2. The modification is based on JCT3V-G1001\_v2, the added parts are highlighted with yellow.
   * + - 1. Coding unit syntax

|  |  |
| --- | --- |
| for( j = 0; j < nCbS; j = j + pbOffset ) |  |
| for( i = 0; i < nCbS; i = i + pbOffset ) |  |
| if( dim\_not\_present\_flag[ x0 + i ][ y0 + j ] ) { |  |
| if( prev\_intra\_luma\_pred\_flag[ x0 + i ][ y0 + j ] ) |  |
| **mpm\_idx**[ x0 + i ][ y0 + j ] | ae(v) |
| else |  |
| **rem\_intra\_luma\_pred\_mode**[ x0 + i ][ y0 + j ] | ae(v) |
| } |  |
| if (!VpsDepthFlag[ layerId ] ) |  |
| **intra\_chroma\_pred\_mode**[ x0 ][ y0 ] | ae(v) |

* + - * 2. Transform tree syntax

|  |  |
| --- | --- |
| If(( trafoDepth = = 0 | | cbf\_cb[ xBase ][ yBase ][ trafoDepth − 1 ] ) && !VpsDepthFlag[ layerId ] ) |  |
| **cbf\_cb**[ x0 ][ y0 ][ trafoDepth ] | ae(v) |
| if( (trafoDepth = = 0 | | cbf\_cr[ xBase ][ yBase ][ trafoDepth − 1 ] ) && !VpsDepthFlag[ layerId ] ) |  |
| **cbf\_cr**[ x0 ][ y0 ][ trafoDepth ] | ae(v) |