|  |  |
| --- | --- |
| **Joint Collaborative Team on 3D Video Coding Extension Development**  **of ITU-T SG 16 WP 3 and ISO/IEC JTC 1/SC 29/WG 11**  5th Meeting: Vienna, AT, 27 July – 2 Aug. 2013 | Document: JCT3V- E0200 |

|  |  |  |  |
| --- | --- | --- | --- |
| *Title:* | **CE 3.h related: Crosscheck on A disparity derived depth coding method in 3D-HEVC (JCT3V-E0174)** | | |
| *Status:* | Input Document | | |
| *Purpose:* | Proposal | | |
| *Author(s) or Contact(s):* | Hongbin Liu ([hongbin.liu@lge.com](mailto:hongbin.liu@lge.com)) |  |  |
| *Source:* | LG Electronics | | |

\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

# Abstract

This contribution reports a cross-check of JCT3V-E0174. Experiment results perfectly match with that provided in JCT3V-E0174.

# Results

Results for both CTC and AI are tested.

Table 1: performance comparison with HTM-7.0r1 (CTC)

|  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
|  | video 0 | video 1 | video 2 | video PSNR / video bitrate | video PSNR / total bitrate | synth PSNR / total bitrate | enc time | dec time |
| Balloons | 0.00% | 0.00% | 0.00% | 0.00% | 0.00% | -0.10% | 76.0% | 102.7% |
| Kendo | 0.00% | 0.00% | 0.00% | 0.00% | 0.02% | -0.09% | 99.5% | 102.6% |
| Newspaper\_CC | 0.00% | 0.00% | 0.00% | 0.00% | -0.02% | -0.42% | 74.9% | 103.6% |
| GT\_Fly | 0.00% | 0.00% | 0.00% | 0.00% | 0.05% | -0.72% | 99.1% | 102.3% |
| Poznan\_Hall2 | 0.00% | 0.00% | 0.00% | 0.00% | 0.02% | 0.02% | 80.7% | 102.3% |
| Poznan\_Street | 0.00% | 0.00% | 0.00% | 0.00% | 0.00% | -0.16% | 85.0% | 103.2% |
| Undo\_Dancer | 0.00% | 0.00% | 0.00% | 0.00% | 0.03% | -0.08% | 98.2% | 102.7% |
| 1024x768 | 0.00% | 0.00% | 0.00% | 0.00% | 0.00% | -0.20% | 83.5% | 102.9% |
| 1920x1088 | 0.00% | 0.00% | 0.00% | 0.00% | 0.03% | -0.23% | 90.7% | 102.6% |
| **average** | **0.00%** | **0.00%** | **0.00%** | **0.00%** | **0.02%** | **-0.22%** | **87.6%** | **102.8%** |

# Conclusion

The result perfectly matches with JCT3V-E0174.