Palette syntax and semantics fix working draft

On top of:

R. Joshi and J. Xu, “HEVC screen content coding draft text 2,” in *Joint Collaborative Team on Video Coding (JCT-VC) of ITU-T SG 16 WP 3 and ISO/IEC JTC 1/SC 29/WG 11 19th Meeting*, JCTVC-S1005, Strasbourg, FR, 17–24 Oct. 2014.

#### 9.3.3.1 General

#### Table 9‑38 – Syntax elements and associated binarizations

|  |  |  |  |
| --- | --- | --- | --- |
| palette\_coding( ) | … | … | … |
| palette\_num\_signalled\_entries | ~~TR~~  9.3.3.xx | ~~cMax = 31, cRiceParam = 0~~  - |
| … | … | … |

**9.3.3.xx Binarization process for palette\_num\_signalled\_entries**

Input to this process is a request for a binarization for the syntax element palette\_num\_signalled\_entries.

Output of this process is the binarization of the syntax element.

The binarization of the syntax element palette\_num\_signalled\_entries is a concatenation of a prefix bin string and (when present) a suffix bin string.

* The prefix value of palette\_num\_signalled\_entries, prefixVal, is coded as 0 if palette\_num\_signalled\_entries equals to 0. Otherwise, it is coded as 1.

When the prefixVal equals to 1, the suffix bin string is present and it is derived as follows:

* The suffix value of palette\_num\_signalled\_entries, suffixVal, is derived as follows:

suffixVal = palette\_num\_signalled\_entries − 1 (9‑xx)

* The suffix bin string is specified by invoking EG0 binarization process as specified in subclause 9.3.3.3 for the binarization of suffixVal.