Method 1:

G.7.3.9.1 General Coding unit syntax

|  |  |
| --- | --- |
| ~~if~~ ~~( !depth\_flag &&~~ ~~ViewId &&~~ ~~multi\_view\_residual\_pred\_flag &&  ResidualCbfNonZero && PredMode != MODE\_INTRA)~~ |  |
| **~~res\_pred\_flag~~** | ~~ae(v)~~ |

G.7.4.9.1 General coding unit semantics

**~~res\_pred\_flag~~** ~~equal to 0 specifies that residual prediction is not used. res\_pred\_flag equal to 1 specifies that residual prediction is used. When res\_pred\_flag is not present in the bitstream, its value shall be inferred to be equal to 0.~~

~~The variable ResidualCbfNonZero is derived by values of cbf\_luma, cbf\_cb, cbf\_cr and PredMode of the corresponding blocks as follows: ResidualCbfNonZero is set to 1 if at least one of the corresponding blocks has both PredMode not equal to MODE\_INTRA and any of the values of cbf\_luma, cbf\_cb and cbf\_cr not equal to 0; otherwise, ResidualCbfNonZero is set equal to 0.The corresponding blocks are identified by the current PU and the disparity vector. All the corresponding blocks belong to transform units that are covered or partially covered by a corresponding rectangle area (of the current PU) in the inter-view reference view component, after shifting the PU location with a disparity vector.~~

G.8.5.2.2 Decoding process for inter prediction samples

The specifications in subclause 8.5.2.2 apply with the following additional operation at the end of the process.

Let [ xC ][ yC ] specify the top-left sample of the current luma prediction block relative to the top-left luma sample of the current picture.

Let refPicViewIdxLX[ xC][ yC ] be the variable ViewIdx of the RefPicListLX[ refIdxLX [ xC][ yC ]],

The variable res\_pred\_flag is set to 1 when all of the following conditions are true:

– DepthFlag is equal to 0, ViewIdx is not equal to 0, multi\_view\_mv\_pred\_flag is equal to 1, and multi\_view\_residual\_pred\_flag is equal to 1,

– The PartMode[ xC ][ yC ] is equal to PART\_2Nx2N,

– PredMode[ xC ][ yC ] is equal to MODE\_SKIP or PredMode[ xC ][ yC ] is equal to MODE\_INTER and merge\_flag [ xC ][ yC ] is equal to 1,

– (merge\_idx[ xC][ yC ] == 0) && ((refIdxL0[ xC][ yC ] != -1 && refPicViewIdxL0[ xC][ yC ] == ViewIdx) || (refIdxL1[ xC][ yC ] != -1 && refPicViewIdxL1[ xC][ yC ] == ViewIdx)).

Otherwise, the variable res\_pred\_flag is set to 0.

When res\_pred\_flag is equal to 1, the inter-view residual prediction process as specified in subclause G.8.5.2.3 is invoked with the luma location ( xB, yB ), the variables nPSW and nPSH, the reference view index refViewIdx set equal to 0, and the arrays predSamplesL, predSamplesCb, and predSamplesCr as the inputs and the outputs are modified versions of the arrays predSamplesL, predSamplesCb, and predSamplesCr.

Method 2:

G.8.5.2.3 Inter-view residual prediction process

For y proceeding over the values 0..(nPSH – 1) and x proceeding over the values 0..(nPSW – 1), the following ordered steps are specified:

1. The variables xR is derived by

xR = Clip3( 0, PicWidthInSamplesL – 1, xP + x + ((mvDisp[0]+2) >> 2 ) ) (G‑)

1. The sample predSamplesL[ x, y ] is modified by

deltaL = refResSamplesL[ xR, y ] (G‑)  
predSamplesL[ x, y ] = predSamplesL[ x, y ] + deltaL (G‑)

For y proceeding over the values 0..(nPSH / 2 – 1) and x proceeding over the values 0..(nPSW / 2 – 1), the following ordered steps are specified:

1. The variables xR is derived by

xR = Clip3( 0, PicWidthInSamplesL / 2 – 1, xP / 2 + x + ((mvDisp[0] +4)>> 3 ) ) (G‑)

1. The sample predSamplesCb[ x, y ] is modified by

deltaCb = refResSamplesCb[ xR, y ] (G‑)  
predSamplesCb[ x, y ] = predSamplesCb[ x, y ] + deltaCb (G‑)

1. The sample predSamplesCr[ x, y ] is modified by

deltaCr = refResSamplesCr[ xR, y ] (G‑)  
predSamplesCr[ x, y ] = predSamplesCr[ x, y ] + deltaCr (G‑)