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)~~ |
| **diff\_max\_dlt\_value**[layerId] | u(v) |
| **min\_dlt\_value**[layerId] | u(v) |
| **run\_length\_coding\_flag**[layerId] | u(1) |
| if(run\_length\_coding\_flag[layerId]){ |  |
| **min\_run\_length**[layerId] | u(3) |
| **run\_length\_bits\_minus1**[layerId ] | u(3) |
| for(j = MinDltV[layerId]+1; j< MaxDltV[layerId]; j+=Run[layerId][j]+1){ |  |
| **run\_length\_diff**[layerId][j] | u(v) |
| if(run\_length\_diff[layerId][j]==RunBoundary[layerId]) |  |
| **run\_length\_diff\_rem**[layerId][j] | ue(v) |
| } |  |
| } |  |
| else{ |  |
| for(j = MinDltV[layerId]+1; j< MaxDltV[layerId]; 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.~~

**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. The number of bits used to represent it is log2(MAX\_DEPTH\_VALUE + 1).

**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-diff\_max\_dlt\_value[layerId]). When min\_dlt\_value[layerId] is not present, it should be inferred to be 0. MinDltV[layerId] is set equal to min\_dlt\_value[layerId]. MaxDltV[layerId] is set equal to min\_dlt\_value[layerId] + diff\_max\_dlt\_value[layerId]. BitMapFlag[layerId][i] with i from 0 to MAX\_DEPTH\_VALUE is set equal to 0 initially. BitMapFlag[layerId][MinDltV[layerId]] and BitMapFlag[layerId][MaxDltV[layerId]] are set equal to 1.

**run\_length\_coding\_flag**[layerId] specifies whether run-length coding is used or not for depth view components with layer\_id equal to layerId. When run\_length\_coding\_flag[layerId] is equal to 1, the bit-map is coded by run-length coding. Otherwise, it is coded directly.

**min\_run\_length**[layerId] specifies the minimum 0-run-length in the DLT bit-map for depth view components with layer\_id equal to layerId. MinRunLength[layerId] is set equal to min\_run\_length[layerId].

**run\_length\_bits\_minus1**[layerId] specifies the number of bits used to code run\_length\_diff for depth view components with layer\_id equal to layerId. RunLengthBits[layerId] is set equal to run\_length\_bits\_minus1[layerId]+1.

**run\_length\_diff**[layerId ][j] specifies the difference between one 0-run-length and MinRunLength[layerId] for depth view components with layer\_id equal to layerId. The number of bits used to represent it is RunLengthBits[layerId].

**run\_length\_diff\_rem**[layerId][j] specifies the remainder of difference between one 0-run-length and MinRunLength[layerId] for depth view components with layer\_id equal to layerId. run\_length\_diff\_rem[layerId][j] is only present if run\_length[layerId][j] is equal to RunBoundary[layerId], where RunBoundary[layerId] is equal to 2RunLengthBits[layerId]-1. When min\_dlt run\_length\_diff\_rem[layerId][j] is not present, it should be inferred to be 0. Run [layerId][j] is set equal to run\_length\_diff[layerId][j]+run\_length\_diff\_rem[layerId][j]+ MinRunLength[layerId]. BitMapFlag[layerId][j+Run[layerId][j]] is set equal to 1. BitMapFlag [layerId][i] with i from j to j+Run[layerId][j]-1 is set equal to 0, if Run[layerId][j] is not equal to 0.

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

**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.
* If nuh\_layer\_id >> 1 is not equal to 0
  + for i =0… MAX\_DEPTH\_VALUE-1
    - BitMapFlag[nuh\_layer\_id][i] = BitMapFlag[nuh\_layer\_id][i] ^ BitMapFlag[1][i]
* Set Idx= 0;
* for i =0… MAX\_DEPTH\_VALUE-1
  + If BitMapFlag[i]==1, then Idx2DepthValue[Idx] = i and Idx++;
* num\_depth\_vaules\_in\_dlt=Idx;