1. Introduction
- Palette mode \(^2\) is a powerful coding tool for screen content coding.
  - A sample can be coded as an escape sample in the PLT mode.
  - If the minimal distortion between the current sample and the existing PLT entries is smaller than a pre-defined threshold. (VTM6)

\[
E = \text{round}\left((S \times \text{scale}[QP\%6]) \gg \left(14 + \frac{QP}{6}\right)\right)
\]

\[
S' = \text{round}\left((E \times \text{invScale}[QP\%6]) \ll \left(\frac{QP}{6}\right) \gg 6\right)
\]

2. Proposed Scheme
- **Motivation:**
  - Escape samples conform a uniform distribution.
  - EG3 binarization may be not the suitable for escape sample coding.
  - The code length of an escape sample could depend on QP.
  - Better tradeoff could be achieved if the binarization of escape samples is QP dependent.
  - The QPs for the escape samples are not same with the QPs for transform skip blocks.
  - They shall be aligned since the escape samples are also coded without any transform.

**Proposed scheme:**

\[
L = \max(1, \text{bitDepth} - (\max(\text{QpPrimeTsMin}, QP) - 4)/6)
\]

\[
E = \text{round}(S \gg L)
\]

\[
\text{Recon} = E \ll L
\]

3. Simulation Results
- Anchor : VTM6\(^1\)
- Test : VTM6 with the proposed method
- QPs = \{2, 7, 12, 17\}

<table>
<thead>
<tr>
<th>Sequence name</th>
<th>Y</th>
<th>U</th>
<th>V</th>
</tr>
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<td>-3.4%</td>
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<td>-6.4%</td>
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<td>-1.1%</td>
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</tr>
<tr>
<td>Decoding Complexity</td>
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