

# FPGA IP Core

## 3D LUT Colour Correction & Processing

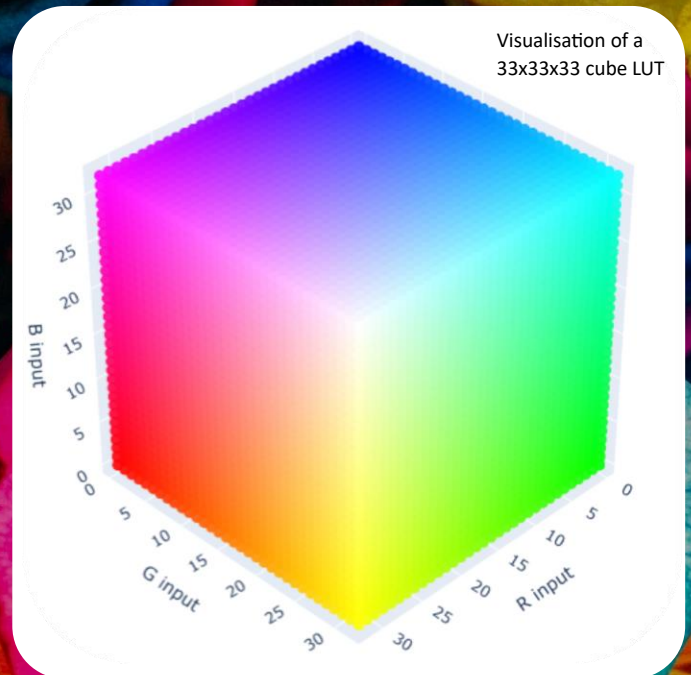
This IP core uses a three-dimensional look-up-table (3D LUT) for use in a video pipeline to manipulate colours in real time. Use cases include colour grading, colour correction, chroma keying, camera and screen calibration, and optional colour space conversion. The LUT can be loaded with values from standard tools or updated from your own software via an AMBA® 4 AXI-Lite interface.

### Features

- Supports all common formats including 4Kp60
- Less than one line of latency
- LUT reprogramming on the fly
- Tetrahedral interpolation
- Configurable LUT size
- Works in AMD Vivado™ IP Integrator
- Uses AMBA 4 AXI-Stream Video
- Uses standardised '.cube' file formats

Optional extensions include:

- Pre/post RGB ↔ YCbCr conversion



### Benefits

Easy to integrate using either RTL or AMD's block design flow, this highly configurable core delivers maximum functionality for minimum integration effort. Its tetrahedral interpolation provides faithful conversion resulting in high image quality. The core has been optimised for resource utilisation and timing closure, not only through efficient implementation but also through a carefully considered pipeline architecture.

### Demonstration

A demonstration is available to show the effect of introducing a LUT to your workflow in an HDMI pipeline. This runs on a ZCU104 Zynq™ development board and uses AMD's HDMI 2.0 core to process RGB video up to 4K60.

### Deliverables

The delivery package consists of:

- Encrypted Netlist or Encrypted RTL
- AMD IP Integration package
- Includes '.cube' file conversion utility
- Product guide

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## Resource Utilisation Guide

Pixels In Parallel	Input Bit Depth	Output Bit Depth	3D LUT Size	LUT Width	RAMB36E	CLB LUTs	CLB Register
<b>Single Buffer</b>							
2	8	10	17 <sup>3</sup>	10	15	5889	7263
2	8	10	33 <sup>3</sup>	10	35	5015	6143
2	8	10	65 <sup>3</sup>	10	265	4241	5129
4	8	10	17 <sup>3</sup>	10	30	11591	13515
4	8	10	33 <sup>3</sup>	10	70	9871	11265
2	10	10	33 <sup>3</sup>	10	35	7213	8835
<b>Double Buffer</b>							
2	10	10	33 <sup>3</sup>	10	70	9239	10611

- Spartan™ 7 FPGAs, Artix™ 7 FPGAs  
100MHz target clock (74.25MHz required for 1080p60 @ 2PPC over SDI )
- Kintex™ 7/Ultrascale™/Ultrascale+™ FPGAs, Zynq™ Ultrascale+ MPSoC, and Artix Ultrascale+ FPGAs  
300MHz target clock (297MHz required for 2160p60 @ 2PPC over SDI)



Performance subject to individual use-case and FPGA utilisation, congestion, and speed grade.  
The symbol “<sup>3</sup>” refers to the LUT being a cube. For example, a 17<sup>3</sup> LUT consists of 17x17x17 values.

## Video Formats

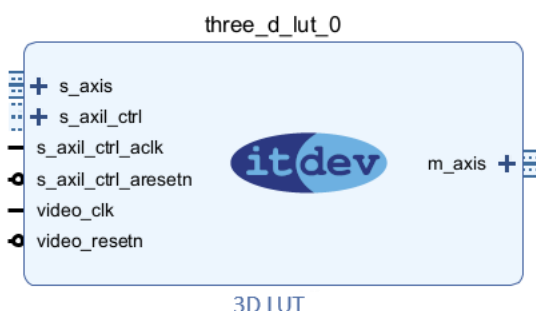
Operations are performed at a pixel level, so image size and frame rate determine the necessary clock speed of the IP. The utilisation figures above are based on a clock speed of 300MHz, which is sufficient to handle 4K at 60 fps with a single instance. If a clock rate sufficient for a larger size or higher frame rate cannot be achieved, multiple instances of this block may be used in parallel.

## About ITDev

Formed in 2000, ITDev have been developing FPGA video solutions for more than 15 years. Having operated in a range of markets including pro AV, broadcast, aerospace, security and healthcare, we’re well placed to provide integration support, or even full product development.

You can find more information, including [testimonials](#) on our website at [www.itdev.co.uk](http://www.itdev.co.uk).

## Example Block Diagram Interfaces



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