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| **Joint Collaborative Team on 3D Video Coding Extensions**  **of ITU-T SG 16 WP 3 and ISO/IEC JTC 1/SC 29/WG 11**  4th Meeting: Incheon, KR, 20–26 Apr. 2013 | Document: JCT3V-D0273 |

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| *Title:* | **CE6.H related: Cross check of Signaling of DLT for depth coding (D0182)** | | |
| *Status:* | Input Document | | |
| *Purpose:* | Cross Check | | |
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# Abstract

This document describes RWTH Aachen University's crosscheck of Qualcomm’s proposal on *Signaling of DLT for depth coding*.

Qualcomm's proposed modifications to the software were implemented into the 3DV-HTM reference software 6.0 and evaluated according to the common test conditions [[1](#Hei11)]. The results of the crosscheck are provided in terms of rate and distortion. BD-Rates comparing the proposed method and the anchor encodings are also attached to this document.

# Crosscheck Results

## Random Access Coding

|  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
|  | video 0 | video 1 | video 2 | video PSNR / video bitrate | video PSNR / total bitrate | synth PSNR / total bitrate | enc time | dec time |
| Balloons | 0,0% | 0,0% | 0,0% | 0,0% | 0,0% | 0,0% | 99,7% | 98,0% |
| Kendo | 0,0% | 0,0% | 0,0% | 0,0% | 0,0% | 0,0% | 99,6% | 98,1% |
| Newspaper\_CC | 0,0% | 0,0% | 0,0% | 0,0% | 0,0% | 0,0% | 99,4% | 103,8% |
| GT\_Fly | 0,0% | 0,0% | 0,0% | 0,0% | 0,0% | 0,0% | 99,1% | 97,7% |
| Poznan\_Hall2 | 0,0% | 0,0% | 0,0% | 0,0% | 0,0% | 0,0% | 98,9% | 103,1% |
| Poznan\_Street | 0,0% | 0,0% | 0,0% | 0,0% | 0,0% | 0,0% | 99,4% | 96,5% |
| Undo\_Dancer | 0,0% | 0,0% | 0,0% | 0,0% | 0,0% | 0,0% | 99,5% | 94,2% |
| 1024x768 | 0,0% | 0,0% | 0,0% | 0,0% | 0,0% | 0,0% | 99,6% | 100,0% |
| 1920x1088 | 0,0% | 0,0% | 0,0% | 0,0% | 0,0% | 0,0% | 99,2% | 97,9% |
| **average** | **0,0%** | **0,0%** | **0,0%** | **0,0%** | **0,0%** | **0,0%** | **99,4%** | **98,8%** |

## All Intra Coding

|  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
|  | video 0 | video 1 | video 2 | video PSNR / video bitrate | video PSNR / total bitrate | synth PSNR / total bitrate | enc time | dec time |
| Balloons | 0,0% | 0,0% | 0,0% | 0,0% | 0,0% | 0,0% | 99,4% | 97,6% |
| Kendo | 0,0% | 0,0% | 0,0% | 0,0% | 0,0% | 0,0% | 98,6% | 98,1% |
| Newspaper\_CC | 0,0% | 0,0% | 0,0% | 0,0% | 0,0% | 0,0% | 99,8% | 99,2% |
| GT\_Fly | 0,0% | 0,0% | 0,0% | 0,0% | 0,0% | 0,0% | 102,4% | 97,1% |
| Poznan\_Hall2 | 0,0% | 0,0% | 0,0% | 0,0% | 0,0% | 0,0% | 100,1% | 97,3% |
| Poznan\_Street | 0,0% | 0,0% | 0,0% | 0,0% | 0,0% | 0,0% | 98,9% | 96,2% |
| Undo\_Dancer | 0,0% | 0,0% | 0,0% | 0,0% | 0,0% | 0,0% | 102,7% | 97,8% |
| 1024x768 | 0,0% | 0,0% | 0,0% | 0,0% | 0,0% | 0,0% | 99,3% | 98,3% |
| 1920x1088 | 0,0% | 0,0% | 0,0% | 0,0% | 0,0% | 0,0% | 101,0% | 97,1% |
| **average** | **0,0%** | **0,0%** | **0,0%** | **0,0%** | **0,0%** | **0,0%** | **100,3%** | **97,6%** |

# Investigation of Implementation

Qualcomm provided the source code of their modified 3DV-HTM software together with a short explanation on how to enable and compile the proposed algorithm. All the modifications to the reference software were encapsulated in preprocessor statements for conditional compilation. Overall the implementation of the proposed algorithm is done in a clean and maintainable way and does not interfere with other coding tools.