

# **YUV sampling in Vulkan**

## **VK\_KHR\_sampler\_ycbcr\_conversion**

# What is YUV?

## A color model

### 1. What is YUV?

1. is describe colorspace that are encoded using YCbCr
2. encodes color image or video taking human perception into account
3. allows reduced bandwidth for chrominance components, compared to RGB
4. Y — Luminance plane, can be seen as the image as grayscale.
  1. Physical linear-space brightness
5. U — blue projection, *chroma* planes, basically the colours
6. V — red projection, *chroma* planes, basically the colours
7. All the YUV formats have these three planes, and differ by the different orderings of them.
8. About YUV format:
  1. <https://gist.github.com/Jim-Bar/3cbba684a71d1a9d468a6711a6eddbeb>
  - 2.

# Why YUV is some kind of complicated?

## Video compression

2. Why YUV is some kind of complicated?
  1. Planar: Each color component is packed in different 2D images
  2. Luma: Y refers to luminance
  3. UV(CbCr) refers to chrominance(color)
  4. Downsampled chroma. Less bandwidth on color is an easy way to save space.
  5. Different various of YUV format...
    1. How many planes? 2 or 3
    2. Which color component comes first?
    3. How many bit per component? 8-bit or 10-bit?
    4. How much is chroma downsampled? 2x?
    5. Where is the telex center for the chroma samples?
    6. What is exact color space conversion matrix from YUV to RGB?
    7. How is chroma reconstructed to full resolution?

# Dealing with YUV without fancy extensions

## How many formats you need to deal with

3. Shader variants may quickly get out hand if too many formats

```
layout(binding = 0) uniform TexLuma;
layout(binding = 1) uniform TexCb;
layout(binding = 2) uniform TexCr;

layout(location = 0) out vec3 FragColor;
layout(location = 0) in vec2 TexCoord;

const mat3 yuv_to_rgb_matrix = mat3(...);

void main()
{
    float Luma = textureLod(TexLuma, TexCoord, 0.0).x;
    float Cb = textureLod(TexCb, TexCoord, 0.0).x; // For mid-point chroma
    float Cr = textureLod(TexCr, TexCoord, 0.0).x;
    vec3 yuv = vec3(Luma, Cb, Cr);
    // Possibly expand range here if using TV YUV range and not PC YUV range.
    yuv = rescale_yuv(yuv);
    FragColor = yuv_to_rgb_matrix * yuv;
}
```

# VK\_KHR\_sampler\_ycbcr\_conversion

## **VK\_FORMAT\_G8\_B8\_R8\_3PLANE\_420\_UNORM**

4. Vulkan add new texture format for YUV:

1. VK\_KHR\_sampler\_ycbcr\_conversion

2. VK\_FORMAT\_G8\_B8\_R8\_3PLANE\_420\_UNORM

1. 420 here means the second and third component are half resolution

2. GPU can sample 3 samples at once, meaning we will put a lot less stress on the GPU texturing unit.

1. Means a lot for lower-end mobile devices.

# YUV sampling in Vulkan

## The image aspects

1. We need to refer to each plane separately when copying data in and out of the texture.
  1. Use `VK_IMAGE_ASPECT_PLANE_{0,1,2}_BIT`
  2. When copying to/from plane 1 and 2 in YUV420p, the resolutions of those planes are halved.
3. `VK_IMAGE_ASPECT_COLOR_BIT` refers to the whole “GBR” as a whole, it’s only useful when sampling the image?

# YUV sampling in Vulkan

## Disjoint image allocation

1. We have 3 image planes, maybe we combining three separate images together.
2. We can allocate three R8\_UNORM images and make it planar later.
3. How to create and allocate images?
  1. Create the R8\_UNORM images with VK\_IMAGE\_CREATE\_ALIAS\_BIT
    1. What alias mean? alias means resources would use the same memory.
    2. It means we will alias the image meaningfully with another image, even when using optimal image layout and image layouts are shared across aliases.
    3. We will use this to alias with a plane inside the planar texture.
  2. Alignment requirement
    1. Planar texture can need larger alignment than the single-planer texture
    2. Either use standalone allocations per plane
    3. Either bumping alignment to something like 64k works around it.
  3. Creating planar text, we specify:
    1. DISJOINT\_BIT
      1. What disjoint mean?
        1. It means we need to query allocation requirements and bind memory separately for each plane.
        2. We need to use `vkGetImageMemoryRequirements2` and `vkBindImageMemory2`
    2. ALIAS\_BIT
      1. Bind the same memory we used for our separate textures.

# YUV sampling steps in Vulkan

## 5. YUV sampling steps in Vulkan

1. Create R8\_UNORM image with VK\_IMAGE\_CREATE\_ALIAS\_BIT
  1. Be aware of alignment requirement
  2. Using standalone allocations per plane, or bumping alignment to something like 64k works around that
2. When we create planar texture, we specify DISJOINT\_BIT and ALIAS\_BIT.
  1. For disjoint, it means we need to query allocation requirements and bind memory separately for each plane.
    1. Use vkGetImageMemoryRequirement2
    2. Use vkBindImageMemory2
  2. May bind the same memory we used for our separate textures.
3. Setting up a sampler conversion object
4. Passing along to VkImageView and VkSampler
5. Shader implement



# **YUV sampling in Vulkan**

**Setting up a sampler conversion object**