H.7.3.2.1.2 Video parameter set extension 2 syntax

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| --- |
| vps\_extension2( ) { |
| while( !byte\_aligned( ) ) |
| **vps\_extension\_byte\_alignment\_reserved\_one\_bit** |
| for( i = 0; i <= vps\_max\_layers\_minus1; i++ ) { |
| layerId = layer\_id\_in\_nuh[ i ] |
| if ( layerId ! = 0 ) { |
| **cp\_present\_flag**[ layerId ] |
| if ( !VpsDepthFlag[ layerId ] ) { |
| **iv\_mv\_pred\_flag**[ layerId ] |
| **iv\_res\_pred\_flag**[ layerId ] |
| **depth\_refinement\_flag**[ layerId ] |
| **view\_synthesis\_pred\_flag**[ layerId ] |
| } else { |
| **vps\_depth\_modes\_flag**[ layerId ] |
| **lim\_qt\_pred\_flag**[ layerId ] |
| if( vps\_depth\_modes\_flag[ layerId ] ) |
| **dlt\_flag**[ layerId ] |
| if( dlt\_flag[ layerId ] ) { |
| **num\_depth\_values\_in\_dlt**[ layerId ] |
| for ( j = 0; j < num\_depth\_values\_in\_dlt[ layerId ] ; j++) { |
| **dlt\_depth\_value**[ layerId ][ j ] |
| } |
| } |
| **vps\_inter\_sdc\_flag**[layered] |
| } |
| } |

**vps\_inter\_sdc\_flag** [ layerId ]indicates whether a inter simplified depth coding mode is used in the decoding process of the layer with nuh\_layer\_id equal to layerId. vps\_inter\_sdc\_flag [ layerId ] equal to 0 specifies that the inter simplified depth coding mode is not used for the layer with nuh\_layer\_id equal to layerId. vps\_inter\_sdc\_flag [ layerId ]equal to 1 specifies that the inter simplified depth coding mode may be used for the layer with nuh\_layer\_id equal to layerId. When not present, the value of vps\_inter\_sdc\_flag [ layerId ] shall be inferred to be equal to 0.

H.7.3.8.5 Coding unit syntax

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| --- |
| if(vps\_inter\_sdc\_flag[layered] && DepthFlag && PredMode[ x0 ][ y0 ] ! = MODE\_INTRA && !skip\_flag[ x0 ][ y0 ] && PartMode==PART\_2Nx2N) { |
| **inter\_sdc\_flag** |
| if( inter\_sdc\_flag ) { |
| **inter\_sdc\_resi\_abs**[ x0 ][ y0 ] |
| if(inter\_sdc\_resi\_abs[ x0 ][ y0 ]) { |
| **inter\_sdc\_resi\_sign\_flag**[ x0 ][ y0 ] |
| } |
| } |
| } |

**inter\_sdc\_flag** equal to 1 specifies simplified depth coding of residual blocks is used for the current coding unit. inter\_sdc\_flag equal to 0 specifies simplified depth coding of residual blocks is not used for the current coding unit. When not present, inter\_sdc\_flag is inferred to be equal to 0.

**inter\_sdc\_resi\_abs** [ x0 ][ y0 ], **inter\_sdc\_resi\_sign\_flag**[ x0 ][ y0 ] are used to derive InterSdcResi[ x0 ][ y0 ][ i ] as follows:

* 1. InterSdcResi[ x0 ][ y0 ] = ( 1 − 2 \* inter\_sdc\_resi\_sign\_flag[ x0 ][ y0 ] ) \*   
      ( inter\_sdc\_resi\_abs [ x0 ][ y0 ] ) (‑)

H.8.5.4 Decoding process for the residual signal of coding units coded in inter prediction mode

H.8.5.4.1 General

...

* Otherwise (inter\_sdc\_flag is equal to 1), resSampleL[x][y] is set equal to InterSdcResi[ xCb ][ yCb ] for x in the range of 0 to nCbSL − 1 and y in the range of 0 to nCbSL − 1

For x in the range of 0 to nCbSL − 1 and y in the range of 0 to nCbSL − 1, the following applies:

* + ResSamplesL[ xCb + x ][ yCb + y ] is set equal to resSamplesL[ x ][ y ].

For x in the range of 0 to nCbSC − 1 and y in the range of 0 to nCbSC − 1, the following applies:

* + ResSamplesCb[ xCb /2 + x ][ yCb /2 + x] is set equal to resSamplesCb[ x ][ y ].
  + ResSamplesCr[ xCb /2 + x ][ yCb /2 + x ] is set equal to resSamplesCr[ x ][ y ].