1. * 1. Coding quadtree semantics

The specifications in subclause 7.4.8 apply.

[Ed. (GT): Numbering of syntax and semantics in JCTVC-J1003\_d7 do not match from subclause 7.4.8 on. However, the "correct" numbering of syntax is used here assuming that JCTVC-J1003\_d7 would match.]

The variable predSplitCuFlag specifying whether the split\_cu\_flag is predicted by inter-component prediction is derived as specified in the following.

* + If slice\_type is not equal to I and RapPicFlag is equal to 0 and lim\_qt\_pred\_flag is equal to 1, predSplitCuFlag is set equal to TextureCtDepth[ x0 ][ y0 ] <= ctDepth
  + Otherwise (slice\_type is equal to I or RapPicFlag is equal to 1 or lim\_qt\_pred\_flag is equal to 0), predSplitCuFlag is set equal to 0.

**split\_cu\_flag**[ x0 ][ y0 ] specifies whether a coding unit is split into coding units with half horizontal and vertical size. The array indices x0, y0 specify the location ( x0, y0 ) of the top-left luma sample of the considered coding block relative to the top-left luma sample of the picture.

When split\_cu\_flag[ x0 ][ y0 ] is not present the following applies.

* + If log2CbSize is greater than Log2MinCbSizeY and predSplitCuFlag is equal to 0 and MotionInhFlag[ x0 ][ y0 ] is equal to 0, the value of split\_cu\_flag[ x0 ][ y0 ] is inferred to be equal to 1.
  + Otherwise (log2CbSize is equal to Log2MinCbSizeY or predSplitCuFlag is equal to 1 or MotionInhFlag[ x0 ][ y0 ] is equal to 1), the value of split\_cu\_flag[ x0 ][ y0 ] is inferred to be equal to 0.
    1. Coding unit semantics
       1. General coding unit semantics

The specification in subclause F.7.4.9.1 apply with the following modifications and additions.

If slice\_type is not equal to I and RapPicFlag is equal to 0 and lim\_qt\_pred\_flag is equal to 1, the variable predPartModeFlag specifying whether part\_mode is predicted by inter-component prediction is derived as follows.

predPartModeFlag = ( TextureCtDepth[ x0 ][ y0 ] = = ctDepth ) && ( TexturePartMode[ x0 ][ y0 ] ! = PART\_NxN ) (G‑17)

Otherwise (slice\_type is equal to I or RapPicFlag is equal to 1 or lim\_qt\_pred\_flag is equal to 0), predPartModeFlag is set equal to 0.