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| **Joint Collaborative Team on 3D Video Coding Extension Development**  **of ITU-T SG 16 WP 3 and ISO/IEC JTC 1/SC 29/WG 11**  3rd Meeting: Geneva, CH, 17–23 Jan. 2013 | Document: JCT3V-C0103 |

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| *Title:* | **3D-CE6.h cross check on an efficient coding method for DLT in 3DVC of MediaTek(JCT3V-C0142)** | | |
| *Status:* | Input Document | | |
| *Purpose:* | Report | | |
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# Introduction

The experimental result in CTC for MediaTek’s DLT efficient coding method is reported. The BD-rate (and PSNR) results in CTC obtained from the cross-verification match those provided to us by MediaTek. The experimental result in all intra conditions has not been provided.

# Test results

## Testing environment

Testing environment is described in below.

• Operating System

Linux Cluster

• Compiler

GCC 4.1.2 [64 bit]

## Testing result in CTC

**Table 1. Test results in common test conditions**

|  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
|  | video 0 | video 1 | video 2 | video only | synthesized only | coded & synthesized | enc time | dec time |
| Balloons | 0.0% | 0.0% | 0.0% | 0.0% | 0.0% | 0.0% | 99.0% | 99.4% |
| Kendo | 0.0% | 0.0% | 0.0% | 0.0% | 0.0% | 0.0% | 102.3% | 101.7% |
| Newspaper | 0.0% | 0.0% | 0.0% | 0.0% | 0.0% | 0.0% | 99.4% | 98.6% |
| GT\_Fly | 0.0% | 0.0% | 0.0% | 0.0% | 0.0% | 0.0% | 99.1% | 106.1% |
| PoznanHall2 | 0.0% | 0.0% | 0.0% | 0.0% | 0.0% | 0.0% | 100.3% | 96.4% |
| PoznanStreet | 0.0% | 0.0% | 0.0% | 0.0% | 0.0% | 0.0% | 99.6% | 97.7% |
| UndoDancer | 0.0% | 0.0% | 0.0% | 0.0% | 0.0% | 0.0% | 99.8% | 100.7% |
| 1024x768 | 0.0% | 0.0% | 0.0% | 0.0% | 0.0% | 0.0% | 100.2% | 99.9% |
| 1920x1088 | 0.0% | 0.0% | 0.0% | 0.0% | 0.0% | 0.0% | 99.7% | 100.2% |
| **average** | **0.0%** | **0.0%** | **0.0%** | **0.0%** | **-0.01%** | **-0.01%** | **99.9%** | **100.0%** |

## Testing result in all intra conditions

**Table 2. Test results in all intra conditions**

|  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
|  | video 0 | video 1 | video 2 | video only | synthesized only | coded & synthesized | enc time | dec time |
| Balloons | 0.0% | 0.0% | 0.0% | 0.0% | 0.0% | 0.0% | 100.9% | 101.6% |
| Kendo | 0.0% | 0.0% | 0.0% | 0.0% | 0.0% | 0.0% | 101.4% | 98.7% |
| Newspaper | 0.0% | 0.0% | 0.0% | 0.0% | 0.0% | 0.0% | 100.5% | 105.8% |
| GT\_Fly | 0.0% | 0.0% | 0.0% | 0.0% | 0.0% | 0.0% | 98.1% | 97.5% |
| PoznanHall2 | 0.0% | 0.0% | 0.0% | 0.0% | 0.0% | 0.0% | 100.1% | 105.1% |
| PoznanStreet | 0.0% | 0.0% | 0.0% | 0.0% | 0.0% | 0.0% | 100.8% | 101.6% |
| UndoDancer | 0.0% | 0.0% | 0.0% | 0.0% | 0.0% | 0.0% | 99.3% | 98.6% |
| 1024x768 | 0.0% | 0.0% | 0.0% | 0.0% | 0.0% | 0.0% | 100.9% | 102.0% |
| 1920x1088 | 0.0% | 0.0% | 0.0% | 0.0% | 0.0% | 0.0% | 99.6% | 100.7% |
| **average** | **0.0%** | **0.0%** | **0.0%** | **0.0%** | **0.00%** | **0.00%** | **100.2%** | **101.2%** |

# Conclusion

The experimental result in CTC for MediaTek’s DLT efficient coding method is reported. The BD-rate (and PSNR) results in CTC obtained from the cross-verification match those provided to us by MediaTek. Encoding and decoding time differences are similar enough to be considered a match.

The experimental result in all intra conditions has not been provided.