The proposed working draft modifications are as follows.

H.7.3.2.1.2 Video parameter set extension 2 syntax

|  |  |
| --- | --- |
| vps\_extension( ) { |  |
| … |  |
| **dlt\_flag**[ layerId ] | u(1) |
| if( dlt\_flag[ layerId ] ) { |  |
| **~~num\_depth\_values\_in\_dlt~~**~~[ layerId ]~~ | ~~ue(v)~~ |
| ~~for ( j = 0; j < num\_depth\_values\_in\_dlt ; j++) {~~ |  |
| **~~dlt\_depth\_value~~**~~[ layerId ][ j ]~~ | ~~ue(v)~~ |
| **code\_full\_bit\_map\_flag**[layerId ] | u(1) |
| if(!**code\_full\_bit\_map\_flag**[layerId ]){ |  |
| **min\_dlt\_value**[layerId ] | u(v) |
| **diff\_max\_dlt\_value**[layerId ] | u(v) |
| } |  |
| for(j=0;j< MaxDltValue[layerId ] - min\_dlt\_value[layerId ] – 1;j++) |  |
| **bit\_map\_flag**[layerId ][j] | u(1) |
| } |  |

**H.7.4.2.1.2 Video parameter set extension 2 semantics**

**~~num\_depth\_values\_in\_dlt~~**~~[ layerId ] specifies the number of different depth values and the number of elements in the depth lookup table for depth view components of the current layer with layer\_id equal to layerId.~~

**~~dlt\_depth\_value[~~**~~layerId~~**~~]~~**~~[ j ] specifies the j-th entry in the depth lookup table for depth view components with layer\_id equal to layerId.~~

**code\_full\_bit\_map\_flag**[layerId] specifies whether to code the full bit map or not for depth view components with layer\_id equal to layerId.

**min\_dlt\_value**[layerId] specifies the smallest value in the depth lookup table for depth view components with layer\_id equal to layerId. The number of bits used to represent it is log2(MAX\_DEPTH\_VALUE + 1). When min\_dlt\_value[layerId] is not present, it shall be inferred to be -1.

**diff\_max\_dlt\_value**[layerId] specifies the difference between the largest and smallest value in the depth lookup table for depth view components with layer\_id equal to layerId. MaxDltValue[layerId] is computed as follows: MaxDltValue[layerId] = min\_dlt\_value[layerId] + diff\_max\_dlt\_value[layerId]. The number of bits used to represent it is log2(MAX\_DEPTH\_VALUE+1-min\_dlt\_value[layerId]). When diff\_max\_dlt\_value[layerId] is not present, MaxDltValue[layerId] shall be inferred to be MAX\_DEPTH\_VALUE+1.

**bit\_map\_flag**[layerId][j]specifies the j-th entry in the bit map for depth view components with layer\_id equal to layerId.

**H.8.3.6 Decoding process for a depth lookup table**

* ~~For i = 0..num\_depth\_values\_in\_dlt –1 the elements in Idx2DepthValue are derived as follows.~~
  + ~~Idx2DepthValue[ i ] is set equal to dlt\_depth\_value[ i ]~~
* The elements in Idx2DepthValue are derived as follows.
* Set Idx= 0;
  + - If min\_dlt\_value >=0, then Idx2DepthValue[ 0 ] is set equal to min\_dlt\_value and Idx++;
* If MaxDltValue- min\_dlt\_value>1, then for i =0… MaxDltValue- min\_dlt\_value – 2
  + If bit\_map\_flag[i]==1, then Idx2DepthValue[Idx] = i + min\_dlt\_value + 1 and Idx++;
* If MaxDltValue <= MAX\_DEPTH\_VALUE and MaxDltValue != min\_dlt\_value, then Idx2DepthValue[Idx] = MaxDltValue and Idx++;
* num\_depth\_vaules\_in\_dlt=Idx;