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**Information technology — Coding of  
audio-visual objects —**  
**Part 10:**  
**Advanced Video Coding**  
**AMENDMENT 3: Additional  
supplemental enhancement information**

*Technologies de l'information — Codage des objets audiovisuels —  
Partie 10: Codage visuel avancé  
AMENDEMENT 3: Information d'amélioration supplémentaire  
additionnelle*



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# Information technology — Coding of audio-visual objects —

## Part 10: Advanced Video Coding

### AMENDMENT 3: Additional supplemental enhancement information

Page 346, D.1

Insert the following after the row containing “mastering\_display\_colour\_volume( payloadSize )”:

|                                                                  |   |  |
|------------------------------------------------------------------|---|--|
| else if( payloadType == 181 )                                    |   |  |
| alternative_depth_info( payloadSize ) /* specified in Annex I */ | 5 |  |

Page 760, after I.13.1.6.1

Add the following subclause:

#### I.13.1.7 Alternative depth information SEI message syntax

|                                                                |          |                   |
|----------------------------------------------------------------|----------|-------------------|
| alternative_depth_info( payloadSize ) {                        | <b>C</b> | <b>Descriptor</b> |
| <b>depth_type</b>                                              | 5        | ue(v)             |
| if( depth_type == 0 ) {                                        |          |                   |
| <b>num_constituent_views_gvd_minus1</b>                        | 5        | ue(v)             |
| <b>depth_present_gvd_flag</b>                                  | 5        | u(1)              |
| <b>z_gvd_flag</b>                                              | 5        | u(1)              |
| <b>intrinsic_param_gvd_flag</b>                                | 5        | u(1)              |
| <b>rotation_gvd_flag</b>                                       | 5        | u(1)              |
| <b>translation_gvd_flag</b>                                    | 5        | u(1)              |
| if( z_gvd_flag )                                               |          |                   |
| for( i = 0; i <= num_constituent_views_gvd_minus1 + 1; i++ ) { |          |                   |
| sign_gvd_z_near_flag[ i ]                                      | 5        | u(1)              |
| exp_gvd_z_near[ i ]                                            | 5        | u(7)              |
| man_len_gvd_z_near_minus1[ i ]                                 | 5        | u(5)              |
| man_gvd_z_near[ i ]                                            | 5        | u(v)              |
| sign_gvd_z_far_flag[ i ]                                       | 5        | u(1)              |
| exp_gvd_z_far[ i ]                                             | 5        | u(7)              |
| man_len_gvd_z_far_minus1[ i ]                                  | 5        | u(5)              |
| man_gvd_z_far[ i ]                                             | 5        | u(v)              |
| }                                                              |          |                   |
| if( intrinsic_param_gvd_flag ) {                               |          |                   |
| <b>prec_gvd_focal_length</b>                                   | 5        | ue(v)             |
| <b>prec_gvd_principal_point</b>                                | 5        | ue(v)             |

|                                                                |   |       |
|----------------------------------------------------------------|---|-------|
| }                                                              |   |       |
| if( rotation_gvd_flag )                                        |   |       |
| <b>prec_gvd_rotation_param</b>                                 | 5 | ue(v) |
| if ( translation_gvd_flag )                                    |   |       |
| <b>prec_gvd_translation_param</b>                              | 5 | ue(v) |
| for( i = 0; i <= num_constituent_views_gvd_minus1 + 1; i++ ) { |   |       |
| if( intrinsic_param_gvd_flag ) {                               |   |       |
| <b>sign_gvd_focal_length_x[ i ]</b>                            | 5 | u(1)  |
| <b>exp_gvd_focal_length_x[ i ]</b>                             | 5 | u(6)  |
| <b>man_gvd_focal_length_x[ i ]</b>                             | 5 | u(v)  |
| <b>sign_gvd_focal_length_y[ i ]</b>                            | 5 | u(1)  |
| <b>exp_gvd_focal_length_y[ i ]</b>                             | 5 | u(6)  |
| <b>man_gvd_focal_length_y[ i ]</b>                             | 5 | u(v)  |
| <b>sign_gvd_principal_point_x[ i ]</b>                         | 5 | u(1)  |
| <b>exp_gvd_principal_point_x[ i ]</b>                          | 5 | u(6)  |
| <b>man_gvd_principal_point_x[ i ]</b>                          | 5 | u(v)  |
| <b>sign_gvd_principal_point_y[ i ]</b>                         | 5 | u(1)  |
| <b>exp_gvd_principal_point_y[ i ]</b>                          | 5 | u(6)  |
| <b>man_gvd_principal_point_y[ i ]</b>                          | 5 | u(v)  |
| }                                                              |   |       |
| if( rotation_gvd_flag )                                        |   |       |
| for ( j = 0; j < 3; j++ ) /* row */                            |   |       |
| for( k = 0; k < 3; k++ ) { /* column */                        |   |       |
| <b>sign_gvd_r[ i ][ j ][ k ]</b>                               | 5 | u(1)  |
| <b>exp_gvd_r[ i ][ j ][ k ]</b>                                | 5 | u(6)  |
| <b>man_gvd_r[ i ][ j ][ k ]</b>                                | 5 | u(v)  |
| }                                                              |   |       |
| if ( translation_gvd_flag ) {                                  |   |       |
| <b>sign_gvd_t_x[ i ]</b>                                       | 5 | u(1)  |
| <b>exp_gvd_t_x[ i ]</b>                                        | 5 | u(6)  |
| <b>man_gvd_t_x[ i ]</b>                                        | 5 | u(v)  |
| }                                                              |   |       |
| }                                                              |   |       |
| }                                                              |   |       |
| }                                                              |   |       |

Page 770, after I.13.2.6.1

Add the following subclause:

### I.13.2.7 Alternative depth information SEI message semantics

The alternative depth information SEI message indicates that the view components of one output view contain samples of multiple distinct spatially packed constituent pictures. The related output view is not suitable to be displayed directly. This SEI message can be used by the application after the decoder

output to rearrange the samples to produce additional views that are appropriate for display or use by a server for other purposes (which are outside the scope of this document).

When the alternative depth information SEI message is present, the texture and depth views referred to by this SEI message shall conform to the specifications in Annexes I and J, ChromaArrayType shall be equal to 1 (4:2:0), bit\_depth\_luma\_minus8 shall be equal to 0, bit\_depth\_chroma\_minus8 shall be equal to 0, and the depth representation information SEI message shall be present. The depth\_representation\_type is defined in the depth representation information SEI message. The depth representation is only carried in the luma component.

The alternative depth information SEI message, when present, shall be associated with an IDR access unit. The information signalled in this SEI message applies to all the access units in the coded video sequence. Also, num\_anchor\_refs\_l0[ i ], num\_anchor\_refs\_l1[ i ], num\_non\_anchor\_refs\_l0[ i ] and num\_non\_anchor\_refs\_l1[ i ] shall be equal to 0 in the active SPS RBSP syntax structure for the coded video sequence and avc\_3d\_extension\_flag shall be equal to 0 in all VCL NAL units of the coded video sequence.

NOTE 1 These constraints disable inter-view and inter-component prediction.

In such a coded video sequence, there shall be two output views. The base view is a complete view and the non-base view contains a packing arrangement of 1 to 4 additional views with half the width and half the height of the base view. Such lower-resolution views are referred to as constituent pictures herein.

NOTE 2 The view\_id of the non-base view is not used in any particular way for this SEI message.

All constituent pictures have a width and a height equal to  $((\text{pic\_width\_in\_mbs\_minus1} + 1) * 8)$  and  $((\text{pic\_height\_in\_map\_unit\_minus1} + 1) * 8)$  in luma samples, respectively. frame\_mbs\_only\_flag shall be equal to 1. The variable i, with a value from 0 to num\_constituent\_views\_gvd\_minus1 + 1, inclusive, indicates the location of the constituent pictures in the non-base texture view as specified in Table I-4. i equal to 0 indicates the base texture view. i greater than 0 indicates the constituent texture view.

**Table I-4 — Locations of the top-left luma samples of constituent pictures packed in a non-base texture view relative to the top-left luma sample of this picture**

| Constituent picture index i | Location of the top-left luma sample in a non-base texture view                    |
|-----------------------------|------------------------------------------------------------------------------------|
| 1                           | ( 0, 0 )                                                                           |
| 2                           | ( 0, ( pic_height_in_map_unit_minus1 + 1 ) * 8 )                                   |
| 3                           | ( ( pic_width_in_mbs_minus1 + 1 ) * 8, 0 )                                         |
| 4                           | ( ( pic_width_in_mbs_minus1 + 1 ) * 8, ( pic_height_in_map_unit_minus1 + 1 ) * 8 ) |

The decoded depth views have the same structure as the decoded texture views, i.e., they consist of a base depth view (i equal to 0) and a non-base depth view. The non-base depth view contains up to four constituent depth pictures (i in the range of 1 to 4) for the constituent views. The constituent depth pictures are packed in the non-base depth view in the same arrangement as the constituent texture pictures as specified in Table I-4.

This arrangement of texture and depth constituent views is referred to as global view and depth (GVD) information.

**depth\_type** shall be equal to 0. Other values are reserved for future use by ITU-T | ISO/IEC and shall not be present in bitstreams conforming to this document. Decoders shall ignore alternative depth information SEI messages in which such other values are present.

**num\_constituent\_views\_gvd\_minus1** plus 1 identifies the number of constituent texture pictures packed into each texture component of the non-base view. num\_constituent\_views\_gvd\_minus1 shall be in the range of 0 to 3, inclusive.

**depth\_present\_gvd\_flag** equal to 1 indicates that constituent depth pictures are packed into the depth components of the non-base view, with a packing arrangement as described above. **depth\_present\_gvd\_flag** equal to 0 specifies that the depth component of the non-base view is not present.

Each constituent picture in the depth component of the non-base view is associated with a constituent picture in the texture component of the non-base view in the same relative location. The number of depth views in the coded video sequence is equal to  $1 + \text{depth\_present\_gvd\_flag}$ . The depth component of the base view shall always be present, independent of the value of **depth\_present\_gvd\_flag**.

NOTE 3 The following SEI message parameters can be used along with the decoded depth components to project samples from the base view into the coordinates of constituent views such that reconstructed views can be generated by combining projected samples and samples from the constituent views.

The function  $\text{binToFp}(s, e, n, v)$  is specified as follows:

$$\text{binToFp}(s, e, n, v) = (-1)^s * (e == 0 ? (2^{-(30+v)} * n) : (2^{e-31} * (1 + n \div 2^v))) \quad (\text{I-1})$$

NOTE 4 The above specification is similar to what is found in IEC 60559:1989, Binary floating-point arithmetic for microprocessor systems.

**z\_gvd\_flag** equal to 1 indicates the presence of the syntax elements **sign\_gvd\_z\_near\_flag[i]**, **exp\_gvd\_z\_near[i]**, **man\_len\_gvd\_z\_near\_minus1[i]**, **man\_gvd\_z\_near[i]**, **sign\_gvd\_z\_far\_flag[i]**, **exp\_gvd\_z\_far[i]**, **man\_len\_gvd\_z\_far\_minus1[i]**, and **man\_gvd\_z\_far[i]**, for  $i$  in the range of 0 to **num\_constituent\_views\_gvd\_minus1** + 1, inclusive. **z\_gvd\_flag** equal to 0 indicates that these syntax elements are not present.

**intrinsic\_param\_gvd\_flag** equal to 1 indicates the presence of intrinsic camera parameter syntax elements. **intrinsic\_param\_gvd\_flag** equal to 0 indicates that these syntax elements are not present.

**rotation\_gvd\_flag** equal to 1 indicates the presence of rotation camera parameter syntax elements. **rotation\_gvd\_flag** equal to 0 indicates that these syntax elements are not present. When **rotation\_gvd\_flag** is 0, a default rotation camera parameter of a unit matrix value is inferred.

**translation\_gvd\_flag** equal to 1 indicates the presence of horizontal translation camera parameter syntax elements. **translation\_gvd\_flag** equal to 0 indicates that these syntax elements are not present.

**sign\_gvd\_z\_near\_flag[i]** equal to 0 indicates that the sign of the nearest depth value of the  $i$ -th camera is positive. **sign\_gvd\_z\_near[i]** equal to 1 indicates that the sign of the nearest depth value of the  $i$ -th camera is negative.

**exp\_gvd\_z\_near[i]** specifies the exponent part of the nearest depth value of the  $i$ -th camera. The value of **exp\_gvd\_z\_near[i]** shall be in the range of 0 to 126, inclusive. The value 127 is reserved for future use by ITU-T | ISO/IEC. When **exp\_gvd\_z\_near[i]** is equal to 127, the value of **zNear[i]** is unspecified.

**man\_len\_gvd\_z\_near\_minus1[i]** + 1 specifies the length in bits of the mantissa of the nearest depth value of the  $i$ -th camera. The value of **man\_len\_gvd\_z\_near\_minus1[i]** shall be in the range of 0 to 31, inclusive.

**man\_gvd\_z\_near[i]** specifies the mantissa part of the nearest depth value of the  $i$ -th camera. The length of **man\_gvd\_z\_near[i]** syntax elements is **man\_len\_gvd\_z\_near\_minus1[i]** + 1 bits.

When **exp\_gvd\_z\_near[i]** is not equal to 127, **zNear[i]** is set equal to  $\text{binToFp}(\text{sign\_gvd\_z\_near\_flag}[i], \text{exp\_gvd\_z\_near}[i], \text{man\_gvd\_z\_near}[i], \text{man\_len\_gvd\_z\_near\_minus1}[i] + 1)$ .

**sign\_gvd\_z\_far\_flag[i]** equal to 0 indicates that the sign of the farthest depth value of the  $i$ -th camera is positive. **sign\_gvd\_z\_far\_flag[i]** equal to 1 indicates that the sign of the farthest depth value of the  $i$ -th camera is negative.

**exp\_gvd\_z\_far[i]** specifies the exponent part of the farthest depth value of the  $i$ -th camera. The value of **exp\_gvd\_z\_far[i]** shall be in the range of 0 to 126, inclusive. The value 127 is reserved for future use by ITU-T | ISO/IEC. When **exp\_gvd\_z\_far[i]** is equal to 127, the value of **zFar[i]** is unspecified.

**man\_len\_gvd\_z\_far\_minus1**[ *i* ] + 1 specifies the length in bits of the mantissa of the farthest depth value of the *i*-th camera. The value of **man\_len\_gvd\_z\_far\_minus1**[ *i* ] shall be in the range of 0 to 31, inclusive.

**man\_gvd\_z\_far**[ *i* ] specifies the mantissa part of the farthest depth value of the *i*-th camera. The length of **man\_gvd\_z\_far**[ *i* ] syntax elements is **man\_len\_gvd\_z\_far\_minus1**[ *i* ] + 1 bits.

When **exp\_gvd\_z\_far**[ *i* ] is not equal to 127, **zFar**[ *i* ] is set equal to  $\text{binToFp}(\text{sign\_gvd\_z\_far\_flag}[i], \text{exp\_gvd\_z\_far}[i], \text{man\_gvd\_z\_far}[i], \text{man\_len\_gvd\_z\_far\_minus1}[i] + 1)$ .

**prec\_gvd\_focal\_length** specifies the exponent of the maximum allowable truncation error for **focalLengthX**[ *i* ] and **focalLengthY**[ *i* ] as given by  $2^{-\text{prec\_gvd\_focal\_length}}$ . The value of **prec\_gvd\_focal\_length** shall be in the range of 0 to 31, inclusive.

**prec\_gvd\_principal\_point** specifies the exponent of the maximum allowable truncation error for **principalPointX**[ *i* ] and **principalPointY**[ *i* ] as given by  $2^{-\text{prec\_gvd\_principal\_point}}$ . The value of **prec\_gvd\_principal\_point** shall be in the range of 0 to 31, inclusive.

**prec\_gvd\_rotation\_param** specifies the exponent of the maximum allowable truncation error for **r**[ *i* ] [ *j* ] [ *k* ] as given by  $2^{-\text{prec\_gvd\_rotation\_param}}$ . The value of **prec\_gvd\_rotation\_param** shall be in the range of 0 to 31, inclusive.

**prec\_gvd\_translation\_param** specifies the exponent of the maximum allowable truncation error for **tX**[ *i* ] as given by  $2^{-\text{prec\_gvd\_translation\_param}}$ . The value of **prec\_gvd\_translation\_param** shall be in the range of 0 to 31, inclusive.

**sign\_gvd\_focal\_length\_x**[ *i* ] equal to 0 indicates that the sign of the focal length of the *i*-th camera in the horizontal direction is positive. **sign\_gvd\_focal\_length\_x**[ *i* ] equal to 1 indicates that the sign of the focal length of the *i*-th camera in the horizontal direction is negative.

**exp\_gvd\_focal\_length\_x**[ *i* ] specifies the exponent part of the focal length of the *i*-th camera in the horizontal direction. The value of **exp\_gvd\_focal\_length\_x**[ *i* ] shall be in the range of 0 to 62, inclusive. The value 63 is reserved for future use by ITU-T | ISO/IEC. When **exp\_gvd\_focal\_length\_x**[ *i* ] is equal to 63, the value of focal length of the horizontal direction for the *i*-th camera is unspecified.

**man\_gvd\_focal\_length\_x**[ *i* ] specifies the mantissa part of the focal length of the *i*-th camera in the horizontal direction. The length *v* of the **man\_gvd\_focal\_length\_x**[ *i* ] syntax element is determined as follows:

- if **exp\_gvd\_focal\_length\_x**[ *i* ] is equal to 0, the length *v* is set equal to  $\text{Max}(0, \text{prec\_gvd\_focal\_length} - 30)$ ;
- otherwise (**exp\_gvd\_focal\_length\_x**[ *i* ] is in the range of 1 to 62, inclusive), the length *v* is  $\text{Max}(0, \text{exp\_gvd\_focal\_length\_x}[i] + \text{prec\_gvd\_focal\_length} - 31)$ .

When **exp\_gvd\_focal\_length\_x**[ *i* ] is not equal to 63, the variable **focalLengthX**[ *i* ] is set equal to  $\text{binToFp}(\text{sign\_gvd\_focal\_length\_x}[i], \text{exp\_gvd\_focal\_length\_x}[i], \text{man\_gvd\_focal\_length\_x}[i], v)$ .

**sign\_gvd\_focal\_length\_y**[ *i* ] equal to 0 indicates that the sign of the focal length of the *i*-th camera in the vertical direction is positive. **sign\_gvd\_focal\_length\_y**[ *i* ] equal to 1 indicates that the sign of the focal length of the *i*-th camera in the vertical direction is negative.

**exp\_gvd\_focal\_length\_y**[ *i* ] specifies the exponent part of the focal length of the *i*-th camera in the vertical direction. The value of **exp\_gvd\_focal\_length\_y**[ *i* ] shall be in the range of 0 to 62, inclusive. The value 63 is reserved for future use by ITU-T | ISO/IEC. When **exp\_gvd\_focal\_length\_y**[ *i* ] is equal to 63, the value of focal length of the vertical direction is unspecified.

**man\_gvd\_focal\_length\_y**[ *i* ] specifies the mantissa part of the focal length of the *i*-th camera in the vertical direction.