Image Processing using CUDA

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# Project background and purpose

## Introduction

Image processing is the process of computing an image to enhance it or modify the image in a way to ease the process of extracting data from it. This process can often involve removing graininess and noise from an image, segmenting an image, detection of edges, and many other different processes (Niblack, W. 1986). Graphical Processing Units (GPU) have been mainly used as 3D graphics accelerators for rendering pipelines such as OpenGL or DirectX but after gaining cores people realised that moving simple parallel tasks off the CPU and onto the GPU would be more efficient. As shown by Castaño-Díez’s study in 2008 this decreases the time for image processing loads to be completed (Castaño-Díez, D. 2008).

CUDA is a closed-source API that programmers to use the GPU for computing. CUDA was developed by Nvidia, this means that only Nvidia GPU have the ability to run CUDA code. Many difrerent languages can he used to program CUDA, some notable examples are C++, Python and Fortran there are many other languages too.

## Objectives

For the project, I will be implementing 3 separate image processing algorithms. Each algorithm will be implemented on the CPU and then on the GPU. Each algorithm will be from a separate category of algorithm. For the project, I'm planning on implementing an edge detection algorithm, a segmentation algorithm and a noise reduction algorithm. The specific algorithm used for each algorithm category will be decided during the specific algorithm research period. After implementing each algorithm, I will then proceed to analyse the difference between the outputs and the performance of the CPU version to the GPU version of the algorithm.

## Scope

To do image processing the program needs to have the ability to read from an image file. For this project, I will be using a library that already has this functionality as my project’s only interest is image processing and not loading and saving images.

## Deliverables

The data collected from all my algorithms will be written into a document. This document will also contain explanations of how the algorithms work as well as comparisons between all the algorithms' performance.

## Constraints

Many different APIs allow computation on the GPU such as OpenCL. For this project, I will only be using CUDA as I already have access to computers with CUDA-compatible GPUs. CUDA has an extensive library of example programs that will help in learning and optimizing my code.

# Project rationale and operation

## Project benefits

The PDD is a document explaining and proposing my project. It contains my plan and my methodology in which I will complete my project.

By the end of the project, I will have a document containing all my findings on the performance differences between the algorithms on the CPU compared to the GPU. Each algorithm will have a section with the code itself as well as some outputs of the algorithm and the time it takes to process images of different resolution.

The skills I develop by the end of the project will also be invaluable to my future as a computer programmer. I will improve my skills using the programming language I choose. I will also gain the ability to program and optimize compute algorithms on the GPU.

## Project operation

For this project, I’ll be implementing the Agile workflow to help adapt to any issues I come across. I’ll be running sprints with specific targets to meet. At the end of each sprint, I’ll reflect on the work I have done and then evaluate my Gantt chat as well as if there is any additional decomposition is required.

## Options

CUDA can interface with a variety of different programming languages. C++, Python, C#, Fortran, and others all can’t be used when doing CUDA programming. Deciding which language to use is important as it will affect the performance of the algorithms. After picking a language I’ll need to pick a library that fits the project requirements. Many different libraries fit such as OpenCV for C++ and Python, ImageProcessor for C#, and many others. Finally, many different image processing algorithms do different things. I will need to decide which ones to implement, my target is to implement at least 3 different algorithms. I have decided on family of algorithm I will implement. Edge detection, segmentation and noise reduction are these 3 families.

## Risk analysis

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| Hazard | Risk | Mitigation | Likelihood | Severity | Impact | Residual Impact |
| Illness | Harder to focus and Concentrate on the project meaning more time wasted extending the project's time to complete | Plan time to work on tasks a bit longer to compensate for any wasted time.  Take medicine and recover quickly | High - 4 | Low - 2 | 8 | 8 |
| Data Loss | Project files being lost due to failure of hardware and or data corruption | The use of git and GitHub for cloud backups. Committing work after every task. | Low - 2 | Very High - 5 | 10 | 4 |
| Loss of Internet Service | Losing the internet will slow down my progress in investigating literature and researching any problems I encounter in my project | Going to work on campus as the internet on campus is free to use for students.  Report the issue to my landlord to get the problem fixed as quickly as possible | Low - 2 | Medium - 3 | 6 | 4 |
| GPU Breakage | Loss of the GPU means that the CUDA program wont be able to pe run on the computer | Going to work at the University high performance lab would allow me to continue my work | Low - 2 | Hight - 4 | 8 | 4 |
| Underestimated time of delivery | The time span I game myself to implement all the tasks and objectives was too small resulting in me not completing the project | Have reflections at the end of every sprint to evaluate my progress and make changes as necessary | Low - 2 | Very high - 6 | 12 | 6 |

## Resources required

As I will be using the CUDA API for this project, I will require a computer with a CUDA-compatible GPU to implement and develop my image processing algorithm. This also means any demonstrations I preform will require me to have a Nvidia GPU.

# Project methodology and outcomes

## Initial project plan

## Tasks and milestones

* Literature Review
* Write introduction to the project document
* Edge Detection Algorithm
  + Research the Specific algorithm and specification
  + Implement Algorithm and test functionality
    - CPU
    - GPU
  + Analise performance and write findings
* Segmentation Algorithm
* Noise Suppression Algorithm
* Conclusion
  + Compare GPU performance between algorithms
  + Compare CPU performance between algorithms
  + Discuss differences performance between image resolutions

## A screenshot of a computer Description automatically generatedSchedule Gantt chart

## Project control

As the project is run using AGILE, at the end of each sprint I’ll make a small reflection on what I should focus on for the next sprint. As well as this I’ll have the ability to make quick changes during each sprint.

## Project evaluation

Using a dedicated image processing library or program can be used to check the functionality of the algorithms I implemented. For the data collected, I’ll cross reference it to the results of studies similar to mine.

# References

Niblack, W. 1986, *An introduction to digital image processing,* Prentice-Hall International, Englewood Cliffs, N.J.

Castaño-Díez, D., Moser, D., Schoenegger, A., Pruggnaller, S. & Frangakis, A.S. 2008, "Performance evaluation of image processing algorithms on the GPU", *Journal of structural biology,* vol. 164, no. 1, pp. 153-160.

# Appendix a

You may use one or more appendices to add useful reference information which may be relevant to other sections of the report. Do not use appendices simply as a way of writing more than will fit into the main document word count. If you don't need any appendices, then delete this whole section

Delete the red paragraphs and replace this one with your content (use the “Normal” paragraph style).