I.7.3.2.1.2 Video parameter set extension 2 syntax

|  |  |
| --- | --- |
| vps\_extension2( ) { | **Descriptor** |
| … |  |
| **mpi\_flag**[ layerId ] | u(1) |
| **mv\_sharing\_flag**[ layerId ] | u(1) |
| **vps\_depth\_modes\_flag**[ layerId ] | u(1) |
| … |  |
| } |  |

I.7.4.3.1.2 Video parameter set extension 2 semantics

mv\_sharing\_flag[ layerId ]equal to 0 specifies that motion vector sharing is not used for the layer with nuh\_layer\_id equal to layerId. mv\_sharing\_flag[ layerId ] equal to 1 specifies that motion vector sharing may be used for the layer with nuh\_layer\_id equal to layerId. When not present, the value of mv\_sharing\_flag[ layerId ] is inferred to be equal to 0.

I.8.5.3.2.8 Derivation process for collocated motion vectors

…

The variable currPic specifies the current picture.

If DepthFlag is equal to 1 and mv\_sharing\_flag[ layerId ] is equal to 1, the following applies sequentially,

1. The variable colPicT is set equal to the picture with PicOrderCntVal and ViewIdx equal to PicOrderCntVal and ViewIdx of colPic, and DepthFlag being equal to 0.
2. The variable colPbT is set to be the prediction block covering the position ( xColPb, yColPb ) in colPicT.
3. Set colPic equal to colPicT. Set colPb equal to colPbT.

…

tb = Clip3( −128, 127, currDiff ) (‑133)

If DepthFlag is equal to 1 and mv\_sharing\_flag[ layerId ] is equal to 1, mvLXCol is modified as,

mvLXCol[0]= (mvLXCol[0]+2)>>2

mvLXCol[1]= (mvLXCol[1]+2)>>2