

Embedded computing for scientific and industrial imaging applications

Lecture 17 - Binary vs text output, Course summary

Binary vs. text(ASCII) output

Often need to write out a large array of floats with full precision.

For example, one solution value on 3d grid ...

```
for (i=0; i < n; i++)  
    for (j=0; j < n; j++)  
        for (k=0; k < n; k++)  
            fprintf(fp, "%24.16e", u[i][j][k]);
```

How much disk space does this take?

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A single number such as

“ 1.0000000000000000e+00 ” has 24 ASCII characters \Rightarrow 24 bytes per value.

Total $24n^3$ bytes. E.g. $100 \times 100 \times 100$ grid: $n = 100 \Rightarrow 24 \text{ MB}$.

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Note: In memory storing one 8-byte float takes only 8 bytes. ($n = 100 \Rightarrow 8\text{MB}$.) ASCII takes 3× the space.

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Also takes additional time to convert to ASCII, $\approx 10\times$ slower to write ASCII than dumping binary.

Binary output in C

```
$(CSE6000)/codes/17_codes/hello_file.c
void double2bin(char* filepath, double* val, int size)
{
    FILE *fp;
    fp = fopen(filepath, "w");
    fwrite(val, size, sizeof(double), fp);
    fclose(fp);
}
```

The resulting binary file `dummy.bin` cannot be edited directly.
But we can read it into MATLAB...

Reading binary data files in MATLAB

```
$(CSE6000)/codes/17_codes/bin2double.m  
function data = bin2double(filename, sizeA)  
    fileID = fopen(filename, 'r');  
    data = fread(fileID, sizeA, 'double');  
    fclose(fileID);  
end
```

Check `double2bin.m` for writing binary data.

Summary, take away messages...

- Version control — git, GitHub
Use for all your projects, collaborations, ...
Consider contributing to open source projects
 Submit a pull request
- C, Visual Studio
Binary storage, floating point number, C, data type, function, array, pointer
- Computer architecture, cache, optimization
Memory hierarchy, cache considerations
Consider layout of arrays in memory Aim for spatial and temporal locality

Summary, take away messages...

- OpenCV, LAPACK
Affine transformation
- Parallel computing
Increasingly necessary for all computing
Amdahl's law — inherently sequential code limits parallelization
Weak vs. strong scaling
Fine grain vs. coarse grain parallelism
- OpenMP
Assumes shared memory
Often very easy to add to existing codes
Need to worry about shared/private variables, race conditions

Happy Holidays & Happy new year
Thanks for participating.