

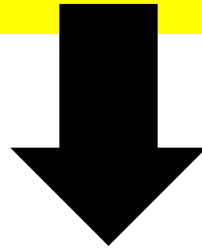
Chair's Note

- **Analysis of the method from D0092 and the three options from D0117, and the current merge list construction in HTM, in terms of worst-case number of comparisons necessary.**

Analysis Report

- Check process during filling merge candidate list

```
if ( pcCULeft && !pcCULeft->isIntra( uiLeftPartIdx )  
#if MERL_VSP_C0152  
    CHECK_ADD_YET(pcCULeft, uiLeftPartIdx, 1)  
#endif  
)
```



!(pcCULeft->getVSPIndex(uiIdx)==vspIdx && bVspMvZeroDone[vspIdx-1])

**1) Check
VSP Mode**

**2) Check
VSP in List**

Analysis Report

- Check process during filling merge candidate list

Method	Check Type	Merge Candidate List Order(→)											Total Cnt
		IVMP	A1	B1	B0	DCP	VSP	A0	B2	VSP	TMP	VSP	
CTC	VSP Mode	x	o	o	o	x		o	o	x	x		5
	VSP Cnt	x	x	o	o	x		o	o	o	x		5
D0117-1	VSP Mode	x	o	o	o	x	x	o	o		x		5
	VSP Cnt	x	x	x	x	x	x	x	x		x		0
D0117-2	VSP Mode	x	o	o	o	x	x	o	o		x		5
	VSP Cnt	x	x	o	x	x	o	x	x		x		1
D0117-3	VSP Mode	x	o	o	o	x		o	o		x	x	5
	VSP Cnt	x	x	o	x	x		x	x		x	o	2
D0092	VSP Mode	x	x	x	x	x	x	x	x		x		0
	VSP Cnt	x	x	x	x	x	x	x	x		x		0

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	VSP Cnt	x	x	o	o	x		o	o	o	x		5
D0117-1	VSP Mode	x	o	o	o	x	x	o	o		x		5
	VSP Cnt	x	x	o	o	x	x	o	o		x		0
D0117-2	VSP Mode	x	o	o	o	x	o	o	o		x		5
	VSP Cnt	x	x	o	x	x	o	x	x		x		1
D0117-3	VSP Mode	x	o	o	o	x		o	o		x	x	5
	VSP Cnt	x	x	o	x	x		x	x		x	o	2
D0092	VSP Mode	x	x	x	x	x	x	x	x		x		0
	VSP Cnt	x	x	x	x	x	x	x	x		x		0

Still need additional check processes
to find certain neighbor blocks

Analysis Report

- Check process during filling merge candidate list

Approach		Default Pos.	# of VSP in List		# of check times		synth PSNR/ total bitrate
Doc #	Option		MIN	MAX	VSP Mode	# of VSPs	
CTC		After Spatial	0	1	5	5	0.00%
D0117	Method1	After DV.	0	1	5	0	-0.02%
	Method2	After DV.	0	1	5	1	-0.05%
	Method3	After Temp.	0	1	5	2	-0.11%
D0092	Method2	After DV.	1	4	0	0	-0.12%

Analysis Report

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- Method of D0092 seems to be *more simplified with more gains.*