# Difference Operator - TECH

AUGUSTO MARTINS – 01656520
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UNIVERSITY OF VIENNA

## Implementation Steps

How to efficiently implement the difference operation?

2

How to parallelize the operation?

3

Loop Unrolling.

## Difference Operator Kernel – Part I

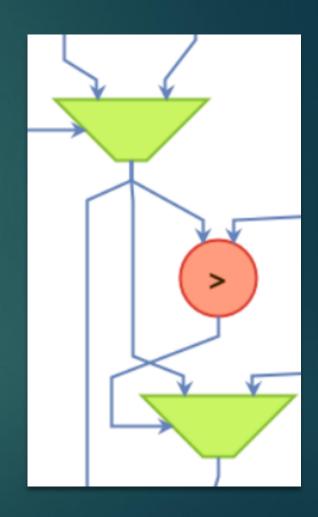
```
DFEVar inImage = io.input("inImage", TYPE);
DFEVar upLeft = stream.offset(inImage, -(width + 1));
DFEVar up
               = stream.offset(inImage, - width);
DFEVar upRight = stream.offset(inImage, -(width - 1));
DFEVar left = stream.offset(inImage, -1);
DFEVar point = stream.offset(inImage, 0);
DFEVar right = stream.offset(inImage, 1);
DFEVar downLeft = stream.offset(inImage, width - 1);
DFEVar down
                  = stream.offset(inImage, width);
DFEVar downRight = stream.offset(inImage, width + 1);
```



## Difference Operator Kernel – Part II

```
DFEVar max = constant.zero(TYPE);
```

```
max = (firstLine | firstCol) ? max : KernelMath.abs(upLeft - point);
max = firstLine
                         ? max: KernelMath.max(max, KernelMath.abs(up - point));
max = (firstLine | lastCol) ? max : KernelMath.max(max, KernelMath.abs(upRight - point));
max = firstCol ? max : KernelMath.max(max, KernelMath.abs(left - point));
max = lastCol ? max : KernelMath.max(max, KernelMath.abs(right - point));
max = (lastLine | firstCol) ? max : KernelMath.max(max, KernelMath.abs(downLeft - point));
max = lastLine ? max : KernelMath.max(max, KernelMath.abs(down - point));
max = (lastLine | lastCol) ? max : KernelMath.max(max, KernelMath.abs(downRight - point));
io.output("outImage", max, TYPE);
```



## Calling the Difference Operator Kernel from the Host

```
int main(void) {
 printf("Loading image.\n");
int32_t *inImage;
 int width = 0, height = 0;
 loadImage("lena.ppm", &inImage, &width, &height, 1);
 uint64_t n = width * height;
 size_t size = n * sizeof(int32_t);
 int32_t *outlmage = malloc(size);
 printf("Running Kernel.\n");
 DifferenceOperator(n, inImage, size, outImage, size);
 printf("Saving image.\n");
 writeImage("lena difference.ppm", outlmage, width, height, 1);
 return 0;
```