



ISP-CSC (color space convert)



食鱼者



202209

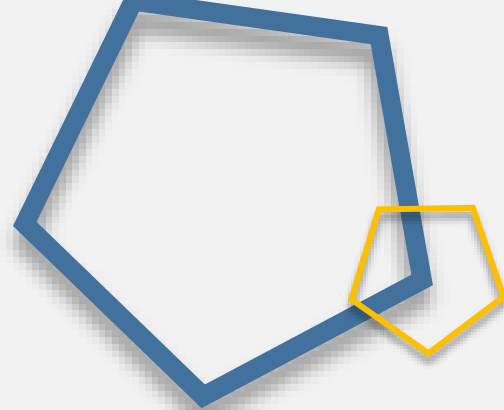


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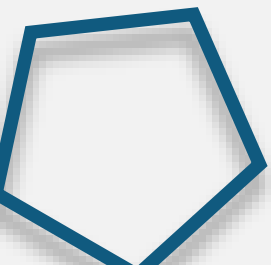
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转换过程





RGB2YCrCb

2YUV

BT 709

则:

$$(E'_R - E'_Y) = E'_R - 0.299 E'_R - 0.587 E'_G - 0.114 E'_B = 0.701 E'_R - 0.587 E'_G - 0.114 E'_B$$

以及

$$(E'_B - E'_Y) = E'_B - 0.299 E'_R - 0.587 E'_G - 0.114 E'_B = -0.299 E'_R - 0.587 E'_G + 0.886 E'_B$$

$$E'_{C_R} = \frac{E'_R - E'_Y}{1.402} = \frac{0.701 E'_R - 0.587 E'_G - 0.114 E'_B}{1.402}$$

以及

$$E'_{C_B} = \frac{E'_B - E'_Y}{1.772} = \frac{-0.299 E'_R - 0.587 E'_G + 0.886 E'_B}{1.772}$$

假如亮度信号只占用了220 (8位) 或877 (10位) 级, 以提供工作范围, 并假设黑色位于16.00a级, 那么量化的亮度信号的十进制值Y为:

$$Y = \text{int} \{ (219 E'_Y + 16) \times D \} / D$$

其中, D在1或4中任选一个值, 分别与8位和10位的量化相对应。操作符int()为0到0.4999范围中的小数部分返回值0..., 并为0.5到0.999范围中的小数部分返回值+1..., 即它近似大于0.5的小数。

同样, 假如色差信号只占用225 (8位) 或897 (10位) 级, 并假设零级为128.00a级, 那么量化的色差信号的十进制值C_R和C_B为:

$$C_R = \text{int} \{ (224 E'_{C_R} + 128) \times D \} / D$$

以及

$$C_B = \text{int} \{ (224 E'_{C_B} + 128) \times D \} / D$$

项	参数	系统值
3.1	基色信号概念性非线性预纠错	$\gamma = 0.45$ (见第1.2项)
3.2	亮度信号 E _Y ' 的推导	$E'_Y = 0.2126 E'_R + 0.7152 E'_G + 0.0722 E'_B$
3.3	色差信号的推导 (模拟拟码)	$E'_{CB} = \frac{E'_B - E'_Y}{1.8556}$ $= \frac{-0.2126 E'_R - 0.7152 E'_G + 0.9278 E'_B}{1.8556}$ $E'_{CR} = \frac{E'_R - E'_Y}{1.5748}$ $= \frac{0.7874 E'_R - 0.7152 E'_G - 0.0722 E'_B}{1.5748}$
3.4	RGB、亮度和色差信号的量化 ⁽¹⁾⁽²⁾	$D'_R = \text{INT} \{ (219 E'_R + 16) \cdot 2^{n-8} \}$ $D'_G = \text{INT} \{ (219 E'_G + 16) \cdot 2^{n-8} \}$ $D'_B = \text{INT} \{ (219 E'_B + 16) \cdot 2^{n-8} \}$ $D'_{YR} = \text{INT} \{ (219 E'_{YR} + 16) \cdot 2^{n-8} \}$ $D'_{YB} = \text{INT} \{ (224 E'_{YB} + 128) \cdot 2^{n-8} \}$ $D'_{CR} = \text{INT} \{ (224 E'_{CR} + 128) \cdot 2^{n-8} \}$
3.5	通过RGB信号的量化推导亮度和色差信号	$D'_Y = \text{INT} \{ 0.2126 D'_R + 0.7152 D'_G + 0.0722 D'_B \}$ $D'_{CB} = \text{INT} \left\{ \left(-\frac{0.2126}{1.8556} D'_R - \frac{0.7152}{1.8556} D'_G + \frac{0.9278}{1.8556} D'_B \right) \cdot \frac{224}{219} + 2^{n-1} \right\}$ $D'_{CR} = \text{INT} \left\{ \left(\frac{0.7874}{1.5748} D'_R - \frac{0.7152}{1.5748} D'_G - \frac{0.0722}{1.5748} D'_B \right) \cdot \frac{224}{219} + 2^{n-1} \right\}$

Y'c和Y'的衍生物

$$Y'_c = (0.2627R + 0.6780G + 0.0593B)'$$

$$Y' = 0.2627R' + 0.6780G' + 0.0593B'$$

$$C'_{BC} = \begin{cases} \frac{B' - Y'_c}{2N_B}, & N_B \leq B' - Y'_c \leq 0 \\ \frac{B' - Y'_c}{2P_B}, & 0 < B' - Y'_c \leq P_B \end{cases}$$

$$C'_{RC} = \begin{cases} \frac{R' - Y'_c}{2N_R}, & N_R \leq R' - Y'_c \leq 0 \\ \frac{R' - Y'_c}{2P_R}, & 0 < R' - Y'_c \leq P_R \end{cases}$$

其中

$$P_B = \alpha(1 - 0.0593^{0.45}) = 0.7909854...$$

$$N_B = \alpha(1 - 0.9407^{0.45}) - 1 = -0.9701716...$$

$$P_R = \alpha(1 - 0.2627^{0.45}) = 0.4969147...$$

$$N_R = \alpha(1 - 0.7373^{0.45}) - 1 = -0.8591209...$$

在实际中, 可采用以下数值:

$$P_B = 0.7910, N_B = -0.9702$$

$$P_R = 0.4969, N_R = -0.8591$$

BT 2020

$$C'_B = \frac{B' - Y'}{1.8814}$$

$$C'_R = \frac{R' - Y'}{1.4746}$$

2YUV

HSV

色差信号的衍生物

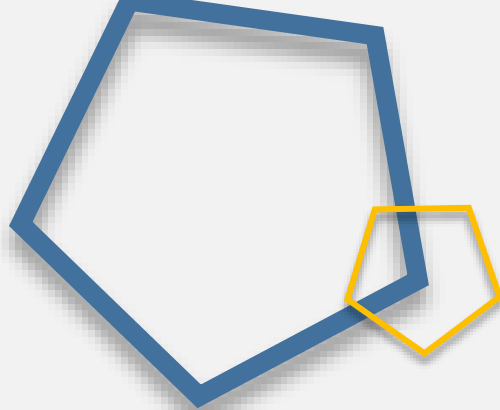
RGB2YUV

RGB2HSV

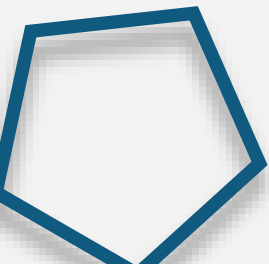
CSC

CSC gamma

HSV



转换的作用





转换的作用

RGB \rightarrow YUV

最早是为了适配彩色电视和黑白电视的兼容问题

YUV的作用

将Y和UV分量分开，利用人眼对各自灵敏度的不同单独处理

30fps

RGB \Rightarrow YUV

为后续的数据压缩做准备

4k YUV 30fps

4k mjpg 30fps

H264 H265

mjpg

YUV

H264

H265



03

YUV 简介





YUV简介

YUV

BT 601

YCrCb

YUV \leftarrow RGB

YCrCb \rightarrow

YUV

offset

YUV与YCrCb

YUV

彩色电视和黑白电视信号

YUV

YUV \rightarrow offset

② \bar{E}

YCrCb

CrCb

YUC

YUV CrCb



YUV简介

RGB \rightarrow YUV

常见的YUV格式

YUV444

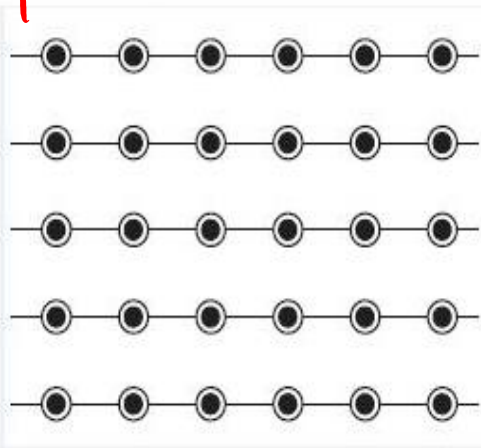
Y₁ U₁ Y₂ V₁ Y₃ U₂ Y₄ V₂
4 4 4 4 4 4 4 4
YUV422

YUV 4:1:1

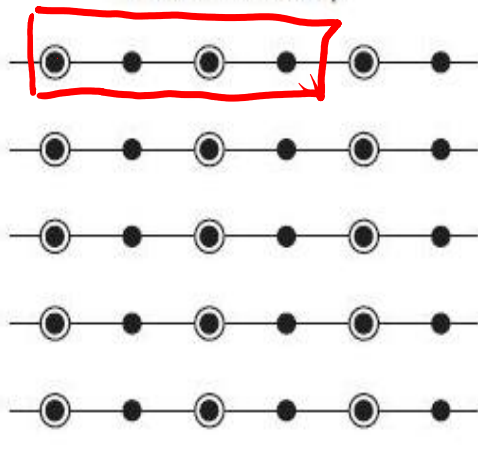
YUV420

UV
Y

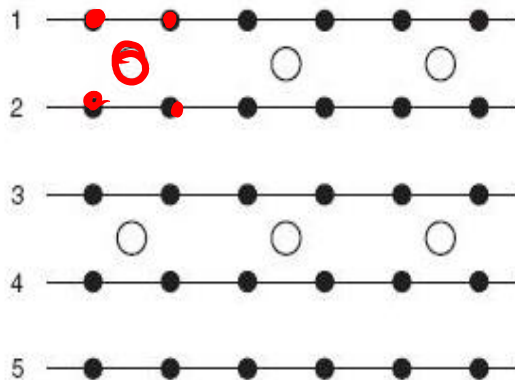
YUV4:4:4采样



4Y 2U 2V
YUV4:2:2采样



4Y 1UV
YUV4:2:0采样





YUV简介

IPC
UVC

Y
U
V

win32

UV

420

Window API

amcap

视频格式

视频标准: None

帧率(R): 30.000

横向翻转(F): ☐ 快照

颜色空间/压缩(C):

输出大小

MJPEG

MJPEG

YUY2 422

H264

WMEDIASUBTYPE_I420	YUV video stored in planar 4:2:0 format, with the U plane appearing first, followed by the V plane.
WMEDIASUBTYPE_IYUV	Identical to I420.
WMEDIASUBTYPE_YV12	YUV video stored in planar 4:2:0 format, with the V plane appearing first, followed by the U plane. YV12 is identical to I420 except that the U and V planes are switched.
WMEDIASUBTYPE_YUY2	YUV video stored in packed 4:2:2 format.
WMEDIASUBTYPE_UYVY	YUV video stored in packed 4:2:2 format. Similar to YUY2 but with different ordering of data.
WMEDIASUBTYPE_VYU	YUV video stored in packed 4:2:2 format. Similar to YUY2 but with different ordering of data.
WMEDIASUBTYPE_P422	YUV video stored using a planar 4:2:2 format.
WMEDIASUBTYPE_YVU9	YUV video stored in planar 16:1:1 format.

YUY2 → YUYV
422

YUYVYUYV

YUYV 422



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<https://gitee.com/wtzhu13>




猪猪爱吃鱼



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See You!



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