**YUV Conversion:**

The problem is to convert a 3-plane, 4:2:0, 8-bit YUV buffer into a 2-Plane, 4:4:4, 8-bit YUV buffer, where:  
  
- for the input 4:2:0 YUV, the first plane contains the luma pixels, the second plane contains the chroma U pixels, and the third plane contains the Chroma V pixels.  
- for the output 4:4:4 YUV, the first plane contains the luma pixels and the second plane contains the chroma U and V pixels, interleaved.  
  
uint8\_t \* convert420to444(uint8\_t \*input, uint32\_t w, uint32\_t h)  
{  
  
}