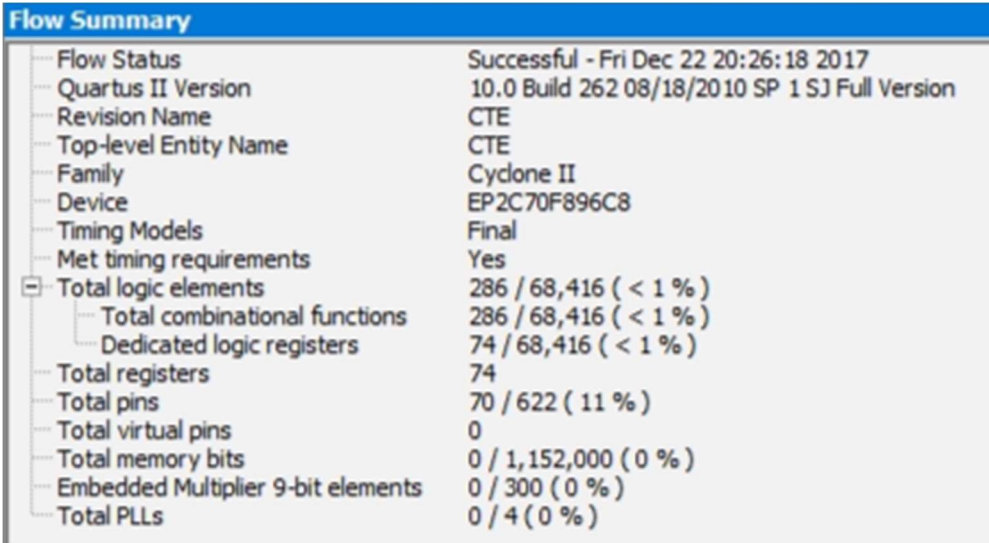


# 2017 Digital IC Design

## Homework 5: Color Transform Engine

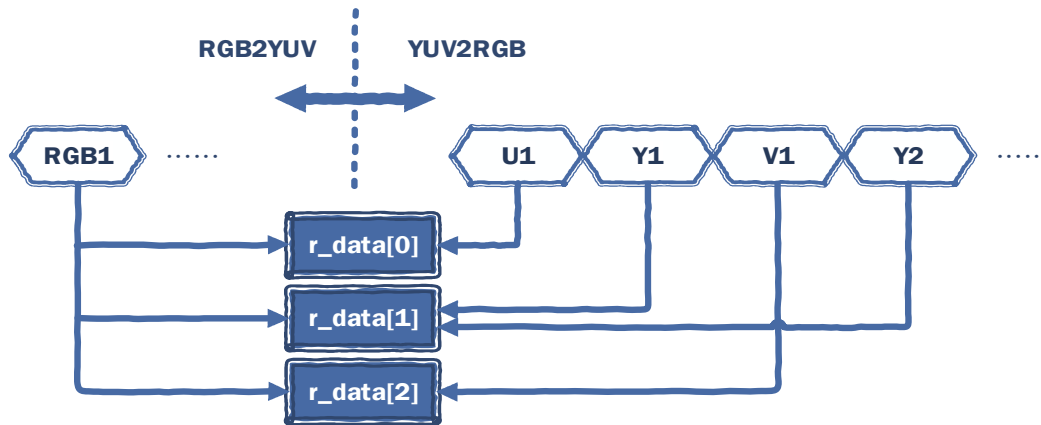
NAME	沈育同					
Student ID	P76061386					
Simulation Result						
Testfixture 1 (YUV -> RGB)						
Functional simulation	Pass		Gate-level simulation		Pass	
Testfixture 2 (RGB -> YUV)						
Pattern 1	Functional simulation	A	Gate-level simulation	A	Gate-level simulation time	23447.900 ns
Pattern 2	Functional simulation	A	Gate-level simulation	A	Gate-level simulation time	23447.900 ns
Pattern 3	Functional simulation	A	Gate-level simulation	A	Gate-level simulation time	23447.900 ns
Minimum CYCLE in Gate-level simulation				15.57 ns		
your pre-sim result of Testfixture 1				your post-sim result of Testfixture 1		
<pre>#----- # # Congratulations! All data have been generated successfully! # #-----Function 1 (YUV-&gt;RGB) PASS----- # # ** Note: \$finish      : /home/yutongshen/HW5/testfixture1.v(126) #    Time: 150301 ns  Iteration: 0  Instance: /test # 1 # Break in Module test at /home/yutongshen/HW5/testfixture1.v line 126</pre>				<pre>#----- # # Congratulations! All data have been generated successfully! # #-----Function 1 (YUV-&gt;RGB) PASS----- # # ** Note: \$finish      : /home/yutongshen/HW5/testfixture1.v(126) #    Time: 150301 ns  Iteration: 0  Instance: /test # 1 # Break in Module test at /home/yutongshen/HW5/testfixture1.v line 126</pre>		
your pre-sim result of Testfixture 2, pattern 1				your post-sim result of Testfixture 2, pattern 1		
<pre>#----- # # Square Distance of All YUV = 419.000000 # # Square of All YUV Signal  = 23195754.000000 # #----- # # So Your Error Ratio: # # (Square Distance of YUV)/(Square of All YUV Signal) = 0.000018 # #----- # # Your Score Level: A # # Congratulations! CTE's Function2 Successfully! # #-----PASS----- # # ** Note: \$finish      : /home/yutongshen/HW5/testfixture2.v(208) #    Time: 23447900 ps  Iteration: 0  Instance: /test # 1 # Break in Module test at /home/yutongshen/HW5/testfixture2.v line 208</pre>				<pre>#----- # # Square Distance of All YUV = 419.000000 # # Square of All YUV Signal  = 23195754.000000 # #----- # # So Your Error Ratio: # # (Square Distance of YUV)/(Square of All YUV Signal) = 0.000018 # #----- # # Your Score Level: A # # Congratulations! CTE's Function2 Successfully! # #-----PASS----- # # ** Note: \$finish      : /home/yutongshen/HW5/testfixture2.v(208) #    Time: 23447900 ps  Iteration: 0  Instance: /test # 1 # Break in Module test at /home/yutongshen/HW5/testfixture2.v line 208</pre>		

<p>your pre-sim result of Testfixture 2, pattern 2</p> <pre> #----- # Square Distance of All YUV = 410.000000 # Square of All YUV Signal = 22233632.000000 #----- # So Your Error Ratio: # (Square Distance of YUV)/(Square of All YUV Signal) = 0.000018 #----- # Your Score Level: A # Congratulations! CTE's Function2 Successfully! #-----PASS----- # ** Note: \$finish : /home/yutongshen/HW5/testfixture2.v(208) # Time: 23447900 ps Iteration: 0 Instance: /test # 1 # Break in Module test at /home/yutongshen/HW5/testfixture2.v line 208 </pre>	<p>your post-sim result of Testfixture 2, pattern 2</p> <pre> #----- # Square Distance of All YUV = 410.000000 # Square of All YUV Signal = 22233632.000000 #----- # So Your Error Ratio: # (Square Distance of YUV)/(Square of All YUV Signal) = 0.000018 #----- # Your Score Level: A # Congratulations! CTE's Function2 Successfully! #-----PASS----- # ** Note: \$finish : /home/yutongshen/HW5/testfixture2.v(208) # Time: 23447900 ps Iteration: 0 Instance: /test # 1 # Break in Module test at /home/yutongshen/HW5/testfixture2.v line 208 </pre>
<p>your pre-sim result of Testfixture 2, pattern 3</p> <pre> #----- # Square Distance of All YUV = 381.000000 # Square of All YUV Signal = 21561234.000000 #----- # So Your Error Ratio: # (Square Distance of YUV)/(Square of All YUV Signal) = 0.000018 #----- # Your Score Level: A # Congratulations! CTE's Function2 Successfully! #-----PASS----- # ** Note: \$finish : /home/yutongshen/HW5/testfixture2.v(208) # Time: 23447900 ps Iteration: 0 Instance: /test # 1 # Break in Module test at /home/yutongshen/HW5/testfixture2.v line 208 </pre>	<p>your post-sim result of Testfixture 2, pattern 3</p> <pre> #----- # Square Distance of All YUV = 381.000000 # Square of All YUV Signal = 21561234.000000 #----- # So Your Error Ratio: # (Square Distance of YUV)/(Square of All YUV Signal) = 0.000018 #----- # Your Score Level: A # Congratulations! CTE's Function2 Successfully! #-----PASS----- # ** Note: \$finish : /home/yutongshen/HW5/testfixture2.v(208) # Time: 23447900 ps Iteration: 0 Instance: /test # 1 # Break in Module test at /home/yutongshen/HW5/testfixture2.v line 208 </pre>
<h3>Synthesis Result</h3>	
Total logic elements	286
Total memory bit	0
Embedded multiplier 9-bit element	0
<p>(your flow summary)</p> 	

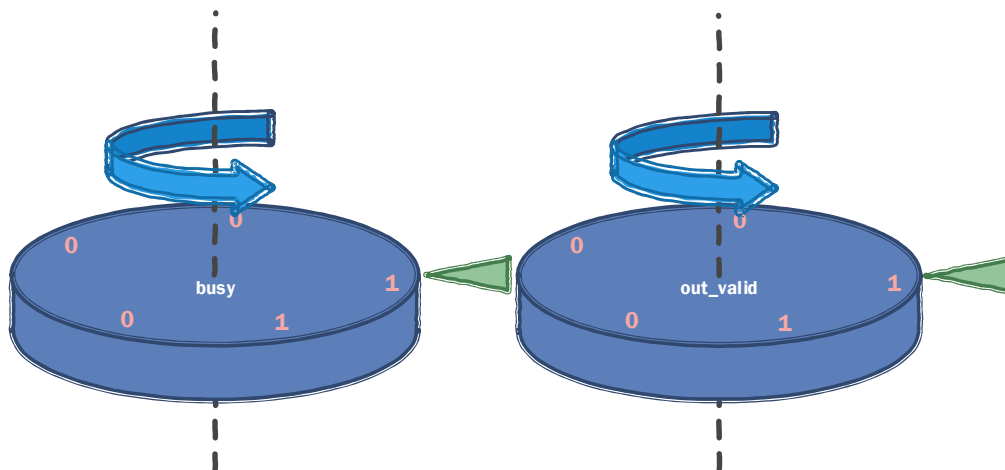
## Description of your design

### (1) Register file :

分別為  $r\_data[0]$ 、 $r\_data[1]$ 、 $r\_data[2]$ ，在  $op\_mode = 0$  時會依序存取 YUV； $op\_mode = 1$  時會存取 RGB，如圖所示。



### (2) Busy、Valid 及其他控制訊號之處理：



本電路採用類似轉盤的模型，經過設計，每完成一組計算（含 YUV2RGB 及 RGB2YUV）需要 6 個 cycle，故列舉 Busy、Valid 及其他控制訊號在這 6 個 cycle 所使用的訊號組成的 Array，而每組 Array 可以想像為每個不同的轉盤，上面刻有 6 個刻度（如上圖），被綠色指針指到的刻度即為本周期輸出的訊號，然而每經過 1 個 cycle 後轉盤轉向下一個刻度，如此一來即能完成所有的 Busy、Valid 及其他控制訊號。經過比較，使用 Counter 或狀態機來決定 Busy、Valid 及其他控制訊號的方法所需的 Delay 時間較長，而轉盤方式能達到直接讀出訊號（僅有 Register 的 Delay）是壓縮本電路計算時間的一大主因。

### (3) YUV2RGB :

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

先將 YUV2RGB 矩陣轉換為 2 進制，得到 R 計算方式為  $Y + 1.101_2 * V$ ，G 計算方式為  $Y - 0.01_2 * U - 0.11_2 * V$ ，B 計算方式為  $Y + 10_2 * U$ 。

### (4) RGB2YUV :

$$\begin{bmatrix} Y \\ U \\ V \end{bmatrix} = \begin{bmatrix} 0.2909 & 0.6303 & 0.078 \\ -0.145 & -0.3151 & 0.4606 \\ 0.436 & -0.387 & -0.048 \end{bmatrix} \begin{bmatrix} R \\ G \\ B \end{bmatrix}$$

由於如果想要使用暴力解此矩陣需要花費大量的加法器（乘法器皆由加法器取代），故在此改變策略，先將原矩陣進行高斯消去法：

$$\begin{bmatrix} Y \\ U + 0.5Y \\ V + \frac{8}{13}Y \end{bmatrix} = \begin{bmatrix} 0.2909 & 0.6303 & 0.078 \\ 0 & 0 & 0.5 \\ \frac{8}{13} & 0 & 0 \end{bmatrix} \begin{bmatrix} R \\ G \\ B \end{bmatrix}$$

然而再轉換為二進制並取近似到小數點後 8 bits，得到 Y 計算方式為  $0.01001010_2 * R + 0.00010100_2 * G + 0.10100001_2 * B$ ，U 計算方式為  $0.1_2 * B - 0.1_2 * Y$ ，V 計算方式為  $0.10011110_2 * R - 0.10011110_2 * Y$ 。

$$\begin{aligned} \text{Scoring} &= (\text{Total logic elements} + \text{total memory bit} + 9 * \text{embedded multiplier 9-bit element}) \times (\text{longest gate-level simulation time in ns}) \\ &= (286 + 0 + 9 * 0) * 23,447.900 = 6,706,099 \end{aligned}$$