

# **JCT3V-F0146 – IC for VSP Candidate for 3D-HEVC**

---

**Min Woo Park**

Multimedia Platform Lab.  
DMC R&D Center  
**Samsung Electronics**

# Introduction

- ❖ In 3D-HEVC, ic\_flag is signaled for every VSP candidates
- ❖ However, VSP mode does not use IC
  - i.e. ic\_flag is always set to '0'
- ❖ There is no method to support IC for VSP candidate in 3D-HEVC
  - This problem was pointed out at the last meeting in JCT3V-E0143

# Proposed Method

- ❖ In case of VSP candidate with  $ic\_flag = 1$ ,
  - Simply perform DCP (disparity compensation prediction) with IC (but, Not perform VSP)
  - Minor changes
  - No additional complexity

## Current Inter-view prediction

```
if(vsp_flag == 0)
{
    DCP
}
else
{
    VSP
}
```



## Proposed Inter-view prediction

```
if(vsp_flag == 0 && ic_flag == 1)
{
    DCP
}
else
{
    VSP
}
```

# Experimental Results

- ❖ Based on CTC with HTM 8.0
  - 0.1% bit-saving for coded and synthesized views

	video 0	video 1	video 2	video PSNR / video bitrate	video PSNR / total bitrate	synth PSNR / total bitrate	enc time	dec time	ren time
Balloons	0.0%	-0.5%	-0.2%	-0.2%	-0.1%	-0.1%	99.2%	92.2%	97.7%
Kendo	0.0%	-0.3%	-0.5%	-0.2%	-0.2%	-0.2%	98.5%	97.8%	97.7%
Newspaper_CC	0.0%	0.0%	-0.1%	0.0%	0.0%	0.0%	99.1%	93.9%	97.5%
GT_Fly	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	99.1%	94.7%	100.5%
Poznan_Hall2	0.0%	0.0%	0.0%	0.0%	0.0%	-0.1%	98.5%	91.6%	99.2%
Poznan_Street	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	99.1%	92.2%	100.5%
Undo_Dancer	0.0%	0.0%	-0.2%	0.0%	0.0%	0.0%	99.7%	98.9%	99.8%
1024x768	0.0%	-0.3%	-0.3%	-0.1%	-0.1%	-0.1%	98.9%	94.6%	97.7%
1920x1088	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	99.1%	94.4%	100.0%
<b>average</b>	<b>0.0%</b>	<b>-0.1%</b>	<b>-0.1%</b>	<b>-0.1%</b>	<b>-0.1%</b>	<b>-0.1%</b>	<b>99.0%</b>	<b>94.5%</b>	<b>99.0%</b>
Shark	0.0%	0.0%	0.0%	0.0%	0.0%	0.0%	97.4%	99.5%	97.7%

# Conclusions

- ❖ We propose a method to support IC for VSP candidates
  - When VSP candidate has `ic_flag` equal to 1, we propose to perform DCP with IC
  - 0.1% bit-saving with no additional complexity
  - Minor change in text and software
  
- ❖ We recommend to adopt the proposed method into next 3D-HEVC WD

**Thanks Sharp for the cross checking (JCT3V-F0213).**

