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)

<table>
<thead>
<tr>
<th>new speed level</th>
<th>time (s)</th>
<th>psnr loss</th>
</tr>
</thead>
<tbody>
<tr>
<td>0 (slowest)</td>
<td>22394.76</td>
<td></td>
</tr>
<tr>
<td>1 (transform)</td>
<td>18638.94</td>
<td>1.23</td>
</tr>
<tr>
<td>2 (inter)</td>
<td>5638.78</td>
<td>2.71</td>
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</tbody>
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