to `Class_M` `mismatches[][]` is pre-processed as per [subclause 10.6.4](#) prior to being decoded as specified in this subclause.

For `classId` equal to `Class_I` and `Class_HM`:

- the `mismatchTypes[]` array computed as per [subclause 10.4.6](#);
- the `softClips[][][]` arrays, the `softClipSizes[][]` array, and the `hardClips[][]` array computed as specified in [subclause 10.4.7](#).

The output of this process is the array of strings `ecigarString[]`, and the array of the corresponding string lengths `ecigarLength[]`.

In this subclause, the decoding process uses strings, where strings are sequences of a given length of universal coded character set (UCS) transmission format-8 (UTF-8) characters as specified in ISO/IEC 10646 of a given length.

In this subclause the following strings operators are defined:

|                                  |                                                                                                                                                                                                                               |
|----------------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <code>arraytostr(a, l)</code>    | returns a string of length <code>l</code> created by copying the first <code>l</code> characters from array <code>a</code> , where <code>a</code> is a one-dimensional array of characters                                    |
| <code>strtoc(s)</code>           | returns all characters in string <code>s</code> in a sequence compliant with <code>c(n)</code> data type specified in <a href="#">subclause 6.3</a> , where <code>n</code> corresponds to the length of string <code>s</code> |
| <code>'...'</code>               | returns a string composed by the characters between the quotes                                                                                                                                                                |
| <code>inttostr(i)</code>         | returns a string containing the base-10 representation of the integer                                                                                                                                                         |
| <code>strcat(s1, ..., sN)</code> | returns the concatenation of the strings from <code>s1</code> to <code>sN</code> . If any of the input strings <code>s1</code> through <code>sN</code> is a single character, it is considered a string of length 1           |
| <code>strlen(s)</code>           | returns the length of string <code>s</code>                                                                                                                                                                                   |

### 10.6.2.2 Decoding process without spliced reads

When the **spliced\_reads\_flag** syntax element specified in [subclause 7.4.2](#) is equal to 0, the decoding process of e-cigar strings is specified in [Table 93](#). [Table 94](#) reports the decoding process for the mismatches within one e-cigar string.

**Table 93 — Decoding process for the e-cigar strings of a genomic record without spliced reads**

| Decoding step                                                                                                                                                     | Description                                                             |
|-------------------------------------------------------------------------------------------------------------------------------------------------------------------|-------------------------------------------------------------------------|
| <code>for(s = 0; s &lt; numberOfAlignedRecordSegments; s++) {</code>                                                                                              |                                                                         |
| <code>if(classId == Class_P){</code>                                                                                                                              | Class P.                                                                |
| <code>mmOffsets = {}</code>                                                                                                                                       | Empty array.                                                            |
| <code>mms = {}</code>                                                                                                                                             | Empty array.                                                            |
| <code>mmTypes = {}</code>                                                                                                                                         | Empty array.                                                            |
| <code>decodeECigarMismatches(classId, readLength[s],</code><br><code>0, mmOffsets, mms, mmTypes)</code>                                                           | As specified in <a href="#">Table 94</a> .                              |
| <code>ecigar = decodedEcigar</code>                                                                                                                               | decodedEcigar<br>computed as specified<br>in <a href="#">Table 94</a> . |
| <code>}</code>                                                                                                                                                    |                                                                         |
| <code>else if(classId == Class_N){</code>                                                                                                                         | Class N.                                                                |
| <code>mms = {}</code>                                                                                                                                             | Empty array.                                                            |
| <code>mmTypes = {}</code>                                                                                                                                         | Empty array.                                                            |
| <code>decodeECigarMismatches(classId, readLength[s],</code><br><code>numMismatches[s], mismatchOffsets[s], mms, mmTypes)</code>                                   | As specified in <a href="#">Table 94</a> .                              |
| <code>ecigar = decodedEcigar</code>                                                                                                                               | decodedEcigar<br>computed as specified<br>in <a href="#">Table 94</a> . |
| <code>}</code>                                                                                                                                                    |                                                                         |
| <code>else if(classId == Class_M){</code>                                                                                                                         | Class M.                                                                |
| <code>mmTypes = {}</code>                                                                                                                                         | Empty array.                                                            |
| <code>decodeECigarMismatches(classId, readLength[s],</code><br><code>numMismatches[s], mismatchOffsets[s],</code><br><code>mismatches[s], mmTypes)</code>         | As specified in <a href="#">Table 94</a> .                              |
| <code>ecigar = decodedEcigar</code>                                                                                                                               | decodedEcigar<br>computed as specified<br>in <a href="#">Table 94</a> . |
| <code>}</code>                                                                                                                                                    |                                                                         |
| <code>else if(classId == Class_I    classId == Class_HM){</code>                                                                                                  | Classes I or HM.                                                        |
| <code>leftSoftClips =</code><br><code>arraytostr(softClips[s][0][],</code><br><code>softClipSizes[s][0])</code>                                                   |                                                                         |
| <code>rightSoftClips =</code><br><code>arraytostr(softClips[s][1][],</code><br><code>softClipSizes[s][1])</code>                                                  |                                                                         |
| <code>leftHardClips = hardClips[s][0]</code>                                                                                                                      |                                                                         |
| <code>rightHardClips = hardClips[s][1]</code>                                                                                                                     |                                                                         |
| <code>mappedLength = readLength[s]</code><br><code>- strlen(leftSoftClips) - strlen(rightSoftClips)</code>                                                        |                                                                         |
| <code>decodeECigarMismatches(classId, mappedLength,</code><br><code>numMismatches[s], mismatchOffsets[s],</code><br><code>mismatches[s], mismatchTypes[s])</code> | As specified in <a href="#">Table 94</a> .                              |

Table 93 (continued)

| Decoding step                                                                                                      | Description                                                       |
|--------------------------------------------------------------------------------------------------------------------|-------------------------------------------------------------------|
| <code>ecigar = decodedEcigar</code>                                                                                | decodedEcigar computed as specified in <a href="#">Table 94</a> . |
| <code>if(strlen(leftSoftClips) != 0) {</code>                                                                      |                                                                   |
| <code>ecigar = strcat(</code><br><code>\(' , inttostr(strlen(leftSoftClips)), ' )',</code><br><code>ecigar)</code> | Soft clips are present before the leftmost mapped base.           |
| <code>}</code>                                                                                                     |                                                                   |
| <code>else if(leftHardClips != 0) {</code>                                                                         |                                                                   |
| <code>ecigar = strcat(</code><br><code>\([' , inttostr(leftHardClips), ' ]',</code><br><code>ecigar)</code>        | Hard clips are present before the leftmost mapped base.           |
| <code>}</code>                                                                                                     |                                                                   |
| <code>if(strlen(rightSoftClips) != 0) {</code>                                                                     |                                                                   |
| <code>ecigar = strcat(ecigar,</code><br><code>\(' , inttostr(strlen(rightSoftClips)), ' )')</code>                 | Soft clips are present after the rightmost mapped base.           |
| <code>}</code>                                                                                                     |                                                                   |
| <code>else if(rightHardClips != 0) {</code>                                                                        |                                                                   |
| <code>ecigar = strcat(ecigar,</code><br><code>\([' , inttostr(rightHardClips), ' ]')</code>                        | Hard clips are present after the rightmost mapped base.           |
| <code>}</code>                                                                                                     |                                                                   |
| <code>}</code>                                                                                                     |                                                                   |
| <code>ecigarString[s] = strtoc(ecigar)</code>                                                                      |                                                                   |
| <code>ecigarLength[s] = strlen(ecigar)</code>                                                                      |                                                                   |
| <code>}</code>                                                                                                     |                                                                   |

Table 94 — Decoding process for the mismatches within one e-cigar string

| Decoding step                                                                                          | Description   |
|--------------------------------------------------------------------------------------------------------|---------------|
| <code>decodeECigarMismatches(classId, len,</code><br><code>mmNumber, mmOffsets, mms, mmTypes) {</code> |               |
| <code>ecigar = ""</code>                                                                               | Empty string. |
| <code>if(classId == Class_P){</code>                                                                   | Class P.      |
| <code>ecigar = strcat(inttostr(len), '=')</code>                                                       |               |
| <code>}</code>                                                                                         |               |
| <code>else if(classId == Class_N){</code>                                                              | Class N.      |
| <code>previousOffset = 0</code>                                                                        |               |
| <code>i = 0</code>                                                                                     |               |
| <code>while(i &lt; mmNumber){</code>                                                                   |               |
| <code>delta = mmOffsets[i] - previousOffset</code>                                                     |               |
| <code>previousOffset = mmOffsets[i] + 1</code>                                                         |               |
| <code>if(delta == 0){</code>                                                                           |               |
| <code>ecigar = strcat(ecigar, 'N')</code>                                                              |               |
| <code>} else {</code>                                                                                  |               |
| <code>ecigar = strcat(ecigar, inttostr(delta), '=')</code>                                             |               |
| <code>ecigar = strcat(ecigar, 'N')</code>                                                              |               |

Table 94 (continued)

| Decoding step                                        | Description      |
|------------------------------------------------------|------------------|
| }                                                    |                  |
| i++                                                  |                  |
| }                                                    |                  |
| delta = len - previousOffset                         |                  |
| if(delta > 0) {                                      |                  |
| ecigar = strcat(ecigar, inttostr(delta), '=')        |                  |
| }                                                    |                  |
| }                                                    |                  |
| else if(classId == Class_M){                         | Class M.         |
| previousOffset = 0                                   |                  |
| i = 0                                                |                  |
| while(i < mmNumber){                                 |                  |
| delta = mmOffsets[i] - previousOffset                |                  |
| previousOffset = mmOffsets[i] + 1                    |                  |
| if(delta == 0){                                      |                  |
| ecigar = strcat(ecigar, mms[i])                      |                  |
| } else {                                             |                  |
| ecigar = strcat(ecigar, inttostr(delta), '=')        |                  |
| ecigar = strcat(ecigar, mms[i])                      |                  |
| }                                                    |                  |
| i++                                                  |                  |
| }                                                    |                  |
| delta = len - previousOffset                         |                  |
| if(delta > 0) {                                      |                  |
| ecigar = strcat(ecigar, inttostr(delta), '=')        |                  |
| }                                                    |                  |
| }                                                    |                  |
| else if(classId == Class_I    classId == Class_HM)){ | Classes I or HM. |
| previousOffset = 0                                   |                  |
| i = 0                                                |                  |
| while(i < mmNumber) {                                |                  |
| count = 0                                            |                  |
| delta = mmOffsets[i] - previousOffset                |                  |
| previousOffset = mmOffsets[i]                        |                  |
| if(delta > 0) {                                      |                  |
| ecigar = strcat(ecigar, inttostr(delta), '=')        |                  |
| delta = 0                                            |                  |
| }                                                    |                  |
| if(mmTypes[i] == 0) {                                | Substitution.    |
| ecigar = strcat(ecigar, mms[i])                      |                  |
| previousOffset = mmOffsets[i] + 1                    |                  |
| i++                                                  |                  |
| }                                                    |                  |
| }                                                    |                  |
| else if(mmTypes[i] == 1) {                           | Insertion.       |

Table 94 (continued)

| Decoding step                                                                                                                  | Description |
|--------------------------------------------------------------------------------------------------------------------------------|-------------|
| <pre> while(i &lt; mmNumber   &amp;&amp; mmTypes[i] == 1   &amp;&amp; mmOffsets[i] - previousOffset     == 0) { </pre>         |             |
| <pre>   previousOffset = mmOffsets[i] + 1 </pre>                                                                               |             |
| <pre>   count++, i++ </pre>                                                                                                    |             |
| <pre> } </pre>                                                                                                                 |             |
| <pre> ecigar = strcat(ecigar, inttostr(count)) </pre>                                                                          |             |
| <pre> ecigar = strcat(ecigar, '+') </pre>                                                                                      |             |
| <pre> } </pre>                                                                                                                 |             |
| <pre> else if(mmTypes[i] == 2) { </pre>                                                                                        | Deletion.   |
| <pre>   while(i &lt; mmNumber     &amp;&amp; mmTypes[i] == 2     &amp;&amp; mmOffsets[i] - previousOffset       == 0) { </pre> |             |
| <pre>     previousOffset = mmOffsets[i] </pre>                                                                                 |             |
| <pre>     count++, i++ </pre>                                                                                                  |             |
| <pre>   } </pre>                                                                                                               |             |
| <pre>   ecigar = strcat(ecigar, inttostr(count)) </pre>                                                                        |             |
| <pre>   ecigar = strcat(ecigar, '-') </pre>                                                                                    |             |
| <pre> } </pre>                                                                                                                 |             |
| <pre> } </pre>                                                                                                                 |             |
| <pre> delta = len - previousOffset </pre>                                                                                      |             |
| <pre> if(delta &gt; 0) { </pre>                                                                                                |             |
| <pre>   ecigar = strcat(ecigar, tostr(delta), '=') </pre>                                                                      |             |
| <pre> } </pre>                                                                                                                 |             |
| <pre> } </pre>                                                                                                                 |             |
| <pre> decodedEcigar = ecigar </pre>                                                                                            |             |
| <pre> } </pre>                                                                                                                 |             |

### 10.6.2.3 Decoding process with spliced reads

When the **spliced\_reads\_flag** syntax element specified in [subclause 7.4.2](#) is equal to 1, the e-cigar strings are decoded as follows.

Additional input to this process are:

For classId equal to Class\_N, Class\_M, Class\_I, and Class\_HM:

- the numberOfSplicedSeg[], splicedSegMappedLength[][] and splicedSegLength[][] arrays computed as specified in [subclause 10.4.9](#);
- the splicedSegMismatchOffsets[][][], splicedSegMismatchNumber[][] and splicedSegMismatchIdx[][] arrays computed as specified in [subclause 10.4.5](#);
- the array splicedSegMappingPos[][] computed as specified in [subclause 10.4.10](#);
- the array reverseComp[][][] computed as specified in [subclause 10.4.3](#)

The decoding process is specified in [Table 95](#).

**Table 95 — Decoding process for the e-cigar strings of a genomic record with spliced reads.**

| Decoding step                                                                                                                                             | Description                                                       |
|-----------------------------------------------------------------------------------------------------------------------------------------------------------|-------------------------------------------------------------------|
| <code>for(s = 0; s &lt; numberOfAlignedRecordSegments; s++) {</code>                                                                                      |                                                                   |
| <code>if(classId == Class_P){</code>                                                                                                                      | Class P.                                                          |
| <code>mmOffsets = {}</code>                                                                                                                               | Empty array.                                                      |
| <code>mms = {}</code>                                                                                                                                     | Empty array.                                                      |
| <code>mmTypes = {}</code>                                                                                                                                 | Empty array.                                                      |
| <code>decodeECigarMismatches(classId, readLength[s],</code><br><code>0, mmOffsets, mms, mmTypes)</code>                                                   | As specified in <a href="#">Table 94</a> .                        |
| <code>ecigar = decodedEcigar</code>                                                                                                                       | decodedEcigar computed as specified in <a href="#">Table 94</a> . |
| <code>}</code>                                                                                                                                            |                                                                   |
| <code>else if(classId == Class_N){</code>                                                                                                                 | Class N.                                                          |
| <code>mms = {}</code>                                                                                                                                     | Empty array.                                                      |
| <code>mmTypes = {}</code>                                                                                                                                 | Empty array.                                                      |
| <code>decodeECigarMismatches(classId, readLength[s],</code><br><code>numMismatches[s], mismatchOffsets[s], mms, mmTypes)</code>                           | As specified in <a href="#">Table 94</a> .                        |
| <code>ecigar = decodedEcigar</code>                                                                                                                       | decodedEcigar computed as specified in <a href="#">Table 94</a> . |
| <code>}</code>                                                                                                                                            |                                                                   |
| <code>else if(classId == Class_M){</code>                                                                                                                 | Class M.                                                          |
| <code>mmTypes = {}</code>                                                                                                                                 | Empty array.                                                      |
| <code>decodeECigarMismatches(classId, readLength[s],</code><br><code>numMismatches[s], mismatchOffsets[s],</code><br><code>mismatches[s], mmTypes)</code> | As specified in <a href="#">Table 94</a> .                        |
| <code>ecigar = decodedEcigar</code>                                                                                                                       | decodedEcigar computed as specified in <a href="#">Table 94</a> . |
| <code>}</code>                                                                                                                                            |                                                                   |
| <code>else if(classId == Class_I    classId == Class_HM){</code>                                                                                          | Classes I or HM.                                                  |
| <code>leftSoftClips =</code><br><code>arraytostr(softClips[s][0][],</code><br><code>softClipSizes[s][0])</code>                                           |                                                                   |
| <code>rightSoftClips =</code><br><code>arraytostr(softClips[s][1][],</code><br><code>softClipSizes[s][1])</code>                                          |                                                                   |
| <code>leftHardClips = hardClips[s][0]</code>                                                                                                              |                                                                   |
| <code>rightHardClips = hardClips[s][1]</code>                                                                                                             |                                                                   |
| <code>ecigar = ""</code>                                                                                                                                  | Empty string.                                                     |
| <code>for(i = 0; i &lt; numberOfSplicedSeg[s]; i++) {</code>                                                                                              |                                                                   |
| <code>length = splicedSegLength[s][i]</code>                                                                                                              |                                                                   |
| <code>if(i == 0) {</code>                                                                                                                                 |                                                                   |
| <code>length -= softClipSizes[s][0]</code>                                                                                                                |                                                                   |
| <code>}</code>                                                                                                                                            |                                                                   |
| <code>if(i == (numberOfSplicedSeg[s] - 1)) {</code>                                                                                                       |                                                                   |

Table 95 (continued)

| Decoding step                                              | Description                                                                |
|------------------------------------------------------------|----------------------------------------------------------------------------|
| length -= softClipSizes[s][1]                              |                                                                            |
| }                                                          |                                                                            |
| if(i > 0) {                                                |                                                                            |
| spliceOffset = splicedSegMappingPos[s][i]                  |                                                                            |
| - splicedSegMappingPos[s][i - 1]                           |                                                                            |
| - splicedSegMappedLength[s][i - 1]                         |                                                                            |
| ecigar = strcat(ecigar, inttostr(spliceOffset))            |                                                                            |
| if(reverseComp[i][s][0] == 0) {                            |                                                                            |
| ecigar = strcat(ecigar, "/")                               | Forward splice.                                                            |
| } else if(reverseComp[i][s][0] == 1)                       |                                                                            |
| ecigar = strcat(ecigar, "%")                               | Reverse splice.                                                            |
| } else if(reverseComp[i][s][0] == 2)                       |                                                                            |
| ecigar = strcat(ecigar, "*")                               | Undirected splice.                                                         |
| } else {                                                   |                                                                            |
| /* reserved */                                             |                                                                            |
| }                                                          |                                                                            |
| }                                                          |                                                                            |
| mmStartIdx = splicedSegMismatchIdx[s][i]                   |                                                                            |
| mmEndIdx = mmStartIdx + splicedSegMismatchNumber[s][i] - 1 |                                                                            |
| decodeECigarMatches(classId, length,                       | As specified in<br><a href="#">Table 94</a> .                              |
| splicedSegMismatchNumber[s][i],                            |                                                                            |
| splicedSegMismatchOffsets[s][i],                           |                                                                            |
| mismatches[s][mmStartIdx, mmEndIdx],                       |                                                                            |
| mismatchTypes[s][mmStartIdx, mmEndIdx])                    |                                                                            |
| ecigar = strcat(ecigar, decodedEcigar)                     | decodedEcigar<br>computed as<br>specified in<br><a href="#">Table 94</a> . |
| }                                                          |                                                                            |
| if(strlen(leftSoftClips) != 0) {                           |                                                                            |
| ecigar = strcat(                                           | Soft clips are<br>present before the<br>leftmost mapped<br>base.           |
| '(', inttostr(strlen(leftSoftClips)), ')',                 |                                                                            |
| ecigar)                                                    |                                                                            |
| }                                                          |                                                                            |
| else if(leftHardClips != 0) {                              |                                                                            |
| ecigar = strcat(                                           | Hard clips are<br>present before the<br>leftmost mapped<br>base.           |
| '(', inttostr(leftHardClips), ')',                         |                                                                            |
| ecigar)                                                    |                                                                            |
| }                                                          |                                                                            |
| if(strlen(rightSoftClips) != 0) {                          |                                                                            |
| ecigar = strcat(ecigar,                                    | Soft clips are<br>present after the<br>rightmost mapped<br>base.           |
| '(', inttostr(strlen(rightSoftClips)), ')')                |                                                                            |
| }                                                          |                                                                            |
| else if(rightHardClips != 0) {                             |                                                                            |

Table 95 (continued)

| Decoding step                                                                          | Description                                             |
|----------------------------------------------------------------------------------------|---------------------------------------------------------|
| <code>ecigar = strcat(ecigar,<br/>          '[, inttostr(rightHardClips), ']'')</code> | Hard clips are present after the rightmost mapped base. |
| <code>}</code>                                                                         |                                                         |
| <code>}</code>                                                                         |                                                         |
| <code>ecigarString[s] = strtoc(ecigar)</code>                                          |                                                         |
| <code>ecigarLength[s] = strlen(ecigar)</code>                                          |                                                         |
| <code>}</code>                                                                         |                                                         |

### 10.6.3 Decoding process for other alignments

For all alignments other than the first one, the e-cigar strings are decoded as specified in [subclause 10.4.13](#).

### 10.6.4 Reference transformation

When **cr\_alg\_ID** specified in [subclause 11.3](#) is set to 1, for records belonging to class Class\_M, the input arrays `mismatchOffsets[][]`, `mismatches[][]`, and `numMismatches[]` specified in [subclauses 10.4.5](#) and [10.4.6](#) shall be pre-processed according to the process described in [Table 96](#) prior to being decoded as specified in [subclause 10.6.2](#).

Additional input to the process is:

- the array `mappingPos[][]` computed as specified in [subclauses 10.4.2](#) and [10.4.10](#);
- the `readLen[]` array computed as specified in [subclause 10.4.9](#);
- the array `refSequence` equal to **ref\_sequence[i]** specified in [subclause 7.4.2](#) where *i* is equal to **ref\_sequence\_ID** as specified in [subclause 7.5.1](#);
- the array `refTransfOrigSymbols` computed in [subclause 11.3.3](#);
- the variables `numberOfRecordSegments` computed as specified in [subclause 10.4.10](#).

The output of the process are the modified arrays `mismatchOffsets[][]`, `mismatches[][]`, and `numMismatches[]`.

Table 96 — Pre-processing process when **cr\_alg\_ID** is equal to 1

| Processing step                                                                                                     | Description                                                     |
|---------------------------------------------------------------------------------------------------------------------|-----------------------------------------------------------------|
| <code>for(s = 0; s &lt; numberOfRecordSegments; s++) {</code>                                                       |                                                                 |
| <code>  mPos = mappingPos[0][s] - seq_start</code>                                                                  |                                                                 |
| <code>  newMismatchOffsets[] = {}</code><br><code>  newMismatches[] = {}</code>                                     | Empty arrays.                                                   |
| <code>  i = 0, j = 0, k = 0</code>                                                                                  |                                                                 |
| <code>  while(i &lt; Size(refTransfPos) &amp;&amp;<br/>    refTransfPos[i] &lt; mPos) i++</code>                    | Search for the transformations in the leftmost read range.      |
| <code>  while(i &lt; Size(refTransfPos) &amp;&amp;<br/>    refTransfPos[i] &lt; mPos + readLength[s]){</code>       |                                                                 |
| <code>    if(j ≥ numMismatches[s]   <br/>      refTransfPos[i] - mPos &lt;<br/>      mismatchOffsets[s][j]){</code> | One ref transformation found before the next mismatch position. |
| <code>      newMismatchOffsets[k] =<br/>        refTransfPos[i] - mPos</code>                                       |                                                                 |

Table 96 (continued)

| Processing step                                                                                           | Description                                                                           |
|-----------------------------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------|
| <code>newMismatches[k] = refSequence[refTransfPos[i]]</code>                                              | Read the base in the ref sequence.                                                    |
| <code>i++, k++</code>                                                                                     |                                                                                       |
| <code>}</code>                                                                                            |                                                                                       |
| <code>else if(refTransfPos[i] - mPos == mismatchOffsets[s][j]){</code>                                    | One substitution in the read found at the same place as the reference transformation. |
| <code>if(mismatches[s][j] != refTransfOrigSymbols[i]){</code>                                             | Store it only if different from the original reference.                               |
| <code>newMismatchOffsets[k] = mismatchOffsets[s][j]</code>                                                |                                                                                       |
| <code>newMismatches[k] = mismatches[s][j]</code>                                                          |                                                                                       |
| <code>k++</code>                                                                                          |                                                                                       |
| <code>}</code>                                                                                            |                                                                                       |
| <code>i++, j++</code>                                                                                     |                                                                                       |
| <code>} else {</code>                                                                                     |                                                                                       |
| <code>while(j &lt; numMismatches[s] &amp;&amp; refTransfPos[i] - mPos &gt; mismatchOffsets[s][j]){</code> | Copy all mismatches until the next reference transformation.                          |
| <code>newMismatchOffsets[k] = mismatchOffsets[s][j]</code>                                                |                                                                                       |
| <code>newMismatches[k] = mismatches[s][j]</code>                                                          |                                                                                       |
| <code>k++, j++</code>                                                                                     |                                                                                       |
| <code>}</code>                                                                                            |                                                                                       |
| <code>}</code>                                                                                            |                                                                                       |
| <code>}</code>                                                                                            |                                                                                       |
| <code>while(j &lt; numMismatches[s]){</code>                                                              | Copy the remaining mismatches if any.                                                 |
| <code>newMismatchOffsets[k] = mismatchOffsets[s][j]</code>                                                |                                                                                       |
| <code>newMismatches[k] = mismatches[s][j]</code>                                                          |                                                                                       |
| <code>k++, j++</code>                                                                                     |                                                                                       |
| <code>}</code>                                                                                            |                                                                                       |
| <code>mismatchOffsets[s] = newMismatchOffsets</code>                                                      |                                                                                       |
| <code>numMismatches[s] = k</code>                                                                         |                                                                                       |
| <code>mismatches[s] = newMismatches</code>                                                                |                                                                                       |
| <code>}</code>                                                                                            |                                                                                       |

## 11 Representation of reference sequences

The reference sequence is usually part of an available reference genome (split into chromosomes and other sequences), but can in principle have any origin. With respect to a bitstream compliant with ISO/IEC 23092-1, the following types of reference sequences are supported:

- **External Reference:** the reference sequence is coded as an independent resource either locally or remotely and shall be retrieved to enable the decoding of the bitstream.
- **Embedded Reference:** the reference sequence is coded within the bitstream as dataset.
- **Computed Reference:** the reference sequence can be computed using the information contained in the sequencing reads coded in the bitstream.

In the scope of this document embedded and computed references are referred to as internal references.

### 11.1 External reference

The reference used for compression is not included in the bitstream. A mechanism for unique identification is specified in ISO/IEC 23092-1.

### 11.2 Embedded reference

The reference is stored in the bitstream as dataset as specified in ISO/IEC 23092-1.

### 11.3 Computed reference

#### 11.3.1 General

A computed reference is used:

- to improve compression efficiency by modifying an available external reference before decoding sequence data, or
- to encode aligned sequencing reads without using the reference sequences used for alignment, or
- to encode raw (unmapped) reads.

In case of aligned reads it can be beneficial to support encoding and decoding without requiring access to the reference sequences used for alignment.

This approach uses the sequencing reads to be encoded to build a local consensus assembly to perform reference-based encoding. In this case all reads shall be encoded using class U descriptors, but the classification in P, N, M, I and HM classes shall be preserved.

When sequencing reads are encoded using a computed reference, the **rtype** descriptor currently specified in [subclause 10.4.4](#) shall be used as specified in [Table 97](#) to:

- a) signal the set of descriptors needed to decode the current record,
- b) signal the type of reference (embedded reference or computed reference) needed to decode the current record.

#### 11.3.2 Supported Algorithms

[Table 97](#) specifies the supported reference computation algorithms. **cr\_alg\_ID** is specified in [subclause 7.4.2.4](#).

Table 97 — Supported reference computation algorithms

| cr_alg_ID | Name            | Description                                                                                                                                                                                                  |
|-----------|-----------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 0         |                 | reserved                                                                                                                                                                                                     |
| 1         | RefTransform    | To improve compression efficiency, an available external reference is modified before decoding sequence data. This algorithm applies only to aligned data as described in <a href="#">subclause 11.3.3</a> . |
| 2         | PushIn          | The reference is created by simple concatenation of already decoded reads, with padding. This is described in <a href="#">subclause 11.3.4</a> .                                                             |
| 3         | Local assembly  | The reference is created by performing a local assembly. This algorithm applies only to aligned data as described in <a href="#">subclause 11.3.5</a> .                                                      |
| 4         | Global assembly | The reference used to perform reference based decoding is encoded in each AU as sequence of ureads descriptors. This is described in <a href="#">subclause 11.3.6</a> .                                      |
| 5 ... 255 |                 | reserved                                                                                                                                                                                                     |

### 11.3.3 Reference transformation

The input to this process is the **ref\_sequence**[seqId] array specified in [subclause 7.3.2](#), with seqId equal to **ref\_sequence\_ID** as specified in [subclause 7.5.2](#), and the arrays refTransfPos[], and refTransSubs[] computed as specified in [subclauses 10.4.18](#) and [10.4.19](#) respectively.

The output of this process is the modified **ref\_sequence**[seqId] array computed by applying the decoding process shown in [Table 98](#) and a refTransfOrigSymbols[] array containing the substituted symbols in the original reference.

Table 98 — Reference transformation process

| Transformation step                                                       | Description                                             |
|---------------------------------------------------------------------------|---------------------------------------------------------|
| len = Size(refTransfPos[])                                                |                                                         |
| refTransfOrigSymbols[] = {}                                               | Empty array.                                            |
| for (i = 0; i < len; i++){                                                |                                                         |
| refTransfOrigSymbols[i] =<br><b>ref_sequence</b> [seqId][refTransfPos[i]] | Save the symbol in the reference before transformation. |
| <b>ref_sequence</b> [seqId][refTransfPos[i]] =<br>refTransSubs[i]         | Substitution.                                           |
| }                                                                         |                                                         |

When **cr\_alg\_ID** is equal to 1 the decoder shall first apply the reference transformation described in [Table 98](#) to the raw reference structure received as input and then use it for reference-based decoding as specified in [subclause 10.2](#).

### 11.3.4 PushIn

#### 11.3.4.1 General

The reference is created by pushing into a reference buffer refBuf[] of size crBufSize, i.e. concatenating, already decoded reads. In this subclause reads are specified as the sequences computed as output of the process described in [Table 67](#) for **cr\_alg\_ID** equal to 2. The reference is built from crBufNumReads decoded reads, each composed by a sequence of symbols from one of the alphabets as specified in [subclause 9.2](#).

A decoded read is pushed in front of the computed reference buffer only if it is different from the previous one. The computed reference obtained in this way is padded at its beginning and its end.

### 11.3.4.2 Process for the construction of the reference

The inputs to this process are:

- the buffer `refBuf[]` of size `crBufSize` specified in [subclause 11.3.4.3](#) which contains `crBufNumReads`;
- `cr_buf_max_size` as specified in [subclause 7.4.2.4](#);
- `cr_pad_size` as specified in [subclause 7.4.2.4](#);
- `signature_flag`, `num_signatures`, `signature_length[]` and `signature[]` fields in the access unit header as specified in [subclause 7.5.1.2](#);

### 11.3.4.3 Initialization of the reference

At the start of the decoding process of an AU set `crBufSize` equal to  $2 * \text{cr\_pad\_size}$  and `crBufNumReads` equal to 0.

If `signature_flag` is equal to 1 and `num_signatures` is bigger than 0:

- a) insert the contents of `signature[0]` to the `refBuf[]` (at position `cr_pad_size`), increment `crBufNumReads` by 1 and increment `crBufSize` by `signature_length[0]`;
- b) for each remaining signature, if (`crBufSize` +  $2 * \text{cr\_pad\_size}$  + the size of the previous signature) is greater than `cr_buf_max_size`, oldest signatures are pushed out of the buffer `refBuf[]` and `crBufSize` decremented of the length in nucleotides of each pushed out signature until (`crBufSize` +  $2 * \text{cr\_pad\_size}$  + the size of the current signature) is smaller than or equal to `cr_buf_max_size`. Push the current signature in front of the previous signature and increment `crBufSize` with the length in nucleotides of the current signature.

### 11.3.4.4 Update of the reference

The output of this process is the updated buffer `refBuf[]` and the updated variable `crBufSize`.

This process is skipped when the last decoded read perfectly matches the previously pushed read into the `refBuf[]` in the sense that all the following conditions are all satisfied:

- `rtype` value of the last decoded read is smaller or equal to 2
- `crBufNumReads` is greater than 0
- lengths of both reads are equal

This process consists of the following steps:

- a) If (`crBufSize` + the size of the last decoded read) is greater than `cr_buf_max_size`, oldest reads are pulled out of the buffer `refBuf[]` and `crBufSize` decremented of the length in nucleotides of each pushed out read until (`crBufSize` + the size of the last decoded read) is smaller than or equal to `cr_buf_max_size`. Decrement `crBufNumReads` by the number of reads pushed out of the `refBuf[]`.
- b) If reads are present in the buffer, the whole buffer, except the leftmost `cr_pad_size` positions, is pushed back until the leftmost base of the oldest read is at `cr_pad_size` position.
- c) The last decoded read, decoded as described in [Table 67](#) for **cr\_alg\_ID** equal to 2, is pushed in the `refBuf[]` after the last decoded read already in the `refBuf[]`, `crBufNumReads` is incremented by 1 and `crBufSize` is incremented of the length in nucleotides of the pushed in read.
- d. `cr_pad_size` rightmost remaining positions of `refBuf[]` are padded with the rightmost base of the newly inserted read.
- e. `cr_pad_size` leftmost positions of `refBuf[]` are padded with the leftmost base of the oldest read remaining in `refBuf[]`.

The leftmost position in the buffer shall have position 0; by consequence the leftmost base of the oldest read shall have position `cr_pad_size`.

The output of the computation process described above is a reference sequence contained in the array `refBuf[]` which shall be used to decode the next genomic records contained in the current AU corresponding to values of **rtype** not equal to 5 as specified in [subclause 10.4.14](#).

The `refBuf[]` shall be deleted at the end of the decoding process of each AU.

If the `reverseComp[][][]` flag (as specified in [subclause 10.4.3](#)) corresponding to the last decoded read is 1, output the read as reverse-complemented as specified in [subclause 9.4](#) after that this has been pushed to the computed reference.

### 11.3.5 Local assembly

#### 11.3.5.1 General

The reference is created by computing a local sliding consensus reference sequence. This can be seen as equivalent to performing a local assembly. A local assembly is created by collecting all bases mapping to a unique genomic position and by deriving the consensus base at that position through a majority vote. In this subclause reads are specified as the sequences computed as output of the process described in [subclause 10.5.2](#). This algorithm applies only to aligned data as described in [subclause 11.3.5.2](#).

An array `crBuf[][]` is built during the decoding process. A number of already decoded reads may be needed and are stored in the array `crBuf[][]`. The number of decoded reads stored in the array `crBuf[][]` is stored in the variable `crBufNumReads`. The current size in bytes of the array `crBuf[][]` is stored in the variable `crBufSize`.

If the optional **rftp** and **rftt** descriptors are present, an additional output of this decoding process is a `raw_referenceoutput` structure (specified in [subclause 7.3.2](#)) containing the computed Local Assembly reference specific to current Access Unit, as specified in point 6 of [subclause 11.3.5.3](#) and in [subclause 11.3.5.4](#).

#### 11.3.5.2 Process for adding a decoded aligned read to the list `crBuf`

The inputs to this process is an array `crBuf[][]` which contains `crBufNumReads` reads of size in bytes equal to `crBufSize`. The output of this process is the updated array `crBuf[][]` and the updated variables `crBufNumReads` and `crBufSize`.

This process consists of the following steps:

- If the variable `crBufSize` plus the length in bases of the already decoded aligned read is greater than `cr_buf_max_size`, the oldest reads are removed from the array `crBuf[][]` until `crBufSize` plus the size of the already decoded aligned read is smaller than or equal to `cr_buf_max_size`.
- The last decoded read is added to the array `crBuf[][]` as newest read.

#### 11.3.5.3 Process for the construction of the reference

The input to this process is an array `crBuf[][]` containing at least one aligned read and the position on the reference sequence of each nucleotide.

The output of this process is an array `refBuf[]` containing a sequence of consensus symbols.

For each position covered by aligned reads in the array `crBuf[][]`, the consensus symbol is derived as follows:

- Collect all bases mapping to the current position.
- Count the occurrences of each symbol.
- If two symbols  $s_i, s_j$  (with  $i < j$  indexes of one of the alphabets specified in [subclause 9.2](#)) have the same maximum number of occurrences, then select  $s_i$  as consensus symbol.

- d) Otherwise, select the symbol with the maximum number of occurrences as consensus symbol.
- e) Append the consensus symbol to the array refBuf[].
- f) If the optional **rftp** and **rftt** descriptors are present, copy refBuf[] into ref\_sequence<sub>output</sub>[seqId][] in a raw\_reference<sub>output</sub> structure (specified in [subclause 7.3.2](#)) according to the mapping position.

The result of the decoding process described above is a reference sequence contained in the array refBuf[] which shall be used to decode the genomic records contained in the current AU corresponding to values of **rtype** not equal to 0 or 5 as specified in [subclause 10.4.14](#).

#### 11.3.5.4 Decoding process for rftp and rftt

When **cr\_alg\_ID** is equal to 3, if the optional descriptors **rftp** and **rftt** are present in the bitstream, they shall be used to reconstruct the original reference used for sequence alignment for the records in current Access Unit. The decoder shall apply a transformation to the reference sequence ref\_sequence<sub>output</sub>[seqId][] constructed according to the process described in [subclause 11.3.5.3](#) by replacing the symbols present in the reference sequence ref\_sequence<sub>output</sub>[seqId][] at the absolute position represented by each **rftp**<sub>1</sub> descriptor with the symbols conveyed by each corresponding **rftt**<sub>1</sub> descriptor.

#### 11.3.6 Global assembly

When **cr\_alg\_ID** is equal to 4, the reference sequence and the genomic records are decoded as follows for each AU of type 6 (Class U) or of type 5 (class HM):

- a) An array refBuf[] is set equal to the empty array.
- b) Decode one **rtype** descriptor as specified in [subclause 10.4.14](#).
- c) If the value of the decoded **rtype** descriptor is equal to 5 then go to step d) else go to step h).
- d) Decode one **rln** descriptor as specified in [subclause 10.4.9](#).
- e) Decode the **ureads** descriptor with decodeUreads(rln) as specified in [subclause 10.4.8](#), where rln is the value from **rln** descriptor decoded at previous step d).
- f) Concatenate the array refBuf[] with the output of step e).
- g) Go to step b).
- h) Decode the next sequence as specified in [subclause 10.4.14](#) according to the value of the rtype descriptor decoded at step b).
- i) For each sequence decoded at the previous step whose reverseComp[][][] flag (as specified in [subclause 10.4.3](#)) is 1, replace the sequence with its reverse-complement sequence as specified in [subclause 9.4](#), and set the reverseComp[][][] flag to 0.
- j) If more **rtype** descriptors are present go to step b).

The result of the decoding process specified above is 1) a reference sequence contained in the array refBuf[], and 2) the genomic records contained in the current AU corresponding to values of **rtype** not equal to 5 (as specified in [subclause 10.4.14](#)) and decoded using the reference sequence in refBuf[].

## 12 Block payload parsing process

### 12.1 General

This clause describes the parsing process of **encoded\_descriptor\_sequences** carried by a block payload as specified in [subclause 7.5.1.3.3](#) when encodingMode\_ID is not set to 0 as specified in [Table 8](#).

The input to this process is the block payload.

The outputs of this process are decoded symbols of all descriptor subsequences populated into the decoded\_symbols[][][] data structure, as specified in [subclause 12.7.2](#).

A graphical representation of the parsing process is shown in [Figure 7](#).

## 12.2 Encoding Mode 0

This clause describes the parsing process of **encoded\_descriptor\_sequences** and **encoded\_tokentype** carried by a block payload as specified in [subclause 7.5.1.3.3](#) when encodingMode\_ID is set to 0 as specified in [Table 8](#).

The input to this process is the block payload.

The outputs of this process are decoded symbols of all descriptor subsequences populated into the decoded\_symbols[][][] data structure, as specified in [subclause 12.7.2](#).

A graphical representation of the parsing process is shown in [Figure 7](#) and [Figure 8](#).

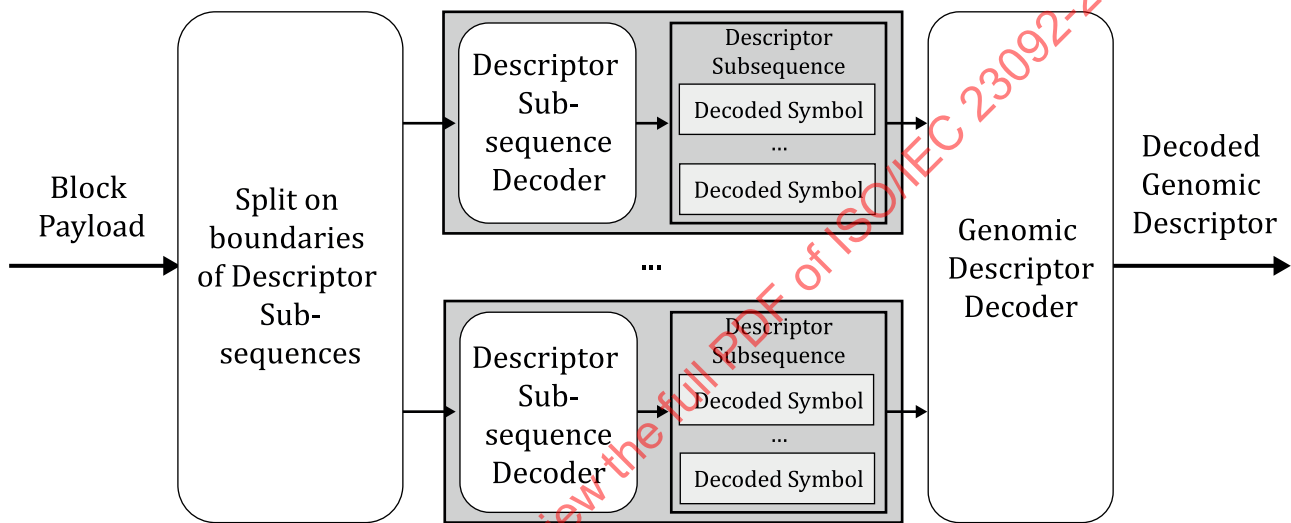


Figure 7 — Block payload parsing process

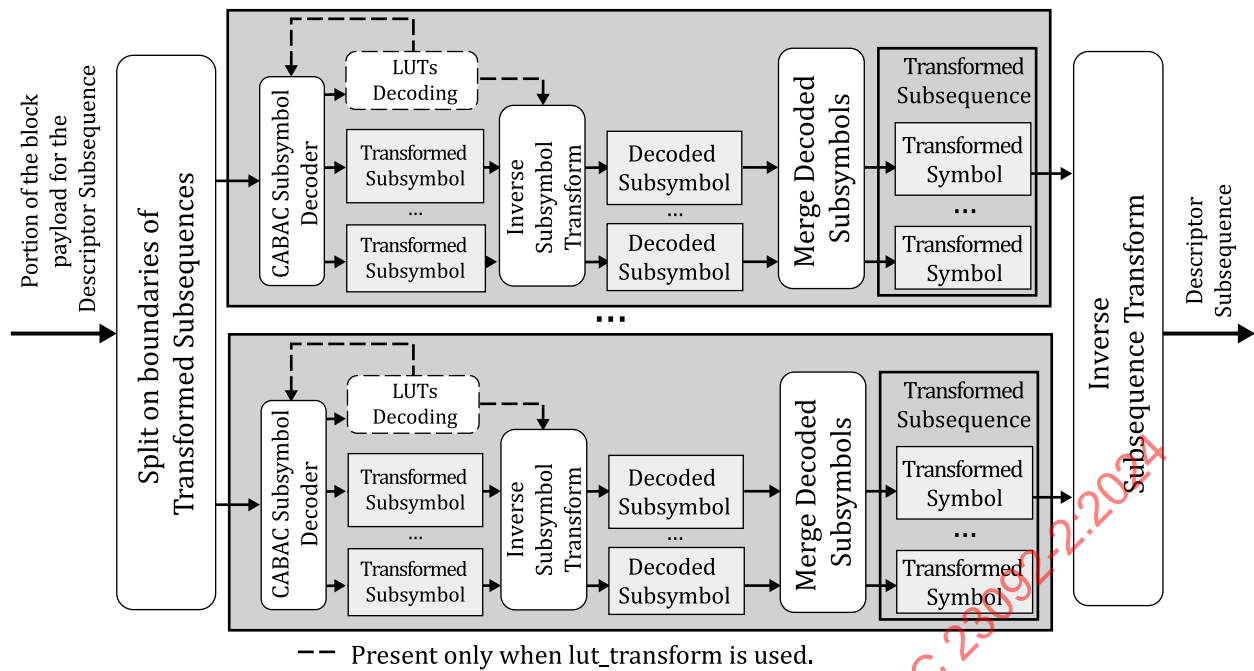


Figure 8 — Decoding process for descriptor subsequences

## 12.3 Inverse binarizations

### 12.3.1 General

The process of inverse binarization converts the decoded binary symbols (binVals) into a non-binary-valued symbol (symVal). The following subclauses describe the decoding process for the different binarizations adopted in this document.

The following variables are specified:

- **binVal** is the binary value returned by the decoded\_bit().
- **symVal** is the non-binary reconstructed value yielded by the inverse binarization process. In this subclause, it is also referred as decodedCabacSubsym.
- **cmax** is the largest possible binarized value. Larger values are truncated.

[Annex C](#) provides examples of inverse binarizations.

### 12.3.2 Binary (BI)

The inputs to this process are bits from the block payload.

The output of this process is the variable symVal.

The parameter cLength computed in [subclause 12.4.6.2](#) indicates the length in bits of the binarized symVal. The decoding process is described in [Table 99](#).

Table 99 — BI decoding process

| Decoding process                                       | Description |
|--------------------------------------------------------|-------------|
| <code>symVal = 0</code>                                |             |
| <code>for (i=0; i&lt;cLength; i++) {</code>            |             |
| <code>symVal = (symVal&lt;&lt;1)   decode_bit()</code> |             |
| <code>}</code>                                         |             |

### 12.3.3 Truncated unary (TU)

The inputs to this process are bits from the block payload.

The output of this process is the variable `symVal`.

The parameter `cmax` indicates the maximum value of `symVal`. The decoding process is described in [Table 100](#).

Table 100 — TU decoding process

| Decoding process                                                    | Description |
|---------------------------------------------------------------------|-------------|
| <code>symVal=0;</code>                                              |             |
| <code>while(symVal &lt; cmax &amp;&amp; decode_bit() == 1) {</code> |             |
| <code>symVal++</code>                                               |             |
| <code>}</code>                                                      |             |

### 12.3.4 Exponential golomb (EG)

#### 12.3.4.1 General

The inputs to this process are bits from the block payload.

The output of this process is the variable `symVal`.

The decoding process is described in [Table 101](#).

Table 101 — EG decoding process

| Decoding process                                         | Description |
|----------------------------------------------------------|-------------|
| <code>leadingZeroBits= -1</code>                         |             |
| <code>for( b = 0; !b; leadingZeroBits++ ){</code>        |             |
| <code>b = decode_bit()</code>                            |             |
| <code>}</code>                                           |             |
| <code>symVal = 0</code>                                  |             |
| <code>for( i = 0; i &lt; leadingZeroBits; i++ ){</code>  |             |
| <code>symVal = (symVal &lt;&lt; 1) + decode_bit()</code> |             |
| <code>}</code>                                           |             |
| <code>symVal += 2leadingZeroBits - 1</code>              |             |

#### 12.3.4.2 Signed exponential golomb (SEG) binarization

The input to this process is the output of an exponential golomb binarization as specified in [subclause 12.3.4.1](#).

The output of this process is the variable `symVal`.

- Perform the Exponential Golomb decoding process specified in [subclause 12.3.4.1](#).
- If the output of step 1 is not equal to 0, decode a one-bit sign flag.

- c) If the output of step 2 is 1,  $\text{symVal} = -1 * \text{symVal}$

### 12.3.5 Truncated exponential golomb (TEG)

The inputs to this process are bits from the block payload.

The output of this process is the variable  $\text{symVal}$ .

Truncated exponential golomb is a concatenation of a truncated unary binarization (with  $\text{cmax}$  equal to  $\text{cmax\_teg}$  signalled in [subclause 12.4.3.2](#)) and an exponential golomb binarization. The parsing process for these syntax elements are processed as follows:

- a) Perform the truncated unary decoding process with  $\text{cmax}$  equal to  $\text{cmax\_teg}$  (see [12.3.3](#)).
- b) If the output of step a) is equal to  $\text{cmax\_teg}$ :
  - i) Perform the exponential golomb decoding process specified in [subclause 12.3.4](#).

$\text{symVal}$  is equal to the sum of step a) and step b)i).

### 12.3.6 Signed truncated exponential golomb (STEG)

The inputs to this process are bits from the block payload.

The output of this process is the variable  $\text{symVal}$ .

Signed truncated exponential golomb is a concatenation of a truncated unary binarization (with  $\text{cmax}$  equal to  $\text{cmax\_teg}$  signalled in [subclause 12.4.3.2](#)), an exponential golomb representation and a 1-bit binary binarization (flag). The decoding process for these syntax elements is as follows:

- a) Perform the truncated unary decoding process with  $\text{cmax}$  equal to  $\text{cmax\_teg}$  (see [12.4.3](#)).
- b) If the output of step a) is equal to  $\text{cmax\_teg}$ :
  - i) Perform the exponential golomb decoding process specified in [subclause 12.4.4](#).
- c) If the sum of the outputs of step a) and step b)i) is not equal to 0:
  - i) Decode a one-bit sign flag.

$\text{symVal}$  is equal to the sum of the output values of step a) and step b)i). If the output of step c)i) is 1,  $\text{symVal} = -1 * \text{symVal}$ .

### 12.3.7 Split unit-wise truncated unary (SUTU)

The inputs to this process are bits from the block payload and:

- $\text{split\_unit\_size}$  specified in [subclause 12.4.3.2](#);
- $\text{output\_symbol\_size}$  specified in [subclause 12.4.2](#).

where  $\text{split\_unit\_size} \leq \text{output\_symbol\_size}$ .

The output of this process is the variable  $\text{symVal}$ .

The SUTU binary string is a concatenation of  $n$  TU binarizations ([subclause 12.3.3](#)), where  $n = \text{Ceil}(\text{output\_symbol\_size} / \text{split\_unit\_size})$ .

The decoding process for SUTU binarization is described in [Table 102](#)

Table 102 — SUTU decoding process

| Decoding process                                                                                                                                                                                         | Description |
|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-------------|
| <code>symVal=0</code>                                                                                                                                                                                    |             |
| <code>for (i=0; i&lt;output_symbol_size; i+=split_unit_size) {</code>                                                                                                                                    |             |
| <code>unitVal = 0</code>                                                                                                                                                                                 |             |
| <code>cmax = (i == 0 &amp;&amp; (output_symbol_size % split_unit_size) != 0) ?</code><br><code>(1&lt;&lt;(output_symbol_size % split_unit_size))-1 :</code><br><code>(1&lt;&lt;split_unit_size)-1</code> |             |
| <code>while(unitVal &lt; cmax &amp;&amp; decode_bit() == 1){</code>                                                                                                                                      |             |
| <code>unitVal++</code>                                                                                                                                                                                   |             |
| <code>}</code>                                                                                                                                                                                           |             |
| <code>symVal = (symVal&lt;&lt;split_unit_size)   unitVal</code>                                                                                                                                          |             |
| <code>}</code>                                                                                                                                                                                           |             |

### 12.3.8 Signed split unit-wise truncated unary (SSUTU)

The inputs to this process are bits from the block payload and:

- `split_unit_size` specified in [subclause 12.4.3.2](#),
- `output_symbol_size` specified in [subclause 12.4.2](#),

where  $\text{split\_unit\_size} \leq (\text{output\_symbol\_size}-1)$  and `output_symbol_size` has one bit reserved for the sign.

The output of this process is the variable `symVal`.

The SSUTU bin string is extension of the SUTU binarization ([subclause 12.3.7](#)) with sign of `symVal` coded as a separate flag. The decoding process for this binarization is as follows:

- a) The SUTU binarization produces the absolute value of `symVal` (of size `output_symbol_size-1`).
- b) If the output of step a) is not equal to 0, decode a one-bit sign flag.

If the output of step b) is 1,  $\text{symVal} = -1 * \text{symVal}$ .

### 12.3.9 Double truncated unary (DTU)

The inputs to this process (see [Table 103](#)) are bits from the block payload and:

- `cmax_dtu`, `split_unit_size` (specified in [12.4.3.2](#)),
- `output_symbol_size` (specified in [12.4.2](#)),

where  $\text{Log}_2(\text{cmax\_dtu}) < \text{split\_unit\_size}$  and  $\text{split\_unit\_size} \leq \text{output\_symbol\_size}$ .

The output of this process is the variable `symVal`.

The DTU binary string is a concatenation of two binarizations, a TU binarization ([subclause 12.3.3](#)) and a SUTU binarization ([subclause 12.3.7](#)). The parameter `cmax_dtu` is used for the TU binarization with `cmax` equal to `cmax_dtu`, and the parameters `split_unit_size` and `output_symbol_size` are used for the SUTU binarization (where `cmax` is computed internally).

Table 103 — DTU decoding process

| Decoding process                                                              | Description                                                    |
|-------------------------------------------------------------------------------|----------------------------------------------------------------|
| <code>symVal = decode_cabac_TU(cmax_dtu)</code>                               | decoding process specified in <a href="#">subclause 12.3.3</a> |
| <code>if(symVal ≥ cmax_dtu) {</code>                                          |                                                                |
| <code>symVal += decode_cabac_SUTU(split_unit_size, output_symbol_size)</code> | decoding process specified in <a href="#">subclause 12.3.7</a> |
| <code>}</code>                                                                |                                                                |

`decode_cabac_TU()` specifies the decoding process specified in [subclause 12.3.3](#).

`decode_cabac_SUTU()` specifies the decoding process specified in [subclause 12.3.7](#).

### 12.3.10 Signed double truncated unary (SDTU)

The inputs to this process are bits from the block payload and:

- `cmax_dtu` and `split_unit_size` specified in [subclause 12.4.3.2](#),
- `output_symbol_size` specified in [subclause 12.3.2](#),

where  $\text{Log}_2(\text{cmax\_dtu}) < \text{split\_unit\_size}$ ,  $\text{split\_unit\_size} \leq (\text{output\_symbol\_size}-1)$  and `output_symbol_size` has one bit reserved for the sign.

The output of this process is the variable `symVal`.

The SDTU bin string is an extension of the DTU binarization with sign of `symVal` coded as a flag. It is obtained as follows:

- a) The DTU binarization produces the absolute value of `symVal` (of size `output_symbol_size-1`).
- b) If the output of step a) is not equal to 0, decode a one-bit sign flag.

If the output of step b) is equal to 1 then `symVal` is set to  $-1 * \text{symVal}$ .

## 12.4 Decoder configuration

This subclause provides syntax and semantics to convey information related to the decoder configuration in the parameter set specified in [subclause 7.4](#).

### 12.4.1 Sequences and quality values

The decoder configuration syntax is specified in [Table 104](#).

Table 104 — Decoder configuration syntax

| Syntax                                                         | Type                                     |
|----------------------------------------------------------------|------------------------------------------|
| <code>decoder_configuration(encodingModeID) {</code>           |                                          |
| <code>if (encodingModeID == 0) { /* CABAC */</code>            | As specified in <a href="#">Table 9</a>  |
| <b><code>num_descriptor_subsequence_cfgs_minus1</code></b>     | <code>u(8)</code>                        |
| <code>for( i = 0;</code>                                       |                                          |
| <code>i ≤ num_descriptor_subsequence_cfgs_minus1;</code>       |                                          |
| <code>i++) {</code>                                            |                                          |
| <b><code>descriptor_subsequence_ID</code></b>                  | <code>u(10)</code>                       |
| <code>transformSubseqCounter = 1</code>                        |                                          |
| <code>transform_subseq_parameters()</code>                     | As specified in <a href="#">12.4.4</a> . |
| <code>for (j = 0; j &lt; transformSubseqCounter ; j++){</code> |                                          |

Table 104 (continued)

| Syntax                         | Type                                     |
|--------------------------------|------------------------------------------|
| <b>transform_ID_subsym</b>     | u(3)                                     |
| support_values()               | As specified in <a href="#">12.4.2</a> . |
| cabac_binarization()           | As specified in <a href="#">12.4.3</a> . |
| }                              |                                          |
| }                              |                                          |
| } else if(encodingModeID < 5){ |                                          |
| <b>output_symbol_size</b>      | u(6)                                     |
| } else {                       |                                          |
| /* reserved for future use */  |                                          |
| }                              |                                          |
| }                              |                                          |

**num\_descriptor\_subsequence\_cfgs\_minus1** plus 1 specifies the number of subsequences the genomic descriptor for which configurations are being signalled in this syntax. The number of descriptor subsequences for each genomic descriptor are specified in [Table 25](#).

**descriptor\_subsequence\_ID** identifies the descriptor subsequence to which the current decoder configuration is applied. Its value is comprised between 0 and the number of descriptor subsequences minus 1 as specified in [Table 25](#). Within the same descriptor\_configuration(), no value of **descriptor\_subsequence\_ID** shall be used more than once.

transform\_subseq\_parameters() signals the parsing of parameters for transformed subsequences. It is specified in [subclause 12.4.4](#).

**transform\_ID\_subsym** specifies the subsymbol transform to be applied. Allowed values are specified in [subclause 12.4.4](#).

support\_values() specifies a set of configuration parameters used to parse the transformed subsequence. It is specified in [subclause 12.4.2](#).

cabac\_binarization() specifies information about the binarization used for the CABAC decoding of the transformed subsequence. It is specified in [subclause 12.4.3](#).

output\_symbol\_size signals the size in bits of each symbol of the subsequence to be output by the decoding process.

## 12.4.2 Support values

Table 105 — Support values data structure

| Syntax                                                            | Type |
|-------------------------------------------------------------------|------|
| support_values() {                                                |      |
| <b>output_symbol_size</b>                                         | u(6) |
| <b>coding_subsym_size</b>                                         | u(6) |
| <b>coding_order</b>                                               | u(2) |
| if(coding_subsym_size < output_symbol_size && coding_order > 0) { |      |
| if(transform_ID_subsym == 1)                                      |      |
| <b>share_subsym_lut_flag</b>                                      | u(1) |
| <b>share_subsym_prv_flag</b>                                      | u(1) |
| }                                                                 |      |
| }                                                                 |      |

[Table 105](#) reports the syntax of the data structure of support\_values.

**output\_symbol\_size** signals the size in bits of each transformed symbol of the transformed subsequence to be output by the decoding process. For unsigned binarizations the minimum value of **output\_symbol\_size** is 1, while for signed binarizations the minimum value of **output\_symbol\_size** is 2. For signed values one bit is used for the sign.

**coding\_subsym\_size** signals the size in bits of the transformed subsymbol, which serve as the atomic unit of coding. The value of **coding\_subsym\_size** shall be a factor (exact divisor) of **output\_symbol\_size**. It yields  $X = \text{output\_symbol\_size} / \text{coding\_subsym\_size}$  atomic subsymbol slots. These X transformed subsymbols shall be independently decoded with CABAC, go through subsymbol transformations (if any) to yield decoded subsymbols, which shall be combined to output a transformed symbol (of size **output\_symbol\_size**). If LUTs subsymbol transformation ([subclause 12.4.4](#)) is used, the maximum allowed value for **coding\_subsym\_size** is 8. For signed values, one bit is used for the sign.

**coding\_order** signals the number of previously decoded symbols internally maintained as state variables and is used to decode the next subsymbol. The maximum allowed value is 2.

**share\_subsym\_lut\_flag** if set to 1 only one look-up-table is signalled ([subclause 12.7.2.5](#)) to be shared among all transformed subsymbols to perform inverse LUT subsymbol transformation ([subclause 12.7.2.8](#)). Otherwise, for each transformed subsymbol their own look-up-table is signalled and used for inverse LUT subsymbol transformation. The default value is 1.

**share\_subsym\_prv\_flag** if set to 0 a separate copy of the the previously decoded subsymbols (prvValues in [subclause 12.7.2.2](#)) is maintained to decode transformed subsymbol for each subsymbol slot. Otherwise, a single copy of previously decoded subsymbols is circularly shared to decode transformed subsymbols at all subsymbol slots. The default value is 1.

### 12.4.3 CABAC binarizations

#### 12.4.3.1 General

**Table 106 — CABAC binarization data structure**

| Syntax                                                      | Type                     |
|-------------------------------------------------------------|--------------------------|
| <code>cabac_binarization() {</code>                         |                          |
| <b>binarization_ID</b>                                      | u(5)                     |
| <b>bypass_flag</b>                                          | u(1)                     |
| <code>cabac_binarization_parameters(binarization_ID)</code> | <a href="#">12.4.3.2</a> |
| <code>if(!bypass_flag) {</code>                             |                          |
| <code>cabac_context_parameters()</code>                     | <a href="#">12.4.3.3</a> |
| <code>}</code>                                              |                          |
| <code>}</code>                                              |                          |

[Table 106](#) reports the syntax of the CABAC binarization data structure.

**binarization\_ID** indicates the binarization method to be used for CABAC decoding. The list of binarizations is shown in [Table 107](#). The signed binarizations identified by `binarization_ID = {3, 5, 7, 9}` are only allowed when `coding_subsym_size` is equal to **output\_symbol\_size**.

**bypass\_flag** if equal to 1, all bins of the binarization are decoded using the CABAC bypass mode. It can only be set to 1 with **coding\_order** equal to 0.

Table 107 — Values of binarization\_ID and associated binarizations

| binarization_ID | Type of binarization                                                                      |
|-----------------|-------------------------------------------------------------------------------------------|
| 0               | Binary coding as specified in <a href="#">subclause 12.3.2</a> .                          |
| 1               | Truncated unary as specified in <a href="#">subclause 12.3.3</a> .                        |
| 2               | Exponential golomb as specified in <a href="#">subclause 12.3.4</a> .                     |
| 3               | Signed exponential golomb as specified in <a href="#">subclause 12.3.4.2</a> .            |
| 4               | Truncated exponential golomb as specified in <a href="#">subclause 12.3.5</a> .           |
| 5               | Signed truncated exponential golomb as specified in <a href="#">subclause 12.3.6</a> .    |
| 6               | Split unit-wise truncated unary as specified in <a href="#">subclause 12.3.7</a> .        |
| 7               | Signed split unit-wise truncated unary as specified in <a href="#">subclause 12.3.8</a> . |
| 8               | Double truncated unary as specified in subclause in <a href="#">12.3.9</a> .              |
| 9               | Signed double truncated unary as specified in subclause in <a href="#">12.3.10</a> .      |
| 10 .. 31        | Reserved for future use.                                                                  |

### 12.4.3.2 CABAC binarizations parameters

The **cabac\_binarization\_parameters** data structure is specified in [Table 108](#) and contains the binarization parameters for the transformed subsequence. **binarization\_ID** is specified in [subclause 12.4.3](#).

Table 108 — CABAC binarization parameters

| Syntax                                                         | Type |
|----------------------------------------------------------------|------|
| <code>cabac_binarization_parameters(binarization_ID) {</code>  |      |
| <code>  if( binarization_ID == 1 ) {</code>                    |      |
| <code>    <b>cmax</b></code>                                   | u(8) |
| <code>  } else if (binarization_ID==4   </code>                |      |
| <code>  binarization_ID==5) {</code>                           |      |
| <code>    <b>cmax_teg</b></code>                               | u(8) |
| <code>  } else if (binarization_ID==8   </code>                |      |
| <code>  binarization_ID==9) {</code>                           |      |
| <code>    <b>cmax_dtu</b></code>                               | u(8) |
| <code>  }</code>                                               |      |
| <code>  if (binarization_ID==6    binarization_ID==7   </code> |      |
| <code>  binarization_ID==8    binarization_ID==9) {</code>     |      |
| <code>    <b>split_unit_size</b></code>                        | u(4) |
| <code>  }</code>                                               |      |
| <code>}</code>                                                 |      |

**cmax** is specified in [subclause 12.3.3](#). The maximum allowed value is 255 and shall always be less than ( $1 < \text{coding\_subsym\_size}$ ). It shall be greater than zero.

**cmax\_teg** is specified in [subclauses 12.3.5](#) and [12.3.6](#). The maximum allowed value is 255 and shall always be less than ( $1 < \text{coding\_subsym\_size}$ ) and greater than 0.

**cmax\_dtu** is specified in [clauses 12.3.9](#) and [12.3.10](#). The maximum allowed value is 255 and shall always be smaller than ( $1 < \text{split\_unit\_size}$ ) and greater than 0.

**split\_unit\_size** is specified in [subclause 12.3.7](#). The maximum allowed value is 8 and shall always be greater than 0 and smaller than **output\_symbol\_size** specified in [subclause 12.4.2](#).

The binarizations SUTU ([subclause 12.3.7](#)), SSUTU ([subclause 12.3.8](#)), DTU ([subclause 12.3.9](#)) and SDTU ([subclause 12.3.9](#)) shall only be used when **coding\_order** is equal to 0 and **output\_symbol\_size** is equal to **coding\_subsym\_size**, while the internal subsymbol size is signalled by the parameter **split\_unit\_size**.

### 12.4.3.3 CABAC context parameters

The **cabac\_context\_parameters** data structure signals the parameters used for the initialization and adaptation of the ctxTable[] (specified in 12.5) for the transformed subsequence (see Table 109).

**Table 109 — Syntax of the cabac\_context\_parameters data structure**

| Syntax                                        | Type  |
|-----------------------------------------------|-------|
| <code>cabac_context_parameters() {</code>     |       |
| <b>adaptive_mode_flag</b>                     | u(1)  |
| <b>num_contexts</b>                           | u(16) |
| for (i=0; i<num_contexts; i++){               |       |
| <b>context_initialization_value</b> [i]       | u(7)  |
| }                                             |       |
| if(coding_subsym_size < output_symbol_size) { |       |
| <b>share_subsym_ctx_flag</b>                  | u(1)  |
| }                                             |       |
| }                                             |       |

**adaptive\_mode\_flag** if set to 1 signals that the arithmetic decoding engine specified in subclause 12.6 uses context adaptation, otherwise contexts adaptation is disabled.

**num\_contexts** signals the size of the table ctxTable[] (initialized as defined in 12.5) containing the list of context variables needed for the decoding of the LUTs and the transformed subsequence.

When **num\_contexts** is signalled as 0:

- the process defined in 12.4.6.6 shall be used to calculate the state variable numCtxTotal;
- the process defined in 12.5 initializes the contexts in ctxTable[] with initState equal to 64 (equiprobability).

Otherwise

- the state variable numCtxTotal is set to the signalled value of **num\_contexts**;
- the process defined in 12.5 initializes the contexts in ctxTable[] with the values signalled in **context\_initialization\_values** [].

**context\_initialization\_values**[i] specifies the initialization state value for the i<sup>th</sup> context variable. The state value can range between 0 and 127, with value 64 representing the equiprobable state value.

**coding\_subsym\_size** is specified in subclause 12.4.2.

**output\_symbol\_size** is specified in subclause 12.4.2.

**share\_subsym\_ctx\_flag** if set to 1, all transformed subsymbols are decoded on the same set of contexts. Otherwise, separate set of contexts are initialized and used to decode each transformed subsymbol. The default value is 0.

## 12.4.4 Transformation parameters

Table 110 — Data structure for transformation parameters

| Syntax                                             | Type  |
|----------------------------------------------------|-------|
| <code>transform_subseq_parameters() {</code>       |       |
| <b>transform_ID_subseq</b>                         | u(8)  |
| if(transform_ID_subseq == equality_coding) {       |       |
| transformSubseqCounter += 1                        |       |
| } else if(transform_ID_subseq == match_coding) {   |       |
| <b>match_coding_buffer_size</b>                    | u(16) |
| transformSubseqCounter += 2                        |       |
| } else if(transform_ID_subseq == rle_coding) {     |       |
| <b>rle_coding_guard</b>                            | u(8)  |
| transformSubseqCounter += 1                        |       |
| } else if (transform_ID_subseq == merge_coding)    |       |
| <b>merge_coding_subseq_count</b>                   | u(4)  |
| transformSubseqCounter = merge_coding_subseq_count |       |
| for(i=0; i<merge_coding_subseq_count; i++)         |       |
| <b>merge_coding_shift_size[i]</b>                  | u(5)  |
| }                                                  |       |
| }                                                  |       |

Table 110 specifies the data structure for transformation parameters.

**transform\_ID\_subseq** signals the applied subsequence transformation according to Table 111.

Table 111 — Values of transform\_ID\_subseq and transform\_ID\_subsym

| Sub-sequence transformations |                 |                                                      |
|------------------------------|-----------------|------------------------------------------------------|
| transform_ID_subseq          | name            | Remarks                                              |
| 0                            | no_transform    | No transform is applied.                             |
| 1                            | equality_coding | As specified in 12.7.2.10.2.                         |
| 2                            | match_coding    | As specified in 12.7.2.10.3.                         |
| 3                            | rle_coding      | As specified in 12.7.2.10.4.                         |
| 4                            | merge_coding    | As specified in 12.7.2.10.5.                         |
| 5 .. 255                     |                 | Reserved for future use.                             |
| Subsymbol transformations    |                 |                                                      |
| transform_ID_subsym          | name            | Remarks                                              |
| 0                            | no_transform    | No transformation is applied.                        |
| 1                            | lut_transform   | It can only be used when coding_order > 0.           |
| 2                            | diff_coding     | It can only be used when coding_order is equal to 0. |
| 3 .. 7                       |                 | Reserved for future use.                             |

**transform\_ID\_subsym** specified in subclause 12.4.1 signals the applied subsymbol transformation according to Table 111. The value transform\_ID\_subsym equal to 1 is not allowed whenever either of the following is true: coding\_order is equal to 0, coding\_subsym\_size is greater than 8, or binarization\_ID is equal to one of the values {3, 5, 6, 7, 8, 9}.

transformSubseqCounter is a state variable defined in subclause 12.4.1.

**match\_coding\_buffer\_size** signals the size of the internal fifo buffer used in match coding transformation ([subclause 12.7.2.10.3](#)).

**rle\_coding\_guard** is the guard value used in run-length coding transform ([subclause 12.7.2.10.4](#)).

**merge\_coding\_subseq\_count** signals the number of transform subsequences to be merged by the merge subsequence transformation ([subclause 12.7.2.10.5](#)). The minimum allowed value is 2.

**merge\_coding\_shift\_size[i]** signals the number of bits to be shifted in the transformed symbols of each transformed subsequence while applying the merge subsequence transformation ([subclause 12.7.2.10.5](#)).

The merge subsequence transformation shall adhere to the following restrictions:

- For each transformed subsequence, **coding\_subsym\_size** shall be equal to **output\_symbol\_size**.
- All transformed subsequences shall have exactly the same number of transformed symbols, which shall also be equal to the number of symbols encoded in the descriptor subsequence.
- The sum of the sizes of transformed symbols (**output\_symbol\_size**) for all transformed subsequences shall not be greater than 32.

#### 12.4.5 Msar descriptor and read identifiers

The decoder configuration syntax for the **msar** descriptor and read identifiers (decoded as specified in [subclause 10.4.20](#)) is specified in [Table 112](#). The decoder configuration syntax for CABAC decoding of tokentype descriptors is specified in [Table 113](#).

**Table 112 — Decoder configuration syntax for msar and read identifiers**

| Syntax                                                                                 | Type |
|----------------------------------------------------------------------------------------|------|
| <code>decoder_configuration_tokentype(encodingModeID) {</code>                         |      |
| <code>if (encodingModeID == 0) {</code>                                                |      |
| <code>/* configuration for RLE specified in subclause 10.4.19.3.3 */</code>            |      |
| <b>rle_guard_tokentype</b>                                                             | u(8) |
| <code>/* configuration for CABAC_METHOD_0 specified in subclause 10.4.19.3.4 */</code> |      |
| <code>decoder_configuration_tokentype_cabac(0)</code>                                  |      |
| <code>/* configuration for CABAC_METHOD_1 specified in subclause 10.4.19.3.5 */</code> |      |
| <code>decoder_configuration_tokentype_cabac(1)</code>                                  |      |
| <code>} else if (encodingModeID ≥ 1) {</code>                                          |      |
| <code>/* reserved for future use */</code>                                             |      |
| <code>}</code>                                                                         |      |
| <code>}</code>                                                                         |      |

**rle\_guard\_tokentype** represents the guard value used in the decoding process of RLE method (listed in [Table 79](#) and specified in [subclause 10.4.20.4.4](#)) for the decoding of **tokentype** descriptor sequences.

**Table 113 — Decoder configuration syntax for CABAC decoding of tokentype descriptors**

| Syntax                                                         | Type                                     |
|----------------------------------------------------------------|------------------------------------------|
| <code>decoder_configuration_tokentype_cabac() {</code>         |                                          |
| <code>transformSubseqCounter = 1</code>                        |                                          |
| <code>transform_subseq_parameters()</code>                     | As specified in <a href="#">12.4.4</a> . |
| <code>for (j = 0; j &lt; transformSubseqCounter; j++) {</code> |                                          |
| <b>transform_ID_subsym</b>                                     | u(3)                                     |
| <code>support_values()</code>                                  | As specified in <a href="#">12.4.2</a> . |

**Table 113** (continued)

| Syntax                            | Type                                     |
|-----------------------------------|------------------------------------------|
| <code>cabac_binarization()</code> | As specified in <a href="#">12.4.3</a> . |
| <code>}</code>                    |                                          |
| <code>}</code>                    |                                          |

**transform\_subseq\_parameters()** signals the parameters for transformed subsequences. It is specified in [subclause 12.4.4](#).

**transform\_ID\_subsym** signals the subsymbol transformion to be applied. Allowed values are as specified in [12.4.4](#).

**support\_values()** signals a set of configuration parameters used to parse the transformed subsequence. It is specified in [subclause 12.4.2](#).

**cabac\_binarization()** signals information about the binarization used for the CABAC decoding of the transformed subsequence. It is specified in [subclause 12.4.3](#).

#### 12.4.6 State variables

This subclause specifies how to calculate state variables used during the decoding process.

##### 12.4.6.1 Number of alphabet symbols

The number of alphabet symbols for each subsymbol shall be calculated as  $\text{numAlphaSubsym} = 1 \ll \text{coding\_subsym\_size}$ . However, for some descriptor subsequences, this calculation produces larger alphabets than needed. [Table 114](#) lists these special cases and the value of  $\text{numAlphaSubsym}$  when  $\text{numAlphaSubsym}$  is not calculated as  $\text{numAlphaSubsym} = 1 \ll \text{coding\_subsym\_size}$ .

**Table 114 — Special cases for numAlphaSubsym values.**

| descriptor_ID | subsequence_ID | numAlphaSubsym                             |
|---------------|----------------|--------------------------------------------|
| 4             | 0              | 3                                          |
| 4             | 1              | $\text{Size}(S_{\text{alphabet\_ID}})$     |
| 4             | 2              | $\text{Size}(S_{\text{alphabet\_ID}})$     |
| 5             | 1              | 9                                          |
| 5             | 2              | $\text{Size}(S_{\text{alphabet\_ID}}) + 1$ |
| 6             | 0              | $\text{Size}(S_{\text{alphabet\_ID}})$     |
| 12            | 0              | 6                                          |
| 17            | 0              | $\text{Size}(S_{\text{alphabet\_ID}})$     |

The number of subsymbols shall be calculated as  $\text{numSubsyms} = \text{output\_symbol\_size} / \text{coding\_subsym\_size}$ .

##### 12.4.6.2 Number of contexts per subsymbol

When bypass mode is not used (as signalled in [subclause 12.4.3](#)), the cabac decoding of the transformed subsymbol uses a number of contexts (as specified in [subclause 12.6.2](#)). [Table 115](#) lists the number of contexts needed to decode each transformed subsymbol with all binarizations.

Table 115 — Calculation of numCtxSubsym

| binarization_ID | numCtxSubsym                                                                                                                                                                                 |
|-----------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 0               | coding_subsym_size                                                                                                                                                                           |
| 1               | cmax                                                                                                                                                                                         |
| 2               | Floor(Log2(numAlphaSubsym + 1)) + 1                                                                                                                                                          |
| 3               | Floor(Log2(numAlphaSubsym + 1)) + 2                                                                                                                                                          |
| 4               | cmax_teg + Floor(Log2(numAlphaSubsym + 1)) + 1                                                                                                                                               |
| 5               | cmax_teg + Floor(Log2(numAlphaSubsym + 1)) + 2                                                                                                                                               |
| 6               | $(\text{output\_symbol\_size} / \text{split\_unit\_size}) * ((1 \ll \text{split\_unit\_size}) - 1) + ((1 \ll (\text{output\_symbol\_size} \% \text{split\_unit\_size})) - 1)$                |
| 7               | $(\text{output\_symbol\_size} / \text{split\_unit\_size}) * ((1 \ll \text{split\_unit\_size}) - 1) + ((1 \ll (\text{output\_symbol\_size} \% \text{split\_unit\_size})) - 1) + 1$            |
| 8               | cmax_dtu + $(\text{output\_symbol\_size} / \text{split\_unit\_size}) * ((1 \ll \text{split\_unit\_size}) - 1) + ((1 \ll (\text{output\_symbol\_size} \% \text{split\_unit\_size})) - 1)$     |
| 9               | cmax_dtu + $(\text{output\_symbol\_size} / \text{split\_unit\_size}) * ((1 \ll \text{split\_unit\_size}) - 1) + ((1 \ll (\text{output\_symbol\_size} \% \text{split\_unit\_size})) - 1) + 1$ |

**coding\_subsym\_size** is specified in [subclause 12.4.2](#).

**output\_symbol\_size** is specified in [subclause 12.4.2](#).

**cLength** is specified as a parameter to BI binarization ([subclause 12.3.2](#)) and it is set to coding\_subsym\_size.

**cmax** is specified as a parameter to TU ([subclause 12.3.3](#)) and signalled in [12.4.3.2](#).

**cmax\_teg** is specified as a parameter to the TEG ([subclause 12.3.5](#)) and STEG ([subclause 12.3.5](#)) binarizations, and signalled in [12.4.3.2](#).

**split\_unit\_size** is specified as a parameter to the SUTU ([subclause 12.3.7](#)), SSUTU ([subclause 12.3.8](#)), DTU ([subclause 12.3.9](#)) and SDTU ([subclause 12.3.9](#)) binarizations, and signalled in [12.4.3.2](#).

**cmax\_dtu** is specified as a parameter to the DTU ([subclause 12.3.9](#)) and SDTU ([subclause 12.3.9](#)) binarizations, and signalled in [12.4.3.2](#).

#### 12.4.6.3 Coding order context offset

The decoding process of a subsymbol can depend on a number of previously decoded subsymbols (at the same bit positions) by signaling coding\_order > 0 as specified in [subclause 12.4.2](#).

The process of context selection ([subclause 12.7.2.6](#)) requires the context offsets corresponding to the coding order to correctly calculate the starting ctxIdx in the ctxTable[ ], where each subsymbol is to be decoded.

[Table 116](#) specifies how the list codingOrderCtxOffset[ ] containing these offsets for each coding order is calculated. If bypass\_flag is equal to 1 (as signalled in [subclause 12.4.3](#)), all elements of codingOrderCtxOffset are set to 0.

Table 116 — Calculation of codingOrderCtxOffset[ ]

| coding_order | State variable          | Value                         |
|--------------|-------------------------|-------------------------------|
| 0            | codingOrderCtxOffset[0] | 0                             |
| 1            | codingOrderCtxOffset[1] | numCtxSubsym                  |
| 2            | codingOrderCtxOffset[2] | numCtxSubsym * numAlphaSubsym |

#### 12.4.6.4 Coding size context offset

The state variable `codingSizeCtxOffset` specifies the number of contexts needed to decode each transformed subsymbol.

This state variable is used in the contexts selection process ([subclause 12.7.2.6](#)) to correctly calculate the starting `ctxIdx` in the `ctxTable[ ]` where each transformed subsymbol is to be decoded. It is computed as specified in [Table 117](#). If `bypass_flag` is equal to 1 (as signalled in [subclause 12.4.3](#)), this state variable is set to 0.

**Table 117 — Calculation of `codingSizeCtxOffset`**

| Decoding process                                                                       | Description |
|----------------------------------------------------------------------------------------|-------------|
| <code>if(share_subsym_ctx_flag){</code>                                                |             |
| <code>codingSizeCtxOffset = 0</code>                                                   |             |
| <code>} else if(coding_order == 0){</code>                                             |             |
| <code>codingSizeCtxOffset = numCtxSubsym</code>                                        |             |
| <code>} else {</code>                                                                  |             |
| <code>codingSizeCtxOffset = codingOrderCtxOffset[coding_order] * numAlphaSubsym</code> |             |
| <code>}</code>                                                                         |             |

#### 12.4.6.5 Number of contexts for LUTs

The state variable `numCtxLuts` specifies the number of contexts needed to decode the LUTs using the the decoding process for LUTs (specified in [subclause 12.7.2.5](#)), where each LUT symbol shall be decoded using the SUTU binarization (`binarization_ID` equal to 6) with parameters `splitUnitSize` equal to 2 and `outputSymSize = coding_subsym_size`. The value of `numCtxLuts` is computed as specified in [Table 118](#). If `bypass_flag` is equal to 1 (as signalled in [subclause 12.4.3](#)), this state variable is set to 0.

**Table 118 — Calculation of `numCtxLuts`**

| Decoding process                                                                                                                        | Description                                                          |
|-----------------------------------------------------------------------------------------------------------------------------------------|----------------------------------------------------------------------|
| <code>numCtxLuts = 0</code>                                                                                                             |                                                                      |
| <code>if(transform_ID_subsym == 1){</code>                                                                                              |                                                                      |
| <code>numCtxLuts = (coding_subsym_size / 2) * ((1 &lt;&lt; 2) - 1) +</code><br><code>((1 &lt;&lt; (coding_subsym_size % 2)) - 1)</code> | Compute according to <a href="#">Table 115</a> for SUTU binarization |
| <code>}</code>                                                                                                                          |                                                                      |

#### 12.4.6.6 Total number of contexts

The state variable `numCtxTotal` specifies the total number of contexts needed to decode a transformed subsequence, which includes all the contexts needed for decoding of LUTs ([subclause 12.7.2.5](#)) and symbols ([subclause 12.7.2.7](#)) and shall be calculated as specified in [Table 119](#). If `bypass_flag` is equal to 1 (as signalled in [subclause 12.4.3](#)), this state variable is set to 0.

Table 119 — Calculation of numCtxTotal

| Decoding process                                                                                                                                                   | Description |
|--------------------------------------------------------------------------------------------------------------------------------------------------------------------|-------------|
| if(num_contexts != 0) {                                                                                                                                            |             |
| numCtxTotal = num_contexts                                                                                                                                         |             |
| } else {                                                                                                                                                           |             |
| numCtxTotal = numCtxLuts                                                                                                                                           |             |
| numCtxTotal += ((share_subsym_ctx_flag) ? 1 : numSubsyms) *<br>((coding_order > 0) ? codingOrderCtxOffset[coding_<br>order] *<br>numAlphaSubsym : numCtxSubsymbol) |             |
| }                                                                                                                                                                  |             |

**num\_contexts** is signalled in [12.4.3.3](#) along with the list of specific context\_initialization\_values[].

## 12.5 Initialization process for context variables

ctxTable[] is the data structure containing all context variables needed to decode a transformed subsequence. Each element of the ctxTable[] represents one context variable and consists of two state variables: pStateIdx and valMps. The variable pStateIdx represents a probability state index and the variable valMps represents the value of the most probable symbol as further described in [subclause 12.6.2](#).

The inputs to this process are:

- ctxTable[] specified in [subclause 12.7.2.4](#);
- the ctxIdx and initState variables specified in [12.7.2.4](#).

The output of this process is an initialized context variable in the **ctxTable** array at index ctxIdx.

The state variables pStateIdx and valMps corresponding to index ctxIdx are initialized based on a 7-bit initState as described in [Table 120](#).

Table 120 — Calculation of ctxTable

| Decoding process                                                                                     | Description |
|------------------------------------------------------------------------------------------------------|-------------|
| context_initialize_state(ctxTable[], ctxIdx, initState) {                                            |             |
| ctxTable[ctxIdx].valMps = ( initState ≤ 63 ) ? 0 : 1                                                 |             |
| ctxTable[ctxIdx].pStateIdx = ctxTable[ctxIdx].valMps<br>? ( initState - 64 )<br>: ( 63 - initState ) |             |
| }                                                                                                    |             |

where

ctxTable[ctxIdx].valMps represents the variable valMps associated to the element in ctxTable at index ctxIdx

ctxTable[ctxIdx].pStateIdx represents the variable pStateIdx associated to the element in ctxTable at index ctxIdx

## 12.6 Arithmetic decoding engine

### 12.6.1 Initialization

The outputs of this process are the initialized decoding engine registers ivlCurrRange and ivlOffset both in 16 bit register precision.

The status of the arithmetic decoding engine is represented by the variables ivlCurrRange and ivlOffset. In the initialization procedure of the arithmetic decoding process, ivlCurrRange is set equal to 510 and

ivlOffset is set equal to the value returned from read\_bits( 9 ) interpreted as a 9 bit binary representation of an unsigned integer with the most significant bit written first.

The bitstream shall not contain data that result in a value of ivlOffset being equal to 510 or 511.

**NOTE** The description of the arithmetic decoding engine in this Specification utilizes 16 bit register precision. However, a minimum register precision of 9 bits is required for storing the values of the variables ivlCurrRange and ivlOffset after invocation of the arithmetic decoding process (DecodeBin) as specified in [subclause 12.6.2](#). The arithmetic decoding process for a binary decision (DecodeDecision) as specified in [subclause 12.6.2.2](#) and the decoding process for a binary decision before termination (DecodeTerminate) as specified in [subclause 12.6.2.5](#) require a minimum register precision of 9 bits for the variables ivlCurrRange and ivlOffset. The bypass decoding process for binary decisions (DecodeBypass) as specified in [subclause 12.6.2.4](#) requires a minimum register precision of 10 bits for the variable ivlOffset and a minimum register precision of 9 bits for the variable ivlCurrRange.

## 12.6.2 Arithmetic decoding process

### 12.6.2.1 General

The inputs to this process are ctxTable, ctxIdx, and bypass\_flag, as specified in [subclause 12.7.2.7](#), and the state variables ivlCurrRange and ivlOffset of the arithmetic decoding engine.

The output of this process is the value of the bin.

[Figure 9](#) illustrates the whole arithmetic decoding process for a single bin. For decoding the value of a bin, the context index table ctxTable and the ctxIdx are passed to the arithmetic decoding process DecodeBin( ctxTable, ctxIdx ), which is specified as follows:

- If bypassFlag is equal to 1, DecodeBypass( ) as specified in [subclause 12.6.2.4](#) is invoked.
- Otherwise, if bypassFlag is equal to 0, ctxTable is equal to 0, and ctxIdx is equal to 0, DecodeTerminate( ) as specified in [subclause 12.6.2.5](#) is invoked.
- Otherwise (bypassFlag is equal to 0 and ctxTable is not equal to 0), DecodeDecision( ) as specified in [subclause 12.6.2.2](#) is invoked.

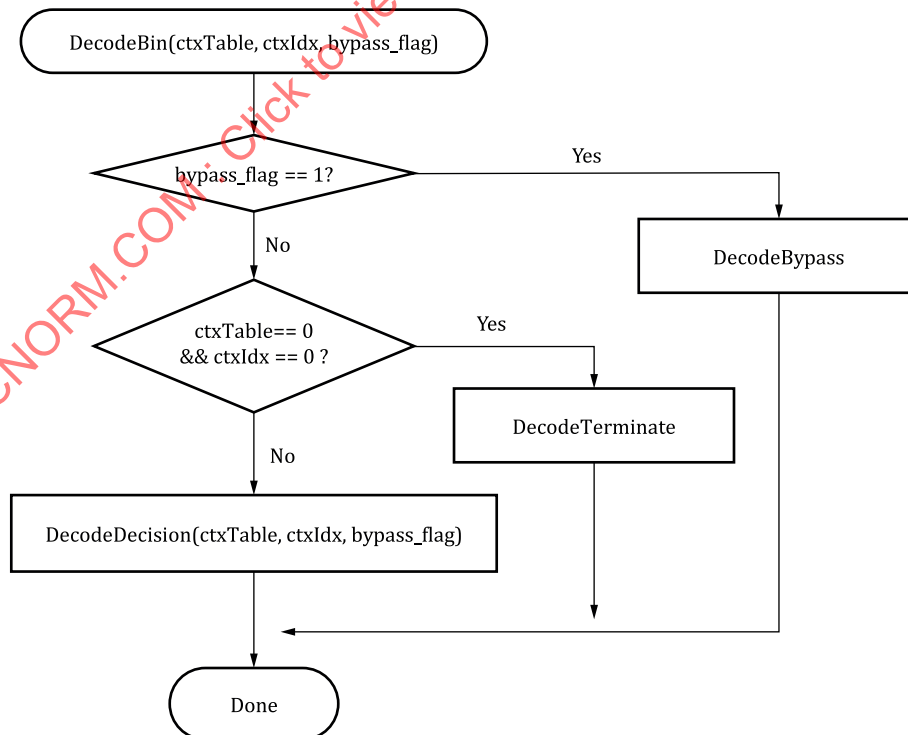


**Figure 9 — Overview of the arithmetic decoding process for a single bin**

NOTE Arithmetic coding is based on the principle of recursive interval subdivision. Given a probability estimation  $p(0)$  and  $p(1) = 1 - p(0)$  of a binary decision  $(0, 1)$ , an initially given code sub-interval with the range  $ivlCurrRange$  will be subdivided into two sub-intervals having range  $p(0) * ivlCurrRange$  and  $ivlCurrRange - p(0) * ivlCurrRange$ , respectively. Depending on the decision, which has been observed, the corresponding sub-interval will be chosen as the new code interval, and a binary code string pointing into that interval will represent the sequence of observed binary decisions. It is useful to distinguish between the most probable symbol (MPS) and the least probable symbol (LPS), so that binary decisions have to be identified as either MPS or LPS, rather than 0 or 1. Given this terminology, each context is specified by the probability  $p_{LPS}$  of the LPS and the value of MPS ( $valMps$ ), which is either 0 or 1. The arithmetic core engine in this document has three distinct properties:

- The probability estimation is performed by means of a finite-state machine with a table-based transition process between 64 different representative probability states  $\{ p_{LPS}(pStateIdx) \mid 0 \leq pStateIdx < 64 \}$  for the LPS probability  $p_{LPS}$ . The numbering of the states is arranged in such a way that the probability state with index  $pStateIdx = 0$  corresponds to an LPS probability value of 0.5, with decreasing LPS probability towards higher state indices.
- The range  $ivlCurrRange$  representing the state of the coding engine is quantized to a small set  $\{Q_1, \dots, Q_4\}$  of pre-set quantization values prior to the calculation of the new interval range. Storing a table containing all  $64 \times 4$  pre-computed product values of  $Q_i * p_{LPS}(pStateIdx)$  allows a multiplication-free approximation of the product  $ivlCurrRange * p_{LPS}(pStateIdx)$ .
- For syntax elements or parts thereof for which an approximately uniform probability distribution is assumed to be given a separate simplified encoding and decoding bypass process is used.

## 12.6.2.2 Arithmetic decoding process for a binary decision

### 12.6.2.2.1 General

The inputs to this process are the variables  $ctxTable$ ,  $ctxIdx$ ,  $ivlCurrRange$ , and  $ivlOffset$ .

The outputs of this process are the decoded value  $binVal$ , and the updated variables  $ivlCurrRange$  and  $ivlOffset$ .

[Figure 10](#) shows the flowchart for decoding a single decision ( $DecodeDecision$ ):

- a) The value of the variable  $ivlLpsRange$  is derived as follows:
  - Given the current value of  $ivlCurrRange$ , the variable  $qRangeIdx$  is derived as follows:
 
$$qRangeIdx = (ivlCurrRange \gg 6) \& 3$$
  - Given  $qRangeIdx$  and  $pStateIdx$  associated with  $ctxTable$  and  $ctxIdx$ , the value of the variable  $rangeTabLps$  as specified in [Table 122](#) is assigned to  $ivlLpsRange$ :
 
$$ivlLpsRange = rangeTabLps[pStateIdx][qRangeIdx]$$
- b) The variable  $ivlCurrRange$  is set equal to  $ivlCurrRange - ivlLpsRange$  and the following applies:
  - If  $ivlOffset$  is greater than or equal to  $ivlCurrRange$ , the variable  $binVal$  is set equal to  $-1 - valMps$ ,  $ivlOffset$  is decremented by  $ivlCurrRange$ , and  $ivlCurrRange$  is set equal to  $ivlLpsRange$ .
  - Otherwise, the variable  $binVal$  is set equal to  $valMps$ .

Given the value of  $binVal$ , the state transition is performed as specified in [subclause 12.6.2.2.2](#). Depending on the current value of  $ivlCurrRange$ , renormalization is performed as specified in [subclause 12.6.2.3](#).

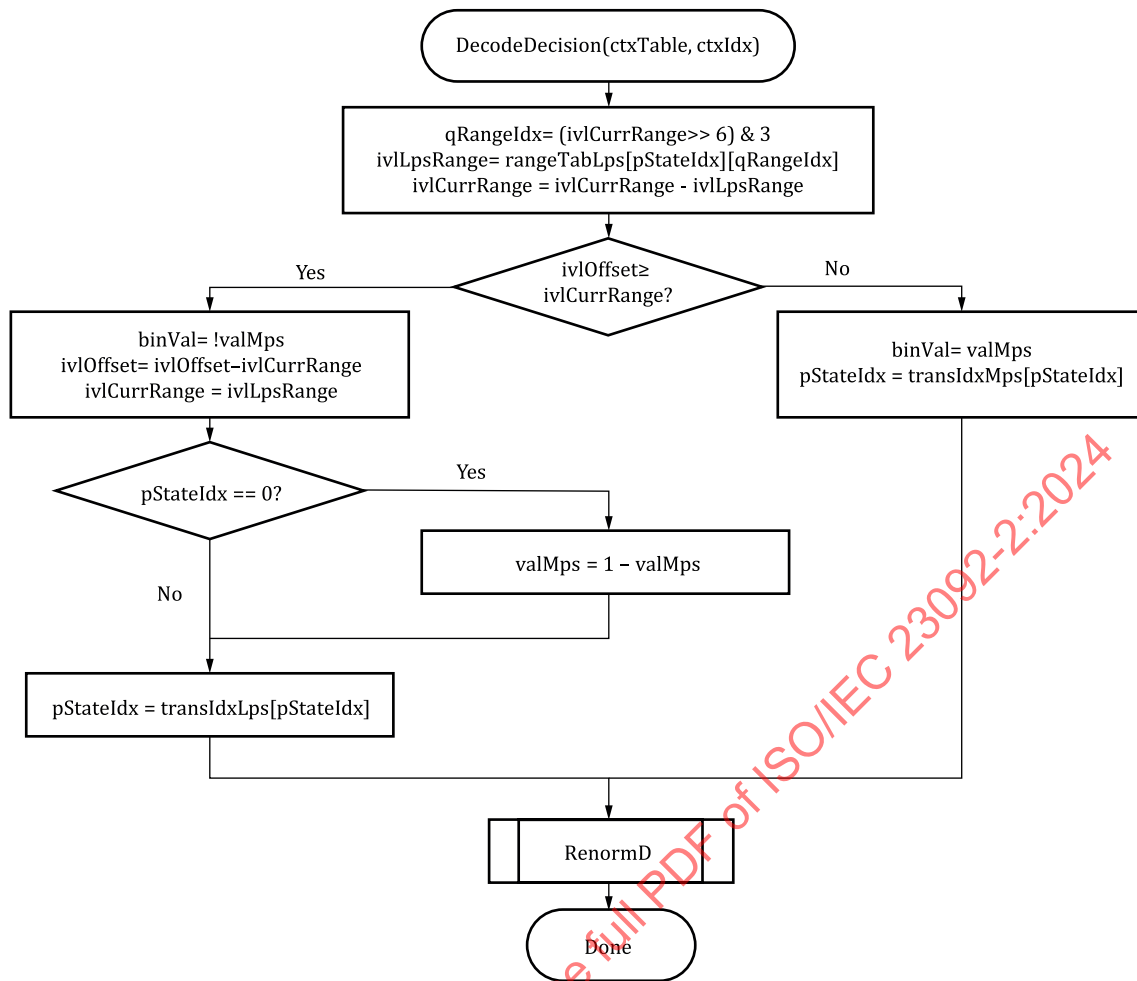


Figure 10 — Flowchart for decoding a decision

#### 12.6.2.2.2 State transition process

The inputs to this process are the current `pStateIdx`, the decoded value `binVal` and `valMps` values of the context variable associated with `ctxTable` and `ctxIdx`.

The outputs of this process are the updated `pStateIdx` and `valMps` of the context variable associated with `ctxIdx`.

Depending on the decoded value `binVal`, the update of the two variables `pStateIdx` and `valMps` associated with `ctxIdx` is derived as specified in [Table 121](#).

Table 121 — Update of the two variables `pStateIdx` and `valMps`

| Decoding process                                  | Description |
|---------------------------------------------------|-------------|
| <code>if(adaptive_mode_flag) {</code>             |             |
| <code>if( binVal == valMps ){</code>              |             |
| <code>pStateIdx = transIdxMps( pStateIdx )</code> |             |
| <code>} else {</code>                             |             |
| <code>if( pStateIdx == 0 ){</code>                |             |
| <code>valMps = 1 - valMps</code>                  |             |
| <code>}</code>                                    |             |

**Table 121** (continued)

| Decoding process                     | Description |
|--------------------------------------|-------------|
| pStateIdx = transIdxLps( pStateIdx ) |             |
| }                                    |             |
| }                                    |             |

[Table 123](#) specifies the transition rules transIdxMps() and transIdxLps() after decoding the value of valMps and 1 – valMps, respectively. The specification of rangeTabLps according to the values of pStateIdx and qRangeIdx is reported in [Table 122](#). The corresponding state transition table is specified in [table 123](#).

**Table 122 — Specification of rangeTabLps depending on the values of pStateIdx and qRangeIdx**

| pStateIdx | qRangeIdx |     |     |     | pStateIdx | qRangeIdx |    |    |    |
|-----------|-----------|-----|-----|-----|-----------|-----------|----|----|----|
|           | 0         | 1   | 2   | 3   |           | 0         | 1  | 2  | 3  |
| 0         | 128       | 176 | 208 | 240 | 32        | 27        | 33 | 39 | 45 |
| 1         | 128       | 167 | 197 | 227 | 33        | 26        | 31 | 37 | 43 |
| 2         | 128       | 158 | 187 | 216 | 34        | 24        | 30 | 35 | 41 |
| 3         | 123       | 150 | 178 | 205 | 35        | 23        | 28 | 33 | 39 |
| 4         | 116       | 142 | 169 | 195 | 36        | 22        | 27 | 32 | 37 |
| 5         | 111       | 135 | 160 | 185 | 37        | 21        | 26 | 30 | 35 |
| 6         | 105       | 128 | 152 | 175 | 38        | 20        | 24 | 29 | 33 |
| 7         | 100       | 122 | 144 | 166 | 39        | 19        | 23 | 27 | 31 |
| 8         | 95        | 116 | 137 | 158 | 40        | 18        | 22 | 26 | 30 |
| 9         | 90        | 110 | 130 | 150 | 41        | 17        | 21 | 25 | 28 |
| 10        | 85        | 104 | 123 | 142 | 42        | 16        | 20 | 23 | 27 |
| 11        | 81        | 99  | 117 | 135 | 43        | 15        | 19 | 22 | 25 |
| 12        | 77        | 94  | 111 | 128 | 44        | 14        | 18 | 21 | 24 |
| 13        | 73        | 89  | 105 | 122 | 45        | 14        | 17 | 20 | 23 |
| 14        | 69        | 85  | 100 | 116 | 46        | 13        | 16 | 19 | 22 |
| 15        | 66        | 80  | 95  | 110 | 47        | 12        | 15 | 18 | 21 |
| 16        | 62        | 76  | 90  | 104 | 48        | 12        | 14 | 17 | 20 |
| 17        | 59        | 72  | 86  | 99  | 49        | 11        | 14 | 16 | 19 |
| 18        | 56        | 69  | 81  | 94  | 50        | 11        | 13 | 15 | 18 |
| 19        | 53        | 65  | 77  | 89  | 51        | 10        | 12 | 15 | 17 |
| 20        | 51        | 62  | 73  | 85  | 52        | 10        | 12 | 14 | 16 |
| 21        | 48        | 59  | 69  | 80  | 53        | 9         | 11 | 13 | 15 |
| 22        | 46        | 56  | 66  | 76  | 54        | 9         | 11 | 12 | 14 |
| 23        | 43        | 53  | 63  | 72  | 55        | 8         | 10 | 12 | 14 |
| 24        | 41        | 50  | 59  | 69  | 56        | 8         | 9  | 11 | 13 |
| 25        | 39        | 48  | 56  | 65  | 57        | 7         | 9  | 11 | 12 |
| 26        | 37        | 45  | 54  | 62  | 58        | 7         | 9  | 10 | 12 |
| 27        | 35        | 43  | 51  | 59  | 59        | 7         | 8  | 10 | 11 |
| 28        | 33        | 41  | 48  | 56  | 60        | 6         | 8  | 9  | 11 |
| 29        | 32        | 39  | 46  | 53  | 61        | 6         | 7  | 9  | 10 |
| 30        | 30        | 37  | 43  | 50  | 62        | 6         | 7  | 8  | 9  |
| 31        | 29        | 35  | 41  | 48  | 63        | 2         | 2  | 2  | 2  |

Table 123 — State transition table

|             |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |
|-------------|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|
| pStateIdx   | 0  | 1  | 2  | 3  | 4  | 5  | 6  | 7  | 8  | 9  | 10 | 11 | 12 | 13 | 14 | 15 |
| transIdxLps | 0  | 0  | 1  | 2  | 2  | 4  | 4  | 5  | 6  | 7  | 8  | 9  | 9  | 11 | 11 | 12 |
| transIdxMps | 1  | 2  | 3  | 4  | 5  | 6  | 7  | 8  | 9  | 10 | 11 | 12 | 13 | 14 | 15 | 16 |
| pStateIdx   | 16 | 17 | 18 | 19 | 20 | 21 | 22 | 23 | 24 | 25 | 26 | 27 | 28 | 29 | 30 | 31 |
| transIdxLps | 13 | 13 | 15 | 15 | 16 | 16 | 18 | 18 | 19 | 19 | 21 | 21 | 22 | 22 | 23 | 24 |
| transIdxMps | 17 | 18 | 19 | 20 | 21 | 22 | 23 | 24 | 25 | 26 | 27 | 28 | 29 | 30 | 31 | 32 |
| pStateIdx   | 32 | 33 | 34 | 35 | 36 | 37 | 38 | 39 | 40 | 41 | 42 | 43 | 44 | 45 | 46 | 47 |
| transIdxLps | 24 | 25 | 26 | 26 | 27 | 27 | 28 | 29 | 29 | 30 | 30 | 30 | 31 | 32 | 32 | 33 |
| transIdxMps | 33 | 34 | 35 | 36 | 37 | 38 | 39 | 40 | 41 | 42 | 43 | 44 | 45 | 46 | 47 | 48 |
| pStateIdx   | 48 | 49 | 50 | 51 | 52 | 53 | 54 | 55 | 56 | 57 | 58 | 59 | 60 | 61 | 62 | 63 |
| transIdxLps | 33 | 33 | 34 | 34 | 35 | 35 | 35 | 36 | 36 | 36 | 37 | 37 | 37 | 38 | 38 | 63 |
| transIdxMps | 49 | 50 | 51 | 52 | 53 | 54 | 55 | 56 | 57 | 58 | 59 | 60 | 61 | 62 | 62 | 63 |

### 12.6.2.3 Renormalization process in the arithmetic decoding engine

The inputs to this process are bits from block payload data and the variables `ivlCurrRange` and `ivlOffset`.

The outputs of this process are the updated variables `ivlCurrRange` and `ivlOffset`.

A flowchart of the renormalization is shown in [Figure 11](#). The current value of `ivlCurrRange` is first compared to 256 and then the following applies:

- If `ivlCurrRange` is greater than or equal to 256, no renormalization is needed and the RenormD process is finished;
- Otherwise (`ivlCurrRange` is less than 256), the renormalization loop is entered. Within this loop, the value of `ivlCurrRange` is doubled, i.e., left-shifted by 1 and a single bit is shifted into `ivlOffset` by using `read_bits(1)`.

The bitstream shall not contain data that result in a value of `ivlOffset` being greater than or equal to `ivlCurrRange` upon completion of this process.

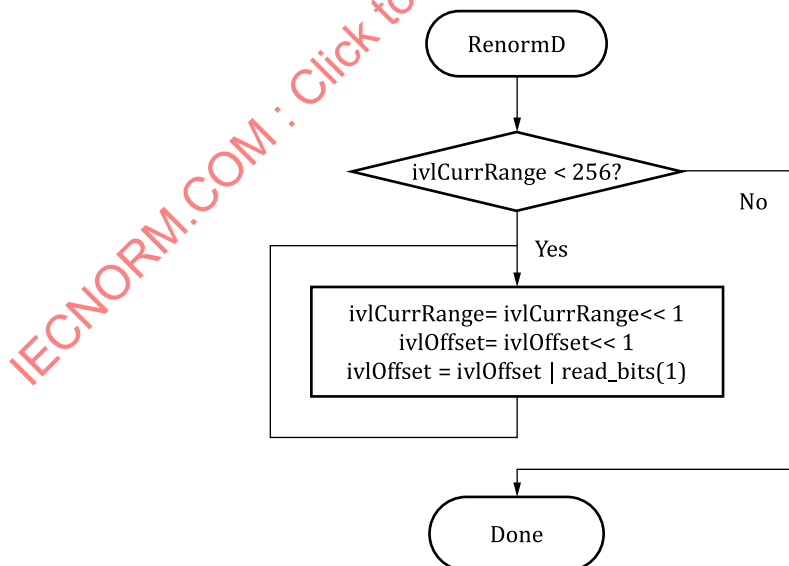


Figure 11 — Flowchart of renormalization

#### 12.6.2.4 Bypass decoding process for binary decisions

The inputs to this process are bits from block payload data and the variables `ivlCurrRange` and `ivlOffset`.

The outputs of this process are the updated variable `ivlOffset` and the decoded value `binVal`.

The bypass decoding process is invoked when `bypassFlag` is equal to 1. [Figure 12](#) shows a flowchart of the corresponding process.

First, the value of `ivlOffset` is doubled, i.e., left-shifted by 1 and a single bit is shifted into `ivlOffset` by using `read_bits( 1 )`. Then, the value of `ivlOffset` is compared to the value of `ivlCurrRange` and then the following applies:

- If `ivlOffset` is greater than or equal to `ivlCurrRange`, the variable `binVal` is set equal to 1 and `ivlOffset` is decremented by `ivlCurrRange`.
- Otherwise (`ivlOffset` is less than `ivlCurrRange`), the variable `binVal` is set equal to 0.

The bitstream shall not contain data that result in a value of `ivlOffset` being greater than or equal to `ivlCurrRange` upon completion of this process.

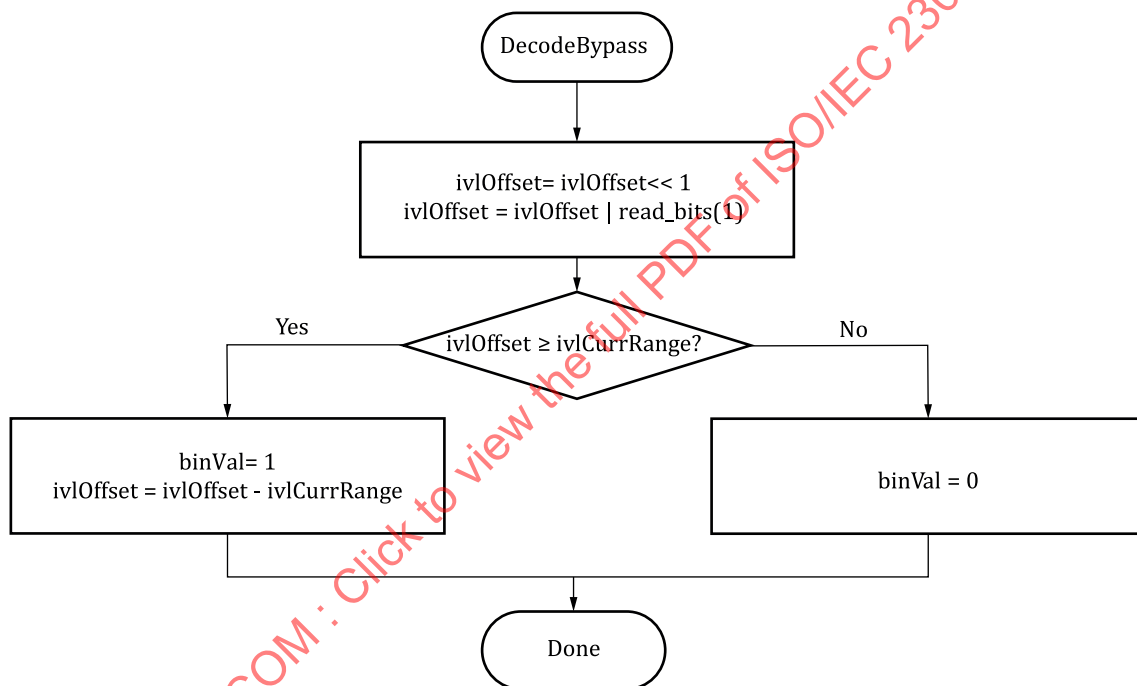


**Figure 12 — Flowchart of bypass decoding process**

#### 12.6.2.5 Decoding process for binary decisions before termination

The inputs to this process are bits from block payload data and the variables `ivlCurrRange` and `ivlOffset`.

The outputs of this process are the updated variables `ivlCurrRange` and `ivlOffset`, and the decoded value `binVal`.

This decoding process applies to decoding of `end_of_descriptor_subsequence_terminate` corresponding to `ctxTable` equal to 0 and `ctxIdx` equal to 0. [Figure 13](#) shows the flowchart of the corresponding decoding process, which is specified as follows:

First, the value of `ivlCurrRange` is decremented by 2. Then, the value of `ivlOffset` is compared to the value of `ivlCurrRange` and then the following applies:

- If `ivlOffset` is greater than or equal to `ivlCurrRange`, the variable `binVal` is set equal to 1, no renormalization is carried out, and CABAC decoding is terminated. The last bit inserted in register `ivlOffset` is equal to 1.

When decoding `end_of_descriptor_subsequence_terminate`, this last bit inserted in register `ivlOffset` is interpreted as the stop bit for the decoding of descriptor subsequence.

- Otherwise (`ivlOffset` is less than `ivlCurrRange`), the variable `binVal` is set equal to 0 and renormalization is performed as specified in [subclause 12.6.2.3](#).

This procedure may also be implemented using `DecodeDecision( ctxTable, ctxIdx, bypassFlag )` with `ctxTable = 0`, `ctxIdx = 0` and `bypassFlag = 0`. In the case where the decoded value is equal to 1, seven more bits would be read by `DecodeDecision( ctxTable, ctxIdx, bypassFlag )` and a decoding process would have to adjust its bitstream pointer accordingly to properly decode following syntax elements.

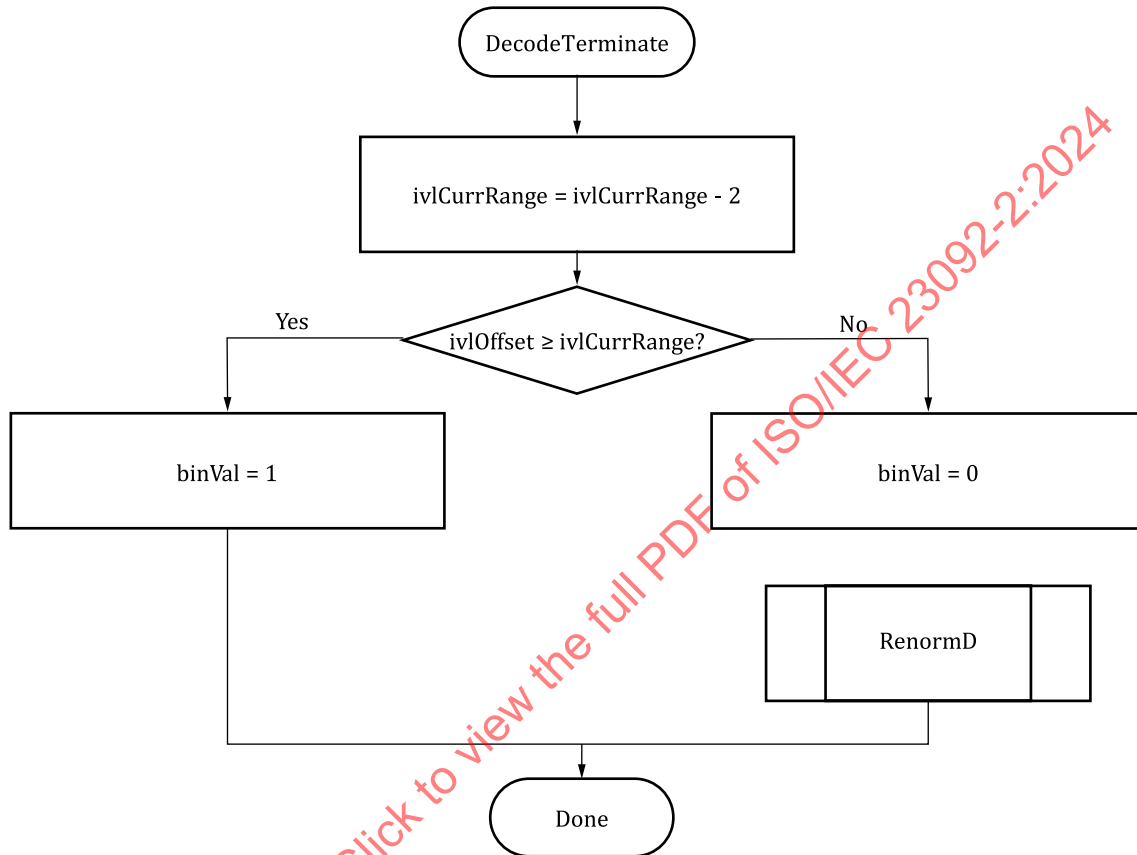


**Figure 13 — Flowchart of decoding a decision before termination**

#### 12.6.2.6 Alignment process prior to aligned bypass decoding

The input to this process is the variable `ivlCurrRange`.

The output of this process is the updated variable `ivlCurrRange`.

`ivlCurrRange` is set equal to 256.

**NOTE** When `ivlCurrRange` is 256, `ivlOffset` and the bit-stream can be considered as a shift register, and `binVal` as the register's second most significant bit (the most significant bit is always 0 due to the restriction of `ivlOffset` being less than `ivlCurrRange`).

### 12.7 Decoding process for sequence descriptors

This subclause describes the decoding process for descriptors specified in [subclauses 9.6](#) and [9.7](#).

### 12.7.1 General

The inputs to this process are all bin strings of the binarization of the requested syntax element as specified in [subclause 12.3](#).

The output of this process is a decoded descriptor stream.

This process specifies how each bin of a bin string is parsed for each syntax element. After parsing each bin, the resulting bin string is compared to all bin strings of the binarization of the syntax element and the following applies:

- If the bin string is binarized using binary binarization and the bin string is of length `coding_subsym_size`, the corresponding value of the syntax element is the output.
- For other binarizations, if the bin string is equal to one of the bin strings, the corresponding value of the syntax element is the output.
- Otherwise (the bin string is not equal to one of the bin strings), the next bit is parsed.

While parsing each bin, the variable `binIdx` is incremented by 1 starting with `binIdx` being set equal to 0 for the first bin.

The parsing of each bin is specified by the following two ordered steps:

- a) The context selection process as specified in [subclause 12.7.2.6](#).
- b) The arithmetic decoding process as specified in [subclause 12.6.2.1](#) is invoked with `ctxTable`, `ctxIdx`, and `bypassFlag` as inputs and the value of the bin as output.

The decoding process is unspecified if the corresponding configuration(s) for `descriptor_ID` and `subsequence_ID`, as specified in [subclauses 7.4.2.2](#) and [12.4](#), are not available in any parameter set in the hierarchy of parameter sets referred to by the field `parameter_set_ID` of the access unit and by the fields `parent_parameter_set_ID` of the parameter sets in the same hierarchy, as specified in [subclause 7.4.1](#).

### 12.7.2 Block payload decoding process

#### 12.7.2.1 General

The inputs to this process are

- a block payload as specified in [subclause 7.5.1.3.3](#);
- the state variables specified in [subclause 12.4](#);
- a decoder configuration (as specified in [subclauses 7.4.2.2](#) and [12.4](#)) for the genomic descriptor identified by a **descriptor\_ID** specified in the block header ([subclause 7.5.1.3.2](#)).

The output of this process is the array `decoded_symbols[descriptor_ID][[]]` (the reconstructed genomic descriptors of type **descriptor\_ID**).

#### 12.7.2.2 General decoding process for descriptors

A block payload of encoded descriptors is decoded as follows:

For each descriptor subsequence associated to the current `descriptor_ID`:

- Extract the portion of the byte stream corresponding to the current descriptor subsequence.
- Parse the number of symbols encoded in the current descriptor subsequence.
- For each transformed subsequence associated to the current descriptor subsequence:
  - Extract the portion of the byte stream corresponding to the current transformed subsequence.

- Compute the number of transformed symbols encoded for the current transformed subsequence.
- Initialize an array prvValues[][] and set all values to 0.
- Initialize ctxTable[] as specified in [subclause 12.7.2.4](#).
- Retrieve the Look-Up Tables lutValues[][][] as specified in [subclause 12.7.2.5](#).
- For each transformed symbol in the current transformed subsequence:
  - With  $N = \text{output\_symbol\_size} / \text{coding\_subsym\_size}$ , perform N times the following steps:
    - Look up dependencies (if any) and update the prvValues[] based on the dependencies as specified in [12.6.2.3](#).
    - Select the starting context index ctxIdx as specified in [subclause 12.7.2.6](#).
    - Decode decodedCabacSubsym as specified in [12.7.2.7](#).
    - Calculate invTransfSubsym as specified in [subclause 12.7.2.8](#).
    - Update the  $j^{\text{th}}$  transformed symbol of the  $i^{\text{th}}$  transformed subsequence as:
 
$$\text{transform\_subseq\_symbols}[i][j] = (\text{transform\_subseq\_symbols}[i][j] \ll \text{coding\_subsym\_size}[i]) \mid \text{invTransfSubsym}$$
    - Update the state variables as specified in [12.7.2.9](#).
- If equality\_coding is present for the current descriptor subsequence, apply the equality subsequence transformation as specified in [12.7.2.10.2](#).
- Else if match\_coding is present for the current descriptor subsequence, apply the match subsequence transformation as specified in [12.7.2.10.3](#).
- Else if rle\_coding is present for the current descriptor subsequence, apply the RLE subsequence transformation as specified in [12.7.2.10.4](#).
- Else if merge\_coding is present for the current descriptor subsequence, apply the merge subsequence transformation as specified in [12.7.2.10.5](#).

The general decoding process for descriptors is shown in [Table 124](#).

**Table 124 — General decoding process for descriptors**

| Decoding process                                     |                                                                                                                                |
|------------------------------------------------------|--------------------------------------------------------------------------------------------------------------------------------|
| encoded_descriptor_sequences(descriptor_ID) {        |                                                                                                                                |
| /* Initializations */                                |                                                                                                                                |
| decoded_symbols[descriptor_ID][[]] = {{0}}           |                                                                                                                                |
| remainingPayloadSize = block_payload_size            | block_payload_size as specified in <a href="#">subclause 7.5.1.3.2</a> .                                                       |
| for (k=0; k < numDescriptorSubsequences; k++) {      | numDescriptorSubsequences corresponds to the value in column 'Number of descriptor subsequences' of <a href="#">Table 25</a> . |
| if (k < numDescriptorSubsequences - 1) {             |                                                                                                                                |
| subsequence_payload_size[k]                          | u(32)                                                                                                                          |
| subsequencePayloadSize = subsequence_payload_size[k] |                                                                                                                                |
| remainingPayloadSize -= (subsequencePayloadSize + 4) |                                                                                                                                |

Table 124 (continued)

| Decoding process                                                                                                                                                                                                    |                                                   |
|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|---------------------------------------------------|
| <code>} else {</code>                                                                                                                                                                                               |                                                   |
| <code>    subsequencePayloadSize = remainingPayloadSize</code>                                                                                                                                                      |                                                   |
| <code>}</code>                                                                                                                                                                                                      |                                                   |
| <code>if (subsequencePayloadSize &gt; 0) {</code>                                                                                                                                                                   |                                                   |
| <code>    num_encoded_symbols[k]</code>                                                                                                                                                                             | u(32)                                             |
| <code>    if(encoding_mode_ID == 0){</code>                                                                                                                                                                         | As specified in <a href="#">subclause 7.4.2.2</a> |
| <code>        decoded_symbols[descriptor_ID][k][] =</code><br><code>        decode_descriptor_subsequence( descriptor_ID, k,</code><br><code>num_encoded_symbols[k],</code><br><code>subsequencePayloadSize)</code> |                                                   |
| <code>    } else if(encoding_mode_ID &lt; 5){</code>                                                                                                                                                                | As specified in <a href="#">subclause 7.4.2.2</a> |
| <code>        decoded_symbols[descriptor_ID][k][] = decode_</code><br><code>subsequence(encoding_mode_ID, num_encoded_symbols[k],</code><br><code>subsequencePayloadSize)</code>                                    |                                                   |
| <code>    } else {</code>                                                                                                                                                                                           |                                                   |
| <code>        /* reserved for future use */</code>                                                                                                                                                                  |                                                   |
| <code>    }</code>                                                                                                                                                                                                  |                                                   |
| <code>}/* if subsequencePayloadSize &gt; 0 */</code>                                                                                                                                                                |                                                   |
| <code>}</code>                                                                                                                                                                                                      |                                                   |
| <code>}</code>                                                                                                                                                                                                      |                                                   |

`decoded_symbols[descriptor_ID][k][]` contains the list of output symbols decoded for all descriptor subsequences of the descriptor identified by `descriptor_ID`.

**subsequence\_payload\_size[k]** specifies the payload size of the  $k^{\text{th}}$  descriptor subsequence, where the  $k^{\text{th}}$  subsequence payload corresponds to the part of the block payload (as specified in [subclause 7.5.1.3.3](#)) required by this decoding process to decode the  $k^{\text{th}}$  descriptor subsequence.

**num\_encoded\_symbols[k]** specifies the number of output symbols encoded for the  $k^{\text{th}}$  descriptor subsequence.

`decode_subsequence()` is the decoding process corresponding to `encoding_mode_ID` as specified in [Table 9](#). The output of this process is composed of symbols whose size in bits is specified by `output_symbol_size` in [Table 104](#).

The decoding process for the  $k^{\text{th}}$  descriptor subsequence (of size `num_symbols[k]`) of the descriptor identified by `descriptor_ID` is shown in [Table 125](#).

Table 125 — Decoding process of a descriptor subsequence

| Decoding process                                                                                                        |  |
|-------------------------------------------------------------------------------------------------------------------------|--|
| <code>decode_descriptor_subsequence(descriptor_ID, k, numEncodedSymbols,</code><br><code>availablePayloadSize) {</code> |  |
| <code>    /* Initializations */</code>                                                                                  |  |
| <code>    decoded_symbols[descriptor_ID][k][] = {0}</code>                                                              |  |
| <code>    transform_subseq_symbols[][] = {{0}}</code>                                                                   |  |