



INTERNATIONAL STANDARD ISO/IEC 23090-10:2022
TECHNICAL CORRIGENDUM 1

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Information technology — Coded representation of immersive media — Part 10: Carriage of visual volumetric video-based coding data

TECHNICAL CORRIGENDUM 1

Technologies de l'information — Représentation codée de média immersifs — Partie 10: Transport de données de codage basé sur la vidéo volumétrique

RECTIFICATIF TECHNIQUE 1

Technical Corrigendum 1 to ISO/IEC 23090-10:2022 was prepared by Joint Technical Committee ISO/IEC JTC 1, *Information technology*, Subcommittee SC 29, *Coding of audio, picture, multimedia and hypermedia information*.

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1 v3c_unit and nal_unit types

In the syntax of V3CDecoderConfigurationRecord the v3c_parameter_set is using the v3c_unit type which is defined in ISO/IEC 23090-5 but not in ISO/IEC 23090-10.

```
v3c_unit v3c_parameter_set(v3c_parameter_set_length);
```

Even worse is the fact that while the syntax defines the parameter set to be a v3c_unit, the semantics section only refers to a V3C Unit payload:

v3c_parameter_set is a V3C unit payload for V3C unit of type V3C_VPS, as defined in ISO/IEC 23090-5.

This is clearly a mismatch between semantics and the syntax, because ISO/IEC 23090-5 defines the v3c_unit, as a v3c_unit_header + v3c_unit_payload.

Similarly, nal_unit is also defined in ISO/IEC 23090-5 and should be replaced by generic bit(8) type. It is also proposed to remove unnecessary inline comments.

1.1 Proposed corrigendum

In 7.2.1.2, replace:

```
aligned(8) class V3CDecoderConfigurationRecord {
    // version 0

    unsigned int(3) unit_size_precision_bytes_minus1;

    unsigned int(5) num_of_v3c_parameter_sets;

    for (int i=0; i < num_of_v3c_parameter_sets; i++) {
        unsigned int(16) v3c_parameter_set_length;

        // v3c_unit() as defined in ISO/IEC 23090-5

        v3c_unit v3c_parameter_set(v3c_parameter_set_length);
    }

    unsigned int(8) num_of_setup_unit_arrays;

    for (int j=0; j < num_of_setup_unit_arrays; j++) {
        unsigned int(1) array_completeness;

        bit(1) reserved = 0;

        unsigned int(6) nal_unit_type;

        unsigned int(8) num_nal_units;

        for (int i=0; i < num_nal_units; i++) {
            unsigned int(16) setup_unit_length;

            // nal_unit(size) as defined in ISO/IEC 23090-5
```

```

        nal_unit setup_unit(setup_unit_length);

    }

}

// additional fields

}

with:
aligned(8) class V3CDecoderConfigurationRecord(int version) {
    if(version == 0){
        unsigned int(3) unit_size_precision_bytes_minus1;
        unsigned int(5) num_of_v3c_parameter_sets;
        for (int i=0; i < num_of_v3c_parameter_sets; i++) {
            unsigned int(16) v3c_parameter_set_length;
            bit(8) v3c_parameter_set[v3c_parameter_set_length];
        }
        unsigned int(8) num_of_setup_unit_arrays;
        for (int j=0; j < num_of_setup_unit_arrays; j++) {
            unsigned int(1) array_completeness;
            bit(1) reserved = 0;
            unsigned int(6) nal_unit_type;
            unsigned int(8) num_nal_units;
            for (int i=0; i < num_nal_units; i++) {
                unsigned int(16) setup_unit_length;
                bit(8) setup_unit[setup_unit_length];
            }
        }
    }
}

```

In 7.2.1.3, replace:

`v3c_parameter_set_length` indicates the size, in bytes, of the `v3c_parameter_set` field.
`v3c_parameter_set` is a V3C unit payload for V3C unit of type `V3C_VPS`, as defined in ISO/IEC 23090-5.

...

`setup_unit_length` indicates the size, in bytes, of the `setup_unit` field. The length field includes the size of both the NAL unit header and the NAL unit payload but does not include the length field itself.

`setup_unit` contains a NAL unit according to related `nal_unit_type`. When present in `setup_unit`, `NAL_PREFIX_ESEI`, `NAL_PREFIX_NSEI`, `NAL_SUFFIX_ESEI`, or `NAL_SUFFIX_NSEI` contain SEI messages of a 'declarative' nature, that is, those that provide information about the stream as a whole. An example of such an SEI could be a user-data SEI.

with:

`v3c_parameter_set_length` indicates the size, in bytes, of the `v3c_parameter_set` array. The signalled value shall not be equal to 0.

`v3c_parameter_set` is an array of data containing the entire `v3c_unit` of the type `V3C_VPS`, as defined in ISO/IEC 23090-5.

...

`setup_unit_length` indicates the size, in bytes, of the `setup_unit` array. The signalled value shall not be equal to 0.

setup_unit is an array of data containing the entire nal_unit as defined in ISO/IEC 23090-5. The contained NAL unit shall be of the same type as specified by nal_unit_type. When present in setup_unit, NAL_PREFIX_ESEI, NAL_PREFIX_NSEI, NAL_SUFFIX_ESEI, or NAL_SUFFIX_NSEI contain SEI messages of a 'declarative' nature, that is, those that provide information about the stream as a whole. An example of such an SEI could be a user-data SEI.

In 7.2.2.2, replace:

```
class V3CConfigurationBox extends FullBox('v3cC', version = 0, 0) {
    V3CDecoderConfigurationRecord();
}
```

with:

```
class V3CConfigurationBox extends FullBox('v3cC', version = 0, 0) {
    V3CDecoderConfigurationRecord v3c_config(version);
}
```

In 7.2.2.3, replace:

V3CDecoderConfigurationRecord is defined in subclause 7.2.1

with:

v3c_config is an instance of V3CDecoderConfigurationRecord as defined in subclause 7.2.1.

2 sample_stream_nal_unit type definition

In the context of ISO/IEC 23090-10 the sample_stream_nal_unit type is undefined. The following syntax of V3CAtlasSample addresses the problem.

2.1 Proposed corrigendum

In 7.4.4.2, replace:

```
aligned(8) class V3CAtlasSample {
    // sample_size value is the size of the sample from the SampleSizeBox
    for (int i=0; i < sample_size; ) {
        sample_stream_nal_unit ss_nal_unit; // as defined in ISO/IEC 23090-5
        i += ss_nal_unit.ssnu_nal_unit_size +
            V3CDecoderConfigurationRecord.unit_size_precision_bytes_minus1 + 1;
    }
}
```

with:

```
aligned(8) class V3CAtlasSample {
    // sample_size value is the size of the sample from the SampleSizeBox
    for (int i=0; i < sample_size; ) {
        unsigned int((v3c_config.unit_size_precision_bytes_minus1 + 1)*8) nal_size;
        bit(8) ss_nal_unit[nal_size];
        i += nal_size + v3c_config.unit_size_precision_bytes_minus1 + 1;
    }
}
```