# 2017 Digital IC Design Homework 5: Color Transform Engine

Tioniework 3. Color Transform Engine									
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Simulation Result									
Testfixture 1 (YUV -> RGB)									
Functional simulation		on	Pass		Gate-level simulation			Pass	
Testfixture 2 (RGB -> YUV)									
Pattern 1	Functional		٨	Gate-level			Gate-level	22447.000	
Pattern 1	simul	lation	A	simulati	ion A		simulation time	23447.900 ns	
Pattern 2	Functional		٨	Gate-le	ate-level		Gate-level	22447 000 mg	
	simul	lation	A	simulati	on	A	simulation time	23447.900 ns	
Pattern 3	Func	tional	A	Gate-le	vel	Α	Gate-level	23447.900 ns	
1 attern 3	simul	lation		simulati	on	A	simulation time		
Minimum CYCLE in Gate-level simulation						15.57 ns			
your pre-sim result of Testfixture 1						your post-sim result of Testfixture 1			
Congratulations! All data have been generated successfully!					# (	# Congratulations! All data have been generated successfully!			
#					#				
# 1						Time: 150301 ns Iteration: 0 Instance: /test 1 Break in Module test at /home/yutongshen/HW5/testfixturel.v line 126			
your pre-sim result of Testfixture 2, your post-sim result of Testfixture 2,									
pattern 1					pattern 1				
# Square Distance of All YUV = 419.000000					* :	Square Distance of All YUV = 419.000000			
# Square of All YUV Signal = 23195754.000000					# 5	# Square of All YUV Signal = 23195754.000000			
# So Your Error Ratio:					# 5	So Your Error Ratio:			
# (Square Distance of YUV)/(Square of All YUV Signal) = 0.000018 #						# (Square Distance of YUV)/(Square of All YUV Signal) = 0.000018			
# Your Score Level: A					# 1	# Your Score Level: A			
# Congratulations! CTE's Function2 Successfully! #						Congratulations! CTE's Function2 Successfully!			
# ** Note: \$finish : /home/yutongshen/HW5/testfixture2.v(208) # Time: 23447900 ps Iteration: 0 Instance: /test						# ** 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									

```
your pre-sim result of Testfixture 2,
                                                                  your post-sim result of Testfixture 2,
                      pattern 2
                                                                                       pattern 2
 Square Distance of All YUV = 410.000000
                                                                Square Distance of All YUV = 410.000000
 Square of All YUV Signal = 22233632.000000
                                                                Square of All YUV Signal = 22233632.000000
 So Your Error Ratio:
# (Square Distance of YUV)/(Square of All YUV Signal) = 0.000018
                                                                (Square Distance of YUV)/(Square of All YUV Signal) = 0.000018
Your Score Level: A
 Congratulations! CTE's Function2 Successfully!
                                                                Congratulations! CTE's Function2 Successfully!
        -----PASS-----
                                                                -----PASS-----
* ** Note: $finish : /home/yutongshen/HW5/testfixture2.v(208)

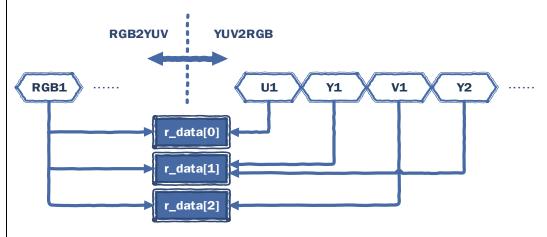
† Time: 23447900 ps Iteration: 0 Instance: /test
                                                                   Note: $finish : /home/yutongshen/HW5/testfixture2.v(208)
Time: 23447900 ps Iteration: 0 Instance: /test
# Break in Module test at /home/yutongshen/HW5/testfixture2.v line 208
                                                              # Break in Module test at /home/yutongshen/HW5/testfixture2.v line 208
 your pre-sim result of Testfixture 2,
                                                                  your post-sim result of Testfixture 2,
                      pattern 3
                                                                                       pattern 3
# Square Distance of All YUV = 381.000000
                                                              # Square Distance of All YUV = 381.000000
# Square of All YUV Signal = 21561234.000000
                                                              # Square of All YUV Signal = 21561234.000000
# So Your Error Ratio:
 (Square Distance of YUV)/(Square of All YUV Signal) = 0.000018
                                                                (Square Distance of YUV)/(Square of All YUV Signal) = 0.000018
# Your Score Level: A
                                                               # Your Score Level: A
                                                              # Congratulations! CTE's Function2 Successfully!
# Congratulations! CTE's Function2 Successfully!
 -----PASS-----
                                                              * ** Note: $finish : /home/yutongshen/HW5/testfixture2.v(208)

Time: 23447900 ps Iteration: 0 Instance: /test
** Note: $finish : /home/yutongshen/HW5/testfixture2.v(208)
Time: 23447900 ps Iteration: 0 Instance: /test
# Break in Module test at /home/yutongshen/HW5/testfixture2.v line 208
                                                              # Break in Module test at /home/yutongshen/HW5/testfixture2.v line 208
                                                 Synthesis Result
                                                             286
Total logic elements
                                                             0
Total memory bit
Embedded multiplier 9-bit element
(your flow summary)
     Flow Summary
                                                            Successful - Fri Dec 22 20:26:18 2017
           Flow Status
           Quartus II Version
                                                            10.0 Build 262 08/18/2010 SP 1 SJ Full Version
           Revision Name
                                                            CTE
          Top-level Entity Name
                                                            CTE
          Family
                                                           Cyclone II
          Device
                                                           EP2C70F896C8
                                                           Final
          Timing Models
           Met timing requirements
                                                           Yes
                                                            286 / 68,416 ( < 1 %)
      Total logic elements
                Total combinational functions
                                                            286 / 68,416 ( < 1 %)
                Dedicated logic registers
                                                            74 / 68,416 ( < 1 %)
           Total registers
                                                            74
           Total pins
                                                           70 / 622 (11 %)
           Total virtual pins
                                                           0 / 1,152,000 (0 %)
           Total memory bits
           Embedded Multiplier 9-bit elements
                                                           0/300(0%)
           Total PLLs
                                                           0/4(0%)
```

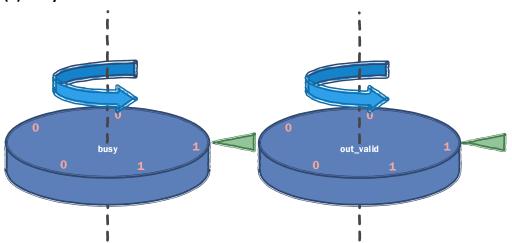
### **Description of your design**

### (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:

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

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:

$$\begin{bmatrix} Y \\ U + 0.5Y \\ V + \frac{8}{13}Y \end{bmatrix} = \begin{bmatrix} 0.29\overline{09} & 0.63\overline{03} & 0.0\overline{78} \\ 0 & 0 & 0.5 \\ \frac{8}{13} & 0 & 0 \end{bmatrix} \begin{bmatrix} R \\ G \\ B \end{bmatrix}$$

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  $0.01001010_2*R+0.00010100_2*G+0.10100001_2*B · U 計算方式為 <math>0.1_2*B-0.1_2*Y · V$  計算方式為  $0.10011110_2*R-0.10011110_2*Y °$ 

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