

New cpu-used levels

Problem

- Runs are slow independent of # of machines
- Previously we allowed `-no-ext_partition` `-no-ext_partition_types`

As many experimental flags have been removed, the baseline encoder complexity makes running experiment verification less efficient. This commit re-structures the speed feature setup for the codec development purpose. Instead of progressively reducing encoder complexity at the expense of incremental coding loss, we set the speed 1, 2, and 3 as individual speed settings.

Speed 1: transform coding related speed;
Speed 2: inter prediction speed features;
Speed 3: shortcuts the coding block partitions.

```
// Transform related search.  
if ((speed > 0 && speed != 1) || speed > 3) {  
    sf->tx_type_search.fast_intra_tx_type_search = 1;  
    sf->tx_type_search.fast_inter_tx_type_search = 1;  
}
```

```
// Inter prediction related search.  
if ((speed > 0 && speed != 2) || speed > 3) {  
    sf->selective_ref_frame = 1;  
}
```

```
// Coding block partition related search.  
if ((speed > 0 && speed != 3) || speed > 3) {  
    sf->less_rectangular_check = 1;  
}
```


- (only 4 frames)

new speed level	time (s)	psnr loss
0 (slowest)	22394.76	
1 (transform)	18638.94	1.23
2 (inter)	5638.78	2.71