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## COMMENTS AND CORRECTIONS

# Corrections to "CTU Layer Rate Control Algorithm in Scene Change Video for Free-Viewpoint Video"

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In the above article [1], confusion between references [21] and [22] in the original article led to errors, particularly, references [21] and [22] in the original article should be interchanged. The experimental results of the above paper are compared with our previous two papers. Reference [21] in Table 3 of the above paper is our previous algorithm. There are other statements that need to be adjusted and explained appropriately. Reference [21] in Table 3 of the above paper is our previous algorithm. There are two main reasons: (1) Modified many times in the middle, re-submitted once, and the order of the original references is out of order. The time for submitting the final draft is about January 25, 2020. Everyone knows that this time is special. Unknown pneumonia is more serious. There was no condition to print out and correct the final manuscript. Only simple modifications can be made on the phone. (2) Since the test conditions and platform of the algorithm proposed by H. Roodaki cannot be obtained, this article only compares with our previous two algorithms. Reference [21] in the original paper is ''H. Roodaki, Z. Iravani, and M. R Hashemi, A view-level rate distortion model for multi-view / 3D video, IEEE Trans. Multimedia, vol. 18, no. 1, pp. 14–24, Jan. 2016''. Reference [22] in the original paper is T. Yan, I. H Ra, Improved bit allocation algorithm for multiview high efficiency video coding, International Journal of Performability Engineering, Vol. 15, no. 3, pp. 842–849, March 2019''. Due to multiple revisions and the addition of many references after re-submission, which has led to confusion in the reference numbers. References [21] and [22] were replaced with ''[21] T. Yan, I. H Ra, Improved bit allocation algorithm for multiview high efficiency video coding, International Journal of Performability Engineering, vol. 15, no. 3, pp. 842–849, March 2019'' and '' [22] H. Roodaki, Z. Iravani, and MR Hashemi, A view-level rate distortion model for multi-view / 3D video, IEEE Trans. Multimedia, vol. 18, no. 1, pp. 14–24, Jan. 2016''. This point is very important. The experimental results of this article are compared with my previous two algorithms. Reference [21] in Table 3 of the original paper is our previous algorithm, not the algorithm proposed by H. Roodak. Some of the references [21] and [22] introduced in this article have changed accordingly. Tao *et al.* [21] proposed slightly allocation algorithm based on similarity analysis among views for 3D video coding. In [22], the interview RD model was established by the joint texture and the virtual view point distortion function. Of course, there are other issues in this article. Please experts to criticize and correct. I apologize for any inconvenience to experts. There is one more place that needs to be corrected. The experimental part introduces the test sequence. One sentence should be deleted, which is ''News'' and ''Silent,'' ''Foreman'' and ''Silent,'' and ''Coastguard'' and ''Foreman''. If the resolution of two synthetic sequences is different, this article first reacquires one of the sequences to make them the same resolution Then synthesize the sequence according to the scene switching requirements. If you have any questions, please contact me. Corresponding author email is yantao@ptu.edu.cn.

## REFERENCES

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