**Simulations for JCTVC-L0175.doc**

A Rocks cluster distribution is used for running the simulations.

The package (software\_pkg) has three directories:

1. fvcolorspace
2. HMext
3. v10rgbpsnr

**Setting up the Frontend**

The above mentioned directories are to be copied to a directory ‘/home/fvstaff/’ of the cluster Frontend.

**Setting up the Compute Nodes**

Each node should have four directories inside ‘/state/partition1/data/’.

1. sequences
2. intra\_he10
3. rand\_he10
4. LB\_he10

All the original RGB files should be copied to ‘sequences’ directory before running the simulations

**Running the Scripts**

The scripts are located in ‘/home/fvstaff/HMext/All\_scripts/’

intra.sh -> script for intra\_he10 simulations

lowdelay.sh -> script for LB\_he10 simulations

random.sh -> script for rand\_he10 simulations

These scripts will be calling multiple scripts inside ‘scripts’ directory.

**Results**

Results (.out files) will be populated in the following directories inside ‘/home/fvstaff/HMext/Results’

1. ai-heht -> intra\_he10 results
2. lb-heht -> LB\_he10 results
3. ra-heht -> rand\_he10 results

A sample .out file ( converted to DucksAndLegs\_yfbfr11tap\_q17.docx) is provided for reference. The Bitrate is obtained from the encoder output SUMMARY (highlighted in yellow) and the RGB PSNR (in that order) from the last line of the .out file (highlighted in yellow).