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| **Joint Collaborative Team on Video Coding (JCT-VC)**  **of ITU-T SG 16 WP 3 and ISO/IEC JTC 1/SC 29/WG 11**  13th Meeting: Incheon, KR, 18–26 Apr. 2013 | Document: JCTVC-M0249 |

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| *Title:* | Cross-check results of On TextureRL flag context (JCTVC-M0075) | | |
| *Status:* | Input Document to JCT-VC | | |
| *Purpose:* | Information | | |
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| *Source:* | Samsung Electronics | | |

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This document verified the contribution of JCTVC-0075[1], where instead of using the context from the neighbouring TextureRL flag, proposed TextureRL flag context is coding unit size dependent. With this change, it removes the neighbor dependency. All the simulation results [2][3] are confirmed and perfectly matched with the data provided by the proponent. By this modification, the BD-loss is almost negligible.

Table 1 Simulation Results



# Reference

1. T. Yamamoto, " On TextureRL flag context ", JCTVC-M0075, Incheon, KR, 18-26 April 2013
2. J. Chen, J. Boyce, Y. Ye, M. M. Hannuksela, “SHVC Test Model 1 (SHM 1)”, JCTVC-L1007, Geneva, Switzerland, 14–23 Jan. 2013.
3. X. Li, J. Boyce, P. Onno, Y. Ye, “Common SHM test conditions and software reference configurations”, JCTVC-L1009, Geneva, Switzerland, 14–23 Jan. 2013.