The proposed working draft modifications are as follows.

H.7.3.2.1.2 Video parameter set extension 2 syntax

|  |  |
| --- | --- |
| vps\_extension2( ) { | Descriptor |
| … |  |
| if ( (layerId ! = 0)  && !DepthLayerFlag[ layerId ] ) { |  |
| **iv\_mv\_pred\_flag**[ layerId ] | u(1) |
| **iv\_res\_pred\_flag**[ layerId ] | u(1) |
| **depth\_dependence\_flag**[ layerId ] | u(1) |
| if( depth\_dependence\_flag[ layerId ] != 0 ){ |  |
| **vsp\_compensation\_flag** [ layerId ] | u(1) |
| **vsp\_dv\_refine\_flag** [ layerId ] | u(1) |
| } |  |
| } |  |
| if ( DepthLayerFlag[ layerId ] ) { |  |
| if ( (layerId ! = 0) |  |
| **vsp\_compensation\_flag** [ layerId ] | u(1) |
| … |  |
| } |  |

**H.7.3.2.1.2 Video parameter set extension 2 semantics**

**depth\_dependence\_flag** [ layerId ] indicates whether depth pictures are used in the decoding process of the layer with layer\_id equal to layerId. depth\_dependence\_flag[ layerId ] equal to 0 specifies that depth pictures are not used for the layer with layer\_id equal to layerId. depth\_dependence\_flag[ layerId ] equal to 1 specifies that depth pictures may be used for the layer with layer\_id equal to layerId.

When depth\_dependence\_flag[ layerId ] is not present, its value shall be inferred to be equal to 0.

**vsp\_compensation\_flag**[ layerId ] indicates whether view synthesis prediction is used in the decoding process of the layer with layer\_id equal to layerId. vsp\_compensation\_flag[ layerId ] equal to 0 specifies that view synthesis prediction merging candidate is not used for the layer with layer\_id equal to layerId. vsp\_compensation\_flag[ layerId ] equal to 1 specifies that view synthesis prediction merging candidate is used for the layer with layer\_id equal to layerId.

When vsp\_compensation\_flag[ layerId ] is not present, its value shall be inferred to be equal to 0.

**vsp\_dv\_refine\_flag**[ layerId ] indicates whether DoNBDV is used in the decoding process of the layer with layer\_id equal to layerId. vsp\_dv\_refine\_flag[ layerId ] equal to 0 specifies that DoNBDV is not used for the layer with layer\_id equal to layerId. vsp\_dv\_refine\_flag[ layerId ] equal to 1 specifies that DoNBDV is used for the layer with layer\_id equal to layerId.

When vsp\_dv\_refine\_flag[ layerId ] is not present, its value shall be inferred to be equal to 0.

H.8.5.2.1.5.2 Derivation process for the inter-view motion vector predictor candidate

The derivation process for a disparity vector as specified in subclause is invoked with the luma locations ( xC, yC ) and ( xP, yP ), the coding block size nCS, the variables nPSW and nPSH, the partition index partIdx and the variable deriveFromDepthFlag being equal to ~~1~~vsp\_dv\_refine\_flag[ layerId ] as the inputs and the view order index refViewIdx, a flag availableDV and a disparity vector mvDisp as the outputs. The variable refPicViewIdx is set equal to the variable ViewIdx of the RefPicListLX[ refIdxLX ].

H.8.5.2.1.9 Derivation process for inter-view merge candidates

The derivation process for a disparity vector as specified in subclause is invoked with the luma locations ( xC, yC ) and ( xP, yP ), the coding block size nCS, the variables nPSW and nPSH, the partition index partIdx, the variable deriveFromDepthFlag being equal to ~~1~~vsp\_dv\_refine\_flag[ layerId ], as the inputs and the outputs are and the view order index of the reference view refViewIdx, the flag availableDV and the disparity vector mvDisp.

H.8.5.2.1.12 Derivation process for a view synthesis prediction merge candidate

The derivation process for a disparity vector as specified in subclause is invoked with the luma locations ( xC, yC ) and ( xP, yP ), the coding block size nCS, the variables nPSW and nPSH, the partition index partIdx and the flag deriveFromDepthFlag being equal to ~~1~~vsp\_dv\_refine\_flag[ layerId ] as the inputs and the outputs are the flag availableDV, the view order index of the reference view refViewIdx and the disparity vector mvDisp.