

Daniele Bagni: DSP Specialist for EMEA

July 2015

## **Outlines**

## > Background:

-Part 1: DCT

-Part 2: JPEG baseline

> Forward Wang's DCT with Vivado HLS



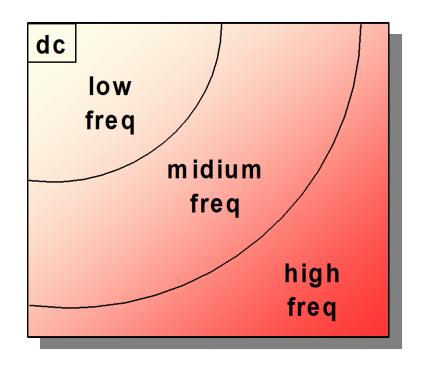
Background: DCT

Daniele Bagni *EMEA DSP Specialist FAE* 

### Part 1: DCT

- > DCT overview
- >2-D DCT
- >1-D DCT
- ➤ Matrix formalism (1-2)
- > DCT basis functions
- **▶** Blocking Artifacts (1-6)
- **▶** Wang's algorithm DCT (1-2)
- >AAN's algorithm (1-2)

# The DCT concentrates most of the pixels energy distribution into a few frequency coefficients



## DCT overview

2/2

>DCT is a valuable tool for pictures compression, when associated with Quantization and VLC

➤ The transform itself does not compress images and it is accurately reversible

**▶** DCT is a separable transform: 2-D F-DCT and I-DCT can be done as consecutive 1-D transforms

## 2-D DCT

➤ The MPEG-2 standard defines an F-DCT that produces coefficients F(u,v) according to:

F(u, v) = 1/4 C(u) C(v) { 
$$\sum_{x=0}^{7} \sum_{y=0}^{7} f(x, y) \cos \frac{(2 x + 1) uT}{16} \cos \frac{(2 y + 1) vT}{16}$$
 }

> The inverse I-DCT is defined as:

$$f(x, y) = 1/4 \left\{ \sum_{u=0}^{7} \sum_{v=0}^{7} C(u) C(v) F(u, v) \cos \frac{(2 x + 1) uT}{16} \cos \frac{(2 y + 1) vT}{16} \right\}$$

C(u), C(v) = 1 
$$u \neq v \neq 0$$
  
C(u), C(v) =  $1/\sqrt{2}$   $u=v=0$ 

with:

## 1-D DCT

•  $F(u,v)=C_v/2 \Sigma_v \cos((2y+1)\pi v/16) [C_u/2 \Sigma_x f(x,y) \cos((2x+1)\pi u/16)]$ 

vertical direction

[horizontal direction]

1-D F-DCT:

$$F(u) = C_u/2 \Sigma_x f(x) \cos((2x+1)\pi u/16)$$

- ex:  $F(1) = 1/2 [f(0)\cos \pi/16 + f(1)\cos 3\pi/16 + f(2)\cos 5\pi/16 + ...]$
- 1-D I-DCT:

$$f(x) = \sum_{u} C_{u}/2 F(u) \cos((2x+1)\pi u/16)$$

## Matrix formalism 1/2

### > In matrix notation:

- -F=C f
- $-f = C^{-1} F$
- with F and f respectively matrices of DCT coefficients and pixel values,
- −C and C<sup>-1</sup> representing the F- and I- DCT matrix.

### > F-DCT and the I-DCT are ortho-normal transforms:

$$-C^{T}C = I ==> C^{T} = C^{-1}$$

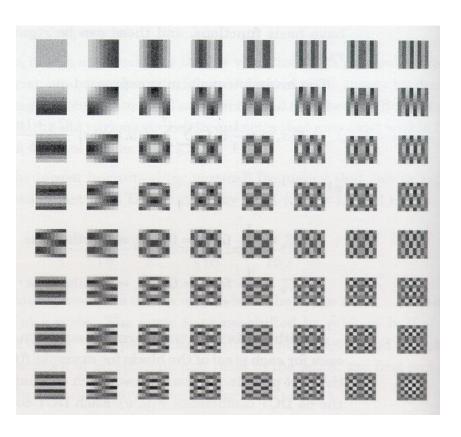
# Matrix formalism 2/2

## >C is the transform matrix (8x8), derived as:

$$C_8^{II} = \begin{bmatrix} \frac{c_0}{\sqrt{2}} & \frac{c_0}{\sqrt{2}} & \frac{c_0}{\sqrt{2}} & \frac{c_0}{\sqrt{2}} & \frac{c_0}{\sqrt{2}} & \frac{c_0}{\sqrt{2}} & \frac{c_0}{\sqrt{2}} \\ c_1 & c_3 & c_5 & c_7 & c_9 & c_{11} & c_{13} & c_{15} \\ c_2 & c_6 & c_{10} & c_{14} & c_{18} & c_{22} & c_{26} & c_{30} \\ c_3 & c_9 & c_{15} & c_{21} & c_{27} & c_{33} & c_{39} & c_{45} \\ c_4 & c_{12} & c_{20} & c_{28} & c_{36} & c_{44} & c_{52} & c_{60} \\ c_5 & c_{15} & c_{25} & c_{35} & c_{45} & c_{55} & c_{65} & c_{75} \\ c_6 & c_{18} & c_{30} & c_{42} & c_{54} & c_{66} & c_{78} & c_{90} \\ c_7 & c_{21} & c_{35} & c_{49} & c_{63} & c_{77} & c_{91} & c_{105} \end{bmatrix}$$

$$c_n = \cos\left(\frac{n\pi}{16}\right)$$

## DCT basis functions



From Video Compression (Peter D. Symes, Mc Graw Hill):

"Each DCT coefficient has an associated basis function, that is, the pixels pattern that results when that particular DCT coefficient is set to its maximum value, and all the other coefficients are set to zero.

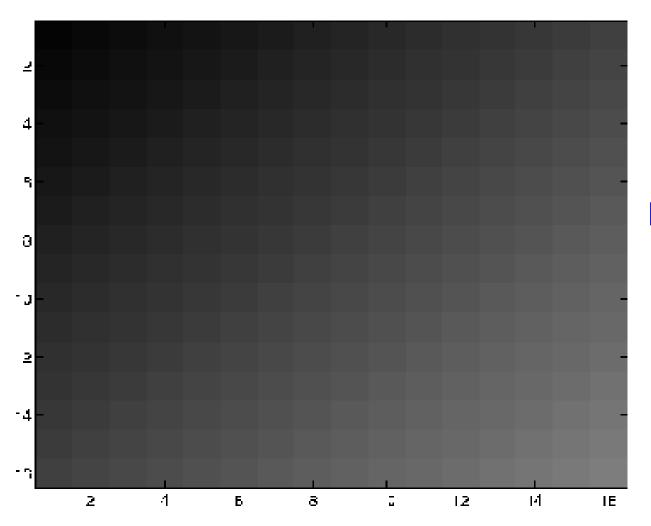
The basis functions represent 64 different arrays of pixel values. Given a set of DCT coefficients, the IDCT consists of multiplying each basis function by its corresponding coefficient."

## Blocking Artifacts 1/6

- ➤ When DCT is combined with quantization, the reconstructed images exhibit visually annoying artifacts, named Blocking and Ringing noise.
- These artifacts are basically due to quantization that suppresses the high frequency DCT coefficients with lower values.

- **▶** Blocking noise: a luminance discontinuity present at block boundaries (on 8x8 pixels and lines).
- > Ringing or mosquito noise: the effect that quantization has over a sharp edge in a flat (luminance) region.

# Blocking Artifacts 2/6

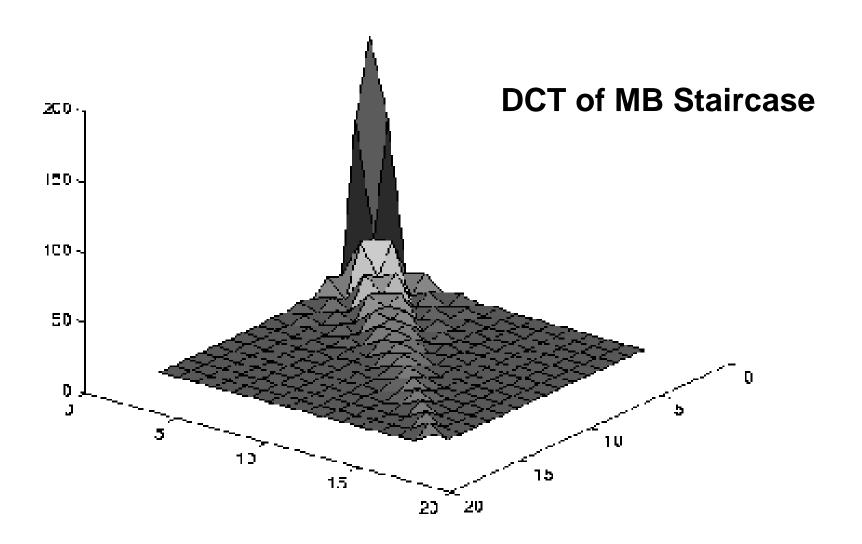


# MB Luminance Staircase:

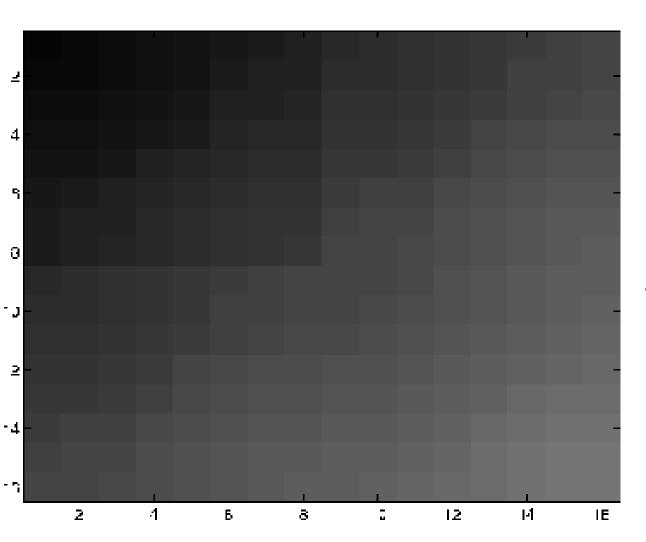
$$f(x,y) = x + y$$

with 
$$x, y = 1..8$$

# Blocking Artifacts 3/6



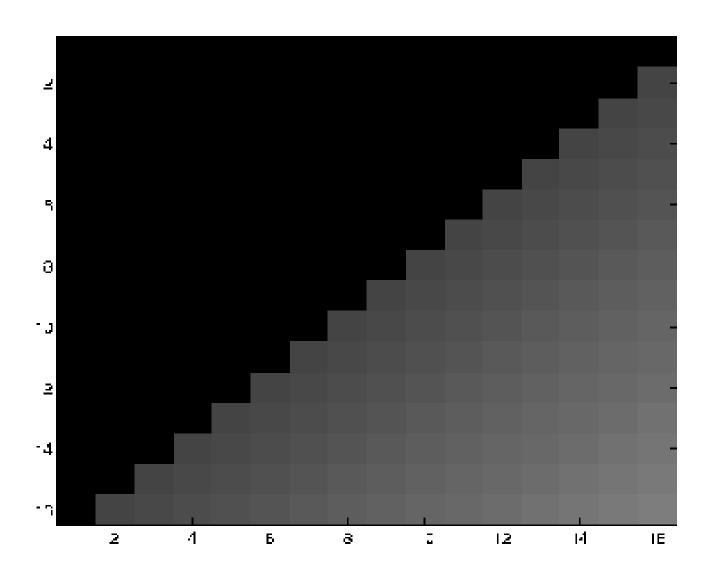
# Blocking Artifacts 4/6



MB Staircase, quantized by Q=18

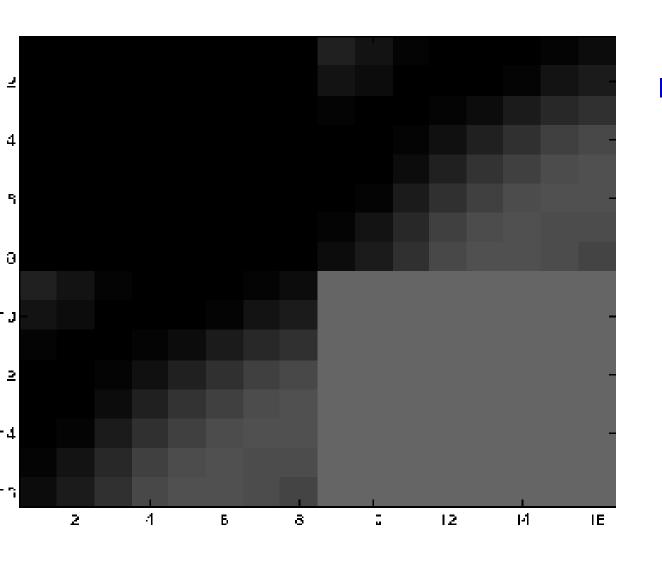
Blocking Noise:
the reconstructed
Macro-block has very
visible discontinuities
at the boundary
of the four blocks.

# Blocking Artifacts 5/6



# Linear ramp MB luminance:

## Blocking Artifacts 6/6



Linear ramp MB Iuminance quantized by Q=18

The blocks in top-left and bottom-right positions have only the DC coefficient.

Ringing noise in bottom-left and top-right blocks.

Grid noise in top-left and bottom-right blocks.

- ➤ Wang's 8-points IDCT uses only 29 add and 11 mult instead of the 56 add and 64 mult required theorically.
- > Wang's algorithm is a 5-stages approach, based on sparse matrices:  $IDCT = S_4^T \cdot S_3^T \cdot S_2^T \cdot S_1^T \cdot S_0^T$

➤ Butterfly multiplications (rotations) are reduced as in the following (*A*=cosa, *B*=sena):

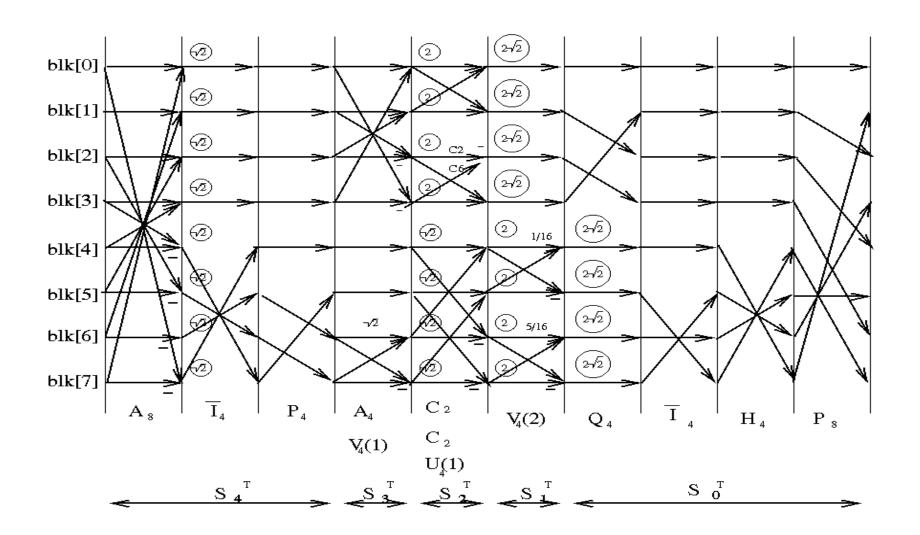
$$x_{4} = A * x_{4} + B * x_{5}$$

$$x_{5} = B * x_{4} - A * x_{5}$$

$$x_{6} = B * (x_{4} + x_{5})$$

$$x_{4} = x_{8} + (A - B) * x_{4}$$

$$x_{5} = x_{8} - (A + B) * x_{5}$$





# Forward DCT with Vivado HLS: design & performance

Daniele Bagni
EMEA DSP Specialist FAE

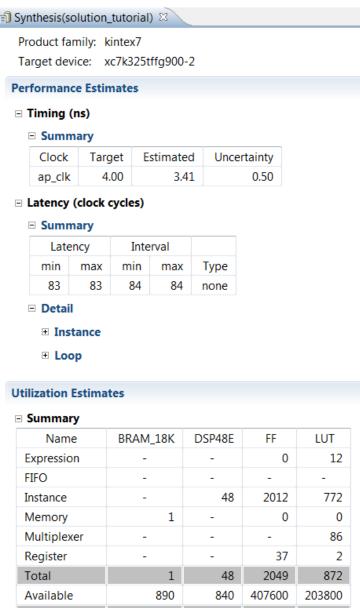
## DCT example from HLS Tutorial

- ➤ This DCT example comes from the Vivado HLS tutorial (UG871):
  - Chapter6: "Design Analysis"
  - Lab 1

## DCT ex. from HLS tutorial: code

```
🛚 my_dct.cpp 💢
 1
                                                                       29@ void my_dct(dct data t in block[N], dct data t out block[N])
 2 #include "dct.h"
                                                                       30 {
                                                                       31 #pragma HLS INLINE
 4 // REMEMBER TO SCALE BY 8 THE OUTPUT RESULTS (>>3)
                                                                       32
                                                                       33
                                                                              dct data t row outbuf[N];
 6@ void new_dct_1d(dct_data_t src[N], dct_data_t dst[N], char off)
                                                                       34
                                                                              unsigned char i, j;
 7 {
                                                                       35
 8 #pragma HLS PIPELINE
                                                                       36
                                                                              // DCT rows
      unsigned char k, n;
                                                                       37 Row DCT Loop:
      int tmp;
                                                                              for(i = 0; i < DCT_SIZE; i++) {</pre>
10
      const dct data t dct coeff table[DCT SIZE][DCT SIZE] = {
                                                                       39 #pragma HLS PIPELINE
       #include "dct_coeff_table.h"
12
                                                                       40
                                                                                 new dct 1d(in block+DCT SIZE*i, row outbuf, i);
13
      };
                                                                       41
14
                                                                       42
15 DCT Outer Loop:
                                                                       43
      for (k = 0; k < DCT_SIZE; k++) {</pre>
                                                                              // DCT columns
                                                                       44
17 #pragma HLS PIPELINE
                                                                       45 Col DCT Loop:
18 DCT_Inner_Loop:
                                                                              for (i = 0; i < DCT_SIZE; i++) {</pre>
19
         for(n = 0, tmp = 0; n < DCT_SIZE; n++) {</pre>
                                                                       47 #pragma HLS PIPELINE
   #pragma HLS UNROLL factor=8
                                                                                 new dct 1d(row outbuf+DCT SIZE*i, out block, i);
   #pragma HLS PIPELINE
                                                                       49
22
            int coeff = (int)dct coeff table[k][n];
                                                                       50
23
            tmp += src[n] * coeff;
                                                                       51
24
                                                                       52 }
25
         dst[k*DCT_SIZE+off] = DESCALE(tmp, CONST_BITS);
                                                                       53
26
                                                                       54
27
                                                                       55
28
                                                                       57@void top_fdct(dct_data_t in_block[N], dct_data_t out_block[N])
                                                                       58 {
                                                                       59 #ifdef DB ORIGINAL
                                                                               my dct(in block, out block);
                                                                       61 #else
                                                                               wang_fdct(in_block, out_block);
                                                                       63 #endif
                                                                       64 }
```

# DCT ex. from HLS tutorial: Synthesis Estimation Synthesis(solution\_tutorial) Reduct family: kintex7 & CoSimulation reports



~0

Simulatio	n(solutio	n_tutor	ial) 🖾				
Cosimulation Report for 'top_fdct'							
Result							
			Latency	,		Interva	1
			Latericy	/		mierva	1
RTL	Status	min	avg	max	min	avg	max
RTL VHDL	Status NA		_		_		

Utilization (%)

~0

~0

# DCT ex. from HLS tutorial: Implementation report

🗊 Implementation(solution\_tutorial) 🖾

### **Export Report for 'top\_fdct'**

#### **General Information**

Report date: Tue Jul 28 18:36:27 +0200 2015

Device target: xc7k325tffg900-2

Implementation tool: Xilinx Vivado v.2015.2

#### Resource Usage

	VHDL
SLICE	310
LUT	937
FF	501
DSP	48
BRAM	1
SRL	0

#### **Final Timing**

	VHDL
CP required	4.000
CP achieved	3.708

Timing met

- > Kintex7 325T-2 FPGA
- > Results after Place-And-Route:
  - 937 LUT
  - 501 FF
  - 48 DSP48
  - 83 clock cycles latency
  - 269MHz clock frequency

## Wang's DCT: rationale

- ➤ The TM5 MPEG-2 encoder reference C model applies fixed point Wang's IDCT algorithm (see slides at pp. 18-19)
- ▶ By reversing such a flow (plus some changes) the C code of the forward DCT can be derived

# Wang's DCT: Synthesis Estimation & CoSimulation reports

#### 🗐 Synthesis(solution\_wang) 🖾

Product family: kintex7

Target device: xc7k325tffg900-2

#### Performance Estimates

#### □ Timing (ns)

#### □ Summary

Clock	Target	Estimated	Uncertainty
ap_clk	4.00	3.41	0.50

#### **□ Latency (clock cycles)**

#### ■ Summary

Latency		Interval		
min	max	min	max	Туре
91	91	92	92	none

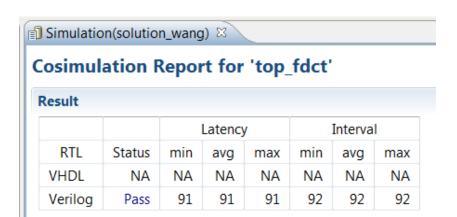
#### □ Detail

**⊞** Instance

#### **Utilization Estimates**

#### Summary

Name	BRAM_18K	DSP48E	FF	LUT
Expression	-	-	0	12
FIFO	-	-	-	-
Instance	-	11	838	637
Memory	1	-	0	0
Multiplexer	-	-	-	87
Register	-	-	39	2
Total	1	11	877	738
Available	890	840	407600	203800
Utilization (%)	~0	1	~0	~0



## Wang's DCT: Implementation report

### Export Report for 'top\_fdct'

#### **General Information**

Report date: Tue Jul 28 18:44:21 +0200 2015

Device target: xc7k325tffg900-2

Implementation tool: Xilinx Vivado v.2015.2

#### Resource Usage

	VHDL
SLICE	254
LUT	710
FF	702
DSP	11
BRAM	1
SRL	0

#### **Final Timing**

	VHDL
CP required	4.000
CP achieved	3.573

Timing met

- > Kintex7 325T-2 FPGA
- > Results after Place-And-Route:
  - 710 LUT
  - 702 FF
  - 11 DSP48
  - 1 BRAM
  - 91 clock cycles latency
  - 279MHz clock frequency

## Performance comparison

- ➤ On the right, the Synthesis Estimations comparison
- ➤ Below, the effective results after Place-And-Route:
  - Lab1 tutorial:
    - 937 LUT, 501 FF, 48 DSP48
    - 269MHz clock freq
  - Wang's DCR:
    - 710 LUT, 702 FF, 11 DSP48, 1
       BRAM
    - 279MHz clock freq
- Wang's DCT is more efficient from area point of view

### **Vivado HLS Report Comparison**

#### **All Compared Solutions**

solution tutorial: xc7k325tffg900-2 solution wang: xc7k325tffg900-2

#### **Performance Estimates**

#### □ Timing (ns)

Clock		solution_tutorial	solution_wang
ap_clk	Target	4.00	4.00
	Estimated	3.41	3.41

#### □ Latency (clock cycles)

		solution_tutorial	solution_wang
Latency	min	83	91
	max	83	91
Interval	min	84	92
	max	84	92

#### **Utilization Estimates**

	solution_tutorial	solution_wang
BRAM_18K	1	1
DSP48E	48	11
FF	2049	877
LUT	872	738