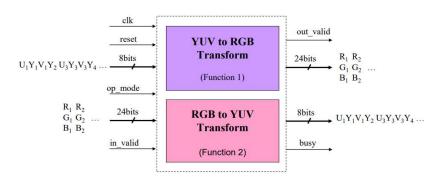
# (9) Color Transform Engine

# 甲、摘要

設計— Color Transform Engine 可將 YUV 訊號轉換成 RGB 訊號及 RGB 訊號轉成 YUV 訊號。



圖一、電路方塊圖

# 乙、想法

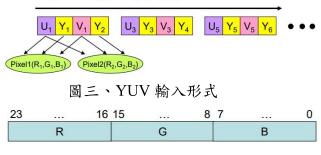
# YUV**→**RGB:

將輸入進來的 YUV 透過矩陣運算輸出 RGB 訊號,而輸入與輸出格式如圖三、圖四所列,其中輸出結果若為正要四捨五入,而負的話要五捨六入。

$$\begin{bmatrix} R \\ G \\ B \end{bmatrix} = \begin{bmatrix} 1 & 0 & 1.625 \\ 1 & -0.25 & -0.75 \\ 1 & 2 & 0 \end{bmatrix} \begin{bmatrix} Y \\ U \\ V \end{bmatrix}$$

圖二、YUV→RGB 轉換矩陣

輸入YUV訊號至CTE電路的順序



圖四、RGB 輸出形式

#### RGB**→**YUV:

將輸入進來的 RGB 透過矩陣運算輸出 YUV 訊號,而輸入與輸出格式與圖三、圖四類似,方向相反而已。

```
\begin{bmatrix} Y \\ U \\ V \end{bmatrix} = \begin{bmatrix} 0.29\overline{09} & 0.63\overline{03} & 0.0\overline{78} \\ -0.1\overline{45} & -0.31\overline{51} & 0.46\overline{06} \\ 0.4\overline{36} & -0.3\overline{87} & -0.0\overline{48} \end{bmatrix} \begin{bmatrix} R \\ G \\ B \end{bmatrix}
```

圖五、RGB→YUV 轉換矩陣

### 丙、結果

```
Congratulations! All data have been generated successfully!
      ----PASS----
Simulation complete via $finish(1) at time 48121 NS + 0
 RROR at 723: Signal Y362 ⇒ output:88 v.s. expect:89 error(distance): 1:RROR at 935: Signal Y468 ⇒ output:69 v.s. expect:6a error(distance): 1
Square Distance of All YUV = 2.000000
Square of All YUV Signal = 23195754.000000
So Your Error Ratio:
(Square Distance of YUV)/(Square of All YUV Signal) = 0.000000
Your Score Level: A
Congratulations! CTE's Function2 Successfully!
 -----PASS-----
Simulation complete via <mark>$finish(1)</mark> at time 48120 NS + 0
  ROR at 887: Signal Y444 ⇒ output:88 v.s. expect:89 error(distance):
Square Distance of All YUV = 1.000000
Square of All YUV Signal = 22233632.000000
(Square Distance of YUV)/(Square of All YUV Signal) = 0.000000
Your Score Level: A
Congratulations! CTE's Function2 Successfully!
 -----PASS-----
Simulation complete via $finish(1) at time 48120 NS + 0
  RROR at 127: Signal Y 64 \Rightarrow output:d0 v.s. expect:d1 error(distance):
Square Distance of All YUV = 1.000000
Square of All YUV Signal = 21561234.000000
So Your Error Ratio:
(Square Distance of YUV)/(Square of All YUV Signal) = 0.000000
Your Score Level: A
Congratulations! CTE's Function2 Successfully!
Simulation complete via $finish(1) at time 48120 NS + 0 ./testfixture2.v:218 #(`CYCLE/2); $finish;
```

圖六七八九、四筆測試樣本皆通過且等級為 A