UG0639
User Guide
Color Space Conversion

Microsemi
a Microchip company

a Microchip company

Microsemi Headquarters
One Enterprise, Aliso Viejo,
CA 92656 USA
Within the USA: +1 (800) 713-4113
Outside the USA: +1 (949) 380-6100
Sales: +1 (949) 380-6136
Fax: +1 (949) 215-4996
Email: sales.support@microsemi.com
www.microsemi.com

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1 Revision History

The revision history describes the changes that were implemented in the document. The changes are listed by revision, starting with the current publication.

1.1 Revision 6.0

The following is a summary of the changes in this revision.

- Updated section Key Features, page 4.
- Added Table 6, page 7 through Table 9, page 8.
- Updated Table 10, page 9.
- Updated sections License, page 9 and Encrypted, page 9.

1.2 Revision 5.0

The following is a summary of the changes in this revision.

- Updated Figure 1, page 3 and Figure 3, page 4.
- Updated Table 10, page 9 and Table 11, page 11.
- Added figures to show system-level block diagram. See, Figure 2, page 3 and Figure 4, page 4.
- Added figure to show testbench results. See, Figure 8, page 10 and Figure 10, page 10.
- Added table for input and output ports of the RGB to YCbCr422 block. See, Table 3, page 5.
- Resource Utilization tables were added. See, Table 12, page 11 and Table 14, page 11.
- Added sections Key Features, page 4, Supported Families, page 4, License, page 9, Encrypted, page 9, and RTL, page 9.

1.3 Revision 4.0

The following is a summary of the changes in this revision.

- IOs and equations were updated.
- Figure 1, page 3 and Figure 3, page 4 were updated.
- Input and Output Port were updated. See, Table 2, page 5 and Table 4, page 6.
- Added figure to show Testbench results. See, Figure 7, page 10 and Figure 9, page 10.
- Resource Utilization values were updated. See, Resource Utilizations, page 11.

1.4 Revision 3.0

Updated the Resource Utilization section and the Resource Utilization Report. See Resource Utilizations, page 11.

1.5 Revision 2.0

The following is a summary of the changes in this revision.

- The Testbench section was added to the document as per SAR 76100. For more information, see Testbench, page 10.
- Resource Utilization values were updated as per SAR 76100. For more information, see Resource Utilizations, page 11.

1.6 Revision 1.0

The first publication of this document.

2 Introduction

A color space is a mathematical representation of a set of colors. The most popular color models are:

- RGB - Used in computer graphics
- YIQ, YUV, and YCbCr - Used in video compression

The red, green, and blue (RGB) color spaces are widely used in computer graphics. These are three primary additive colors and are represented by a three-dimensional, Cartesian coordinate system. These three colors are used to create any desired color. Therefore, the choice of the RGB color space simplifies the architecture and design of the system. Also, the system that is designed using the RGB color space takes advantage of a large number of existing software routines.

However, RGB is not very efficient in terms of bandwidth as all the three components have to be present in equal bandwidth to produce any color. So an RGB based frame buffer must have the same pixel depth and display resolution for each RGB component. Processing an image in RGB color space is usually not the most efficient method. For example: to modify the intensity or color of a given pixel, the three RGB values must be read from the frame buffer, the intensity or color calculated, desired modifications performed, new RGB values calculated, and written back into the frame buffer.

The same can be achieved if the image color properties are stored directly in intensity and color format.

Due to this reason, many video standards use luma and two color difference signals. One of the common color spaces in this format is the YCbCr color space format.

The YCbCr color space was developed as part of ITU-R VT.601 during the development of a worldwide digital component video standard. The luma component Y is defined to have a nominal 8-bit range of 16-235 range of values. The color information is represented as Cb and Cr with a nominal 8-bit range of 16-240 range of values. There are several YCbCr sampling formats such as 4:4:4, 4:2:2, 4:1:1, and 4:2:0.

Table 1 • **YCbCr Sample Formats**

YCbCr Sample Format	Description
4:4:4	Each sample has a Y, a Cb, and a Cr value represented typically using 8-bits or 10-bits per component. Therefore, each sample in a 4:4:4 sampling format requires either 24-bits or 30-bits.
4:2:2	In the 4:2:2 sampling format, for every two horizontal Y samples, there is one Cb and Cr value. Each component sample is typically represented as 8-bits or 10-bits. Therefore, each sample in a 4:2:2 sampling format requires either 16-bits or 20-bits.
4:1:1	In the 4:1:1 sampling format, for every four horizontal Y samples, there is one Cb and Cr value. Each component sample is typically represented as 8-bits. Therefore, each sample in a 4:1:1 sampling format requires 12-bits.
4:2:0	In the 4:2:0 sampling format, the 2:1 reduction is done on both horizontal and vertical values. It is commonly used in video compression.

The advantages and disadvantages of various color space formats lead to requirements for color space conversions. The objective is to convert the video inputs into the desired color space before performing any video processing on it. The RGB to YCbCr and vice-versa conversion is one such example.

3 Hardware Implementation

This section describes the implementation of the Color Space Conversion block.

3.1 Design Description

The Color space conversion IP block contains two modules — RGB to YCbCr and YCbCr to RGB. The RGB to YCbCr Color Space Converter IP module implements the equations to convert 24-bit input RGB color samples to 24-bit YCbCr output samples. The YCbCr to RGB Color Space Converter IP module converts vice-versa of the RGB to YCbCr. Both the converters use a 4:4:4 sampling format.

Both the modules take data to enable inputs and pipeline them accordingly to match the conversion video data outputs.

To convert the floating-point constants into integer multiplication, the floating-point constants are scaled by multiplying these constants with $2^8 = 256$. After the computation of the following equations, the output is divided by the scaling factor $2^{16} = 65536$.

After scaling, the RGB to YCbCr equations are:

Y= 16 + 65.738*R/256 + 129.057*G/256 + 25.064*B/256

Cb = 128-37.945*R/256 - 74.494*G/256 + 112.439*B/256

Cr = 128+112.439*R - 94.154*G/256 - 18.285*B/256

After scaling, the YCbCr to RGB equations are:

R = 298.082*Y/256 + 408.583 * Cr/256 - 222.921

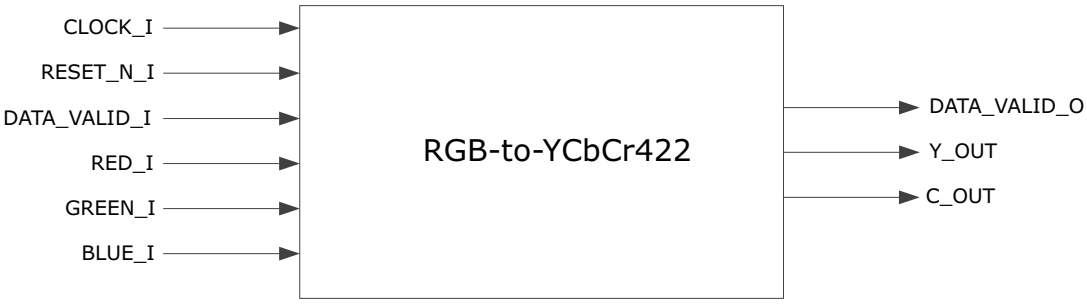
G = 298.082*Y/256 -100.291*Cb/256 - 208.120*Cr/256 + 135.576

B = 298.082*Y/256 + 516.412*Cb/256 - 276.836

The following figures show the system-level block diagrams of the RGB to YCbCr block.

Figure 1 • **System-Level Block Diagram of RGB to YCbCr444**

Figure 2 • **System-Level Block Diagram of RGB to YCbCr422**



The following figures show the system-level block diagrams of the YCbCr to RGB blocks.

Figure 3 • **System-Level Block Diagram of YCbCr444 to RGB**

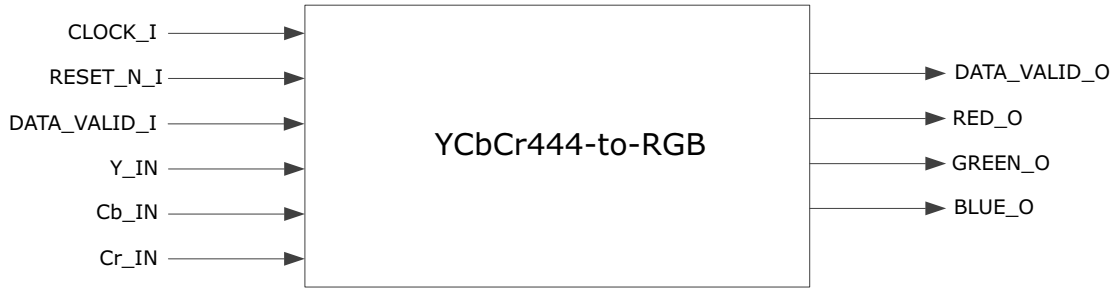
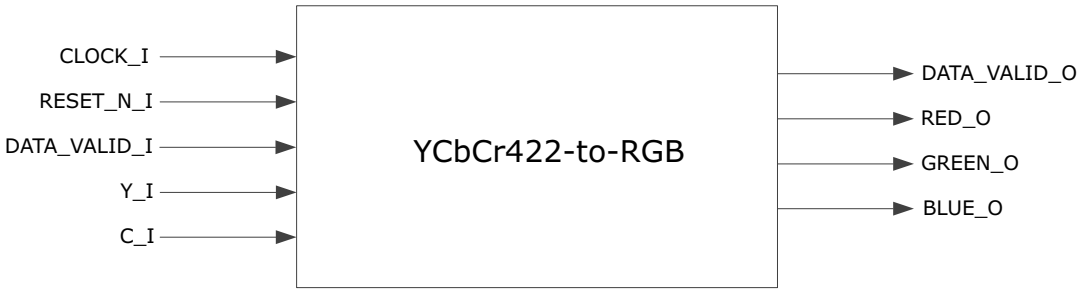


Figure 4 • **System-Level Block Diagram of YCbCr422 to RGB**



3.2 Key Features

- Supports RGBtoYCbCr444 and RGBtoYCbCr422 upsampling color space conversion also supports YCbCr444toRGB and YCbCr422toRGB downsampling color space conversion
- Supports 8, 10, and 12 data width
- Supports Native and AXI4 Stream Video Interface

3.3 Supported Families

- PolarFire® SoC
- PolarFire®
- RTG4™
- IGLOO®2
- SmartFusion®2

3.4 Inputs and Outputs

The following tables show the input and output ports of the RGB to YCbCr.

Table 2 • **Input and Output Ports of the RGB to YCbCr444 Block**

Signal Name	Direction	Width	Description
RESET_N_I	Input	-	Active low asynchronous reset signal to design
CLOCK_I	Input	-	System clock
RED_I	Input	[(G_RGB_DATA_BIT_WIDTH-1):0]	Red pixel data input
GREEN_I	Input	[(G_RGB_DATA_BIT_WIDTH-1):0]	Green pixel data input
BLUE_I	Input	[(G_RGB_DATA_BIT_WIDTH-1):0]	Blue pixel data input
DATA_VALID_I	Input	-	Input data valid signal
Y_OUT_O	Output	[(G_YCbCr_DATA_BIT_WIDTH-1):0]	Y pixel data output
Cb_OUT_O	Output	[(G_YCbCr_DATA_BIT_WIDTH-1):0]	Cb pixel data output
Cr_OUT_O	Output	[(G_YCbCr_DATA_BIT_WIDTH-1):0]	Cr pixel data output
DATA_VALID_O	Output	-	Output data valid signal

Table 3 • **Input and Output Ports of the RGB to YCbCr422 Block**

Signal Name	Direction	Width	Description
RESET_N_I	Input	-	Active low asynchronous reset signal to design
CLOCK_I	Input	-	System clock
RED_I	Input	[(G_RGB_DATA_BIT_WIDTH-1):0]	Red pixel data input
GREEN_I	Input	[(G_RGB_DATA_BIT_WIDTH-1):0]	Green pixel data input
BLUE_I	Input	[(G_RGB_DATA_BIT_WIDTH-1):0]	Blue pixel data input
DATA_VALID_I	Input	-	Input data valid signal
Y_OUT	Output	[(G_YCbCr_DATA_BIT_WIDTH-1):0]	Y pixel data output
C_OUT	Output	[(G_YCbCr_DATA_BIT_WIDTH-1):0]	C pixel data output
DATA_VALID_O	Output	-	Output data valid signal

The following tables shows the input and output ports of the YCbCr to RGB blocks.

Table 4 • **Input and Output Ports of the YCbCr444 to RGB Block**

Signal Name	Direction	Width	Description
RESET_N_I	Input	-	Active low asynchronous reset signal to design
CLOCK_I	Input	-	System clock
Y_I	Input	[(G_YCbCr_DATA_BIT_WIDTH-1):0]	Y pixel data input
Cb_I	Input	[(G_YCbCr_DATA_BIT_WIDTH-1):0]	Cb pixel data input
Cr_I	Input	[(G_YCbCr_DATA_BIT_WIDTH-1):0]	Cr pixel data input
DATA_VALID_I	Input	-	Input data valid signal
RED_O	Output	[(G_RGB_DATA_BIT_WIDTH-1):0]	Red pixel data output
GREEN_O	Output	[(G_RGB_DATA_BIT_WIDTH-1):0]	Green pixel data output
BLUE_O	Output	[(G_RGB_DATA_BIT_WIDTH-1):0]	Blue pixel data output
DATA_VALID_O	Output	-	Output data valid signal

Table 5 • **Input and Output Ports of the YCbCr422 to RGB Block**

Signal Name	Direction	Width	Description
RESET_N_I	Input	-	Active low asynchronous reset signal to design
CLOCK_I	Input	-	System clock
Y_I	Input	[(G_YCbCr_DATA_BIT_WIDTH-1):0]	Y pixel data input
C_I	Input	[(G_YCbCr_DATA_BIT_WIDTH-1):0]	C pixel data input
DATA_VALID_I	Input	-	Input data valid signal
RED_O	Output	[(G_RGB_DATA_BIT_WIDTH-1):0]	Red pixel data output
GREEN_O	Output	[(G_RGB_DATA_BIT_WIDTH-1):0]	Green pixel data output
BLUE_O	Output	[(G_RGB_DATA_BIT_WIDTH-1):0]	Blue pixel data output
DATA_VALID_O	Output	-	Output data valid signal

Table 6 • Input and Output Ports for RGB to YCbCr444 AXI4 Stream Video Interface

Port Name	Type	Width	Description
RESET_N_I	Input	1 bit	Active low asynchronous reset signal to design
CLOCK_I	Input	1 bit	System clock
TREADY_O	Output	1 bit	Output target ready
TDATA_I	Input	3*G_RGB_DATA_BIT_WIDTH bit	Input Video Data
TVALID_I	Input	1 bit	Input Video Valid
TUSER_I	Input	4 bits	Bit 0 = frame end Bit 1 = unused Bit 2 = unused Bit 3 = unused
TDATA_O	Output	3*G_YCbCr_DATA_BIT_WIDTH bit	Output Video Data
TVALID_O	Output	1 bit	Output Video Valid
TUSER_O	Output	4 bits	Bit 0 = frame end Bit 1 = unused Bit 2 = unused Bit 3 = unused
TLAST_O	Output	1 bit	Output Video End of Frame
TSTRB_O	Output	G_DATA_WIDTH/8	Output Video Data strobe
TKEEP_O	Output	G_DATA_WIDTH/8	Output Video Data Keep

Table 7 • Input and Output Ports for YCbCr444 to RGB AXI4 Stream Video Interface

Port Name	Type	Width	Description
RESET_N_I	Input	1 bit	Active low asynchronous reset signal to design
CLOCK_I	Input	1 bit	System clock
TREADY_O	Output	1 bit	Output target ready
TDATA_I	Input	3*G_YCbCr_DATA_BIT_WIDTH bit	Input Video Data
TVALID_I	Input	1 bit	Input Video Valid
TUSER_I	Input	4 bits	Bit 0 = frame end Bit 1 = unused Bit 2 = unused Bit 3 = unused
TDATA_O	Output	3* G_RGB_DATA_BIT_WIDTH bit	Output Video Data
TVALID_O	Output	1 bit	Output Video Valid
TUSER_O	Output	4 bits	Bit 0 = frame end Bit 1 = unused Bit 2 = unused Bit 3 = unused
TLAST_O	Output	1 bit	Output Video End of Frame
TSTRB_O	Output	G_DATA_WIDTH/8	Output Video Data strobe
TKEEP_O	Output	G_DATA_WIDTH/8	Output Video Data Keep

Table 8 • Input and Output Ports for RGB to YCbCr422 AXI4 Stream Video Interface

Port Name	Type	Width	Description
RESET_N_I	Input	1 bit	Active low asynchronous reset signal to design
CLKOCK_I	Input	1 bit	System clock
TREADY_O	Output	1 bit	Output target ready
TDATA_I	Input	3*G_RGB_DATA_BIT_WIDTH bit	Input Video Data
TVALID_I	Input	1 bit	Input Video Valid
TUSER_I	Input	4 bits	Bit 0 = frame end Bit 1 = unused Bit 2 = unused Bit 3 = unused
TDATA_O_0	Output	3*G_YCbCr_DATA_BIT_WIDTH bit	Output Video Data
TVALID_O_0	Output	1 bit	Output Video Valid
TUSER_O_0	Output	4 bits	Bit 0 = frame end Bit 1 = unused Bit 2 = unused Bit 3 = unused
TLAST_O_0	Output	1 bit	Output Video End of Frame
TSTRB_O_0	Output	G_DATA_WIDTH/8	Output Video Data strobe
TKEEP_O_0	Output	G_DATA_WIDTH/8	Output Video Data Keep

Table 9 • Input and Output Ports for YCbCr422 to RGB AXI4 Stream Video Interface

Port Name	Type	Width	Description
RESET_N_I	Input	1 bit	Active low asynchronous reset signal to design
CLKOCK_I	Input	1 bit	System clock
TREADY_O_0	Output	1 bit	Output target ready
TDATA_I_0	Input	3*G_YCbCr_DATA_BIT_WIDTH bit	Input Video Data
TVALID_I_0	Input	1 bit	Input Video Valid
TUSER_I_0	Input	4 bits	Bit 0 = frame end Bit 1 = unused Bit 2 = unused Bit 3 = unused
TDATA_O	Output	3* G_RGB_DATA_BIT_WIDTH bit	Output Video Data
TVALID_O	Output	1 bit	Output Video Valid
TUSER_O	Output	4 bits	Bit 0 = frame end Bit 1 = unused Bit 2 = unused Bit 3 = unused
TLAST_O	Output	1 bit	Output Video End of Frame
TSTRB_O	Output	G_DATA_WIDTH/8	Output Video Data strobe
TKEEP_O	Output	G_DATA_WIDTH/8	Output Video Data Keep

3.5 Configuration Parameters

The following table shows the configuration parameters used in the hardware implementation of RGB to YCbCr and YCbCr to RGB blocks. These are generic parameters and can be varied as per the application requirements.

Table 10 • **Configuration Parameters**

Name	Description
RGB Data Width	Supports 8, 10, and 12 data width
YCbCr Data Width	Supports 8, 10, and 12 data width
YCbCr Conversion Format	YCbCr444 and YCbCr422
Video Interface	Native and AXI4 Stream

3.6 License

Color space conversion IP clear RTL is license locked, and the encrypted RTL is available for free.

3.6.1 Encrypted

Complete RTL code is provided for the core, allowing the core to be instantiated with the SmartDesign tool. Simulation, synthesis, and layout can be performed within Libero® System-on-Chip (SoC). The RTL code for the core is encrypted.

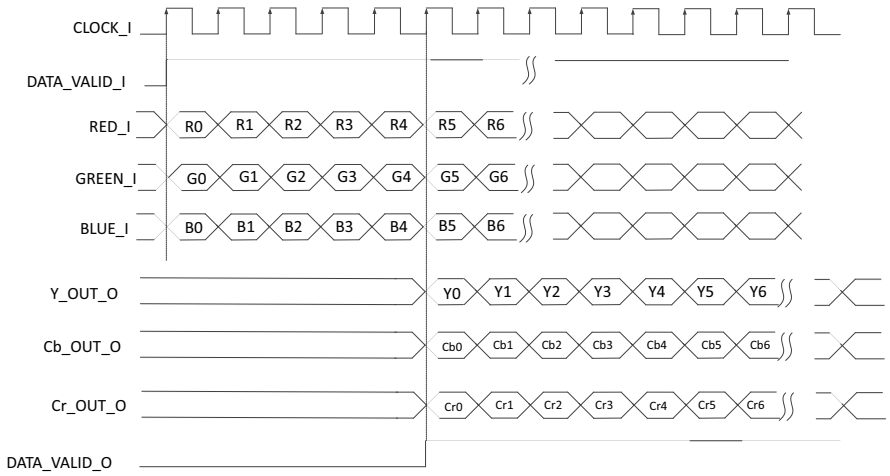
3.6.2 RTL

Complete RTL source code is provided for the core.

3.7 Timing Diagrams

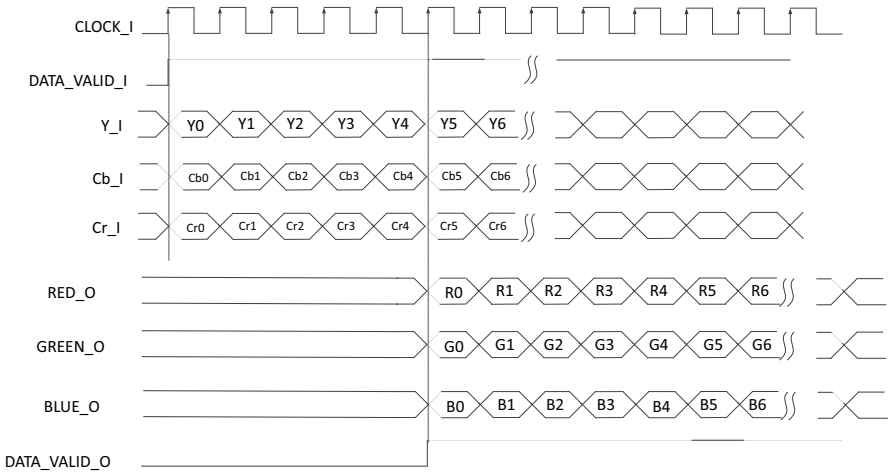
The following figure shows the timing diagrams of RGB to YCbCr444.

Figure 5 • **Timing Diagram of RGB to YCbCr444**



The following figure shows the timing diagrams of YCbCr444 to RGB blocks.

Figure 6 • **Timing Diagram of YCbCr444 to RGB**



Note: All other input signals get delayed by the clock cycles, as shown in Figure 6, page 10.

3.8 Testbench

A testbench is provided to check the functionality of the Color Space Converter core. The following figure shows the testbench result for RGB to YCbCr color space conversion.

Figure 7 • **RGB to YCbCr444 Testbench Results**

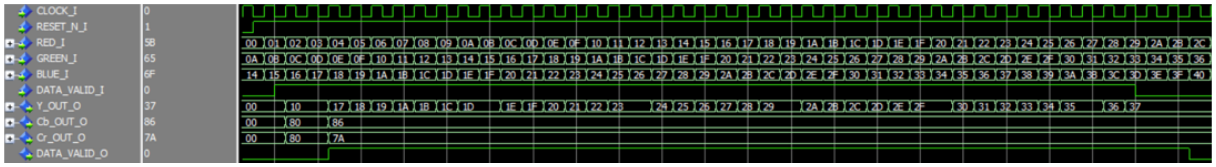
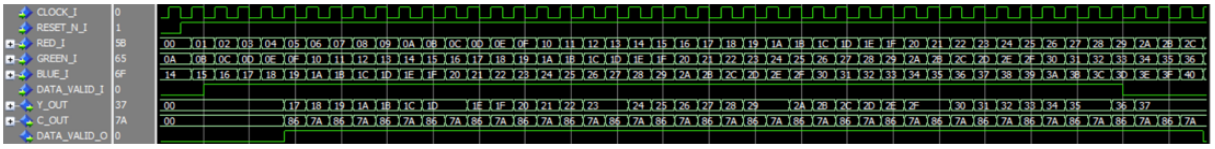


Figure 8 • **RGB to YCbCr422 Testbench Results**



The following figure shows the testbench result for YCbCr to RGB color space conversion.

Figure 9 • **YCbCr444 to RGB Testbench Results**

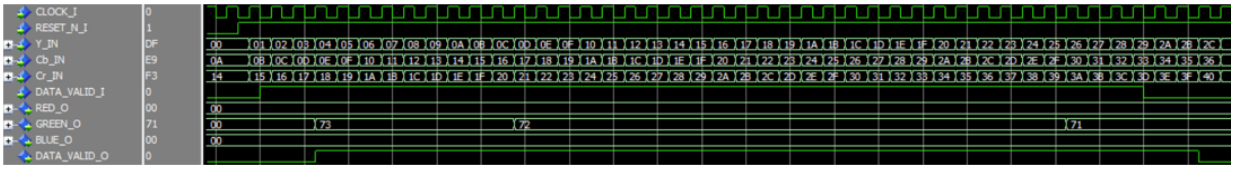
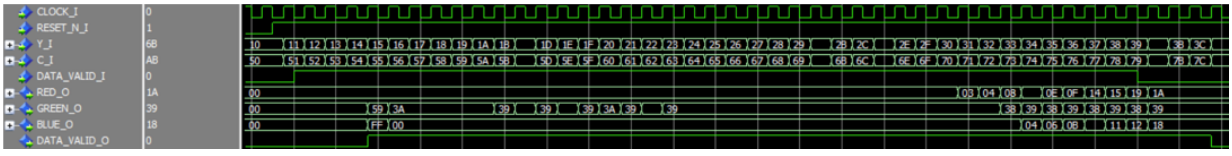


Figure 10 • **YCbCr422 to RGB Testbench Results**



3.9 Resource Utilizations

The color space conversion block is implemented on an M2S150T SmartFusion®2 System-on-Chip (SoC) FPGA in the FC1152 package) and PolarFire FPGA (MPF300TS_ES - 1FCG1152E package). The following tables show the Resource Utilization of RGB to YCbCr.

Table 11 • **Resource Utilization of RGB to YCbCr444**

Resource	Usage
DFFs	51
4-input LUTs	86
MACC	9
RAM1kx18	0
RAM64x18	0

Table 12 • **Resource Utilization of RGB to YCbCr422**

Resource	Usage
DFFs	69
4-input LUTs	94
MACC	9
RAM1kx18	0
RAM64x18	0

The following table shows the Resource Utilization of YCbCr to RGB.

Table 13 • **Resource Utilization of YCbCr444 to RGB**

Resource	Usage
DFFs	85
4-input LUTs	134
MACC 5	5
RAM1kx18	0
RAM64x18	0

Table 14 • **Resource Utilization of YCbCr422 to RGB**

Resource	Usage
DFFs	87
4-input LUTs	137
MACC 5	5
RAM1kx18	0
RAM64x18	0