G.8.5.2.1.5 Derivation process for luma motion vector prediction

Inputs to this process are:

* a luma location ( xC, yC ) of the top-left sample of the current luma coding block relative to the top-left luma sample of the current picture,

– a luma location ( xP, yP ) specifying the top-left luma sample of the current prediction unit relative to the top-left sample of the current picture,

* a variable nCS specifying the size of the current luma coding block,
* variables specifying the width and the height of the luma prediction block, nPbW and nPbH,

– the reference index refIdxLX (with X being equal to 0 or 1) specifying a reference picture in the reference picture list RefPicListLX.

* a variable partIdx specifying the index of the current prediction unit within the current coding unit.

Output of this process is

* the motion vector predictor mvpLX (with X being equal to 0 or 1).

The reference view identifier refViewIdx is set equal to 0.

The motion vector predictor mvpLX is derived as specified by the followings:

* if mvp\_lX\_idx[ xP, yP ] is not equal to 0 or multi\_view\_mv\_pred\_flag is equal to 0, the derivation process for luma motion vector prediction as specified in subclause 8.5.2.1.5 is invoked with the luma location ( xC, yC ) and ( xP, yP ), the size of the current luma coding block nCS, the width and the height of the luma prediction block nPbW and nPbH, the reference index refIdxLX (with X being 0 or 1, respectively), the partition index partIdx, and mvp\_lX\_flag[ xP, yP ] being replaced with mvp\_lX\_idx[ xP, yP ] - multi\_view\_mv\_pred\_flag as the inputs and the output is the motion vector predictor mvpLX (with X being equal to 0 or 1)
* Otherwise (if mvp\_lX\_idx[ xP, yP ] is equal to 0 and multi\_view\_mv\_pred\_flag is equal to 1), the derivation process for the inter-view motion vector predictor candidate as specified in subclause is invoked with the luma location ( xP, yP ), the variables nPbW and nPbH, the reference index refIdxLX and the reference view identifier refViewIdx as the inputs and the outputs are the flag availableFlagLXInterView and the motion vector mvLXInterView (with X being equal to 0 or 1). The motion vector predictor mvpLX is derived as follows
* If availableFlagLXInterView is equal to 1, the motion vector predictor mvpLX is set equal to mvLXInterView.
* Otherwise (if availableFlagLXInterView is equal to 0), the following applies;

mvpLX[ 0 ] = 0

mvpLX[ 1 ] = 0