



ΔΗΜΟΚΡΙΤΕΙΟ
ΠΑΝΕΠΙΣΤΗΜΙΟ
ΘΡΑΚΗΣ

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Image process

Reddi, Rudim, Keshavan algorithm and Optimization

Implementation of Reddi, Rudin, Keshavan (Otsu's extension) in image processing.



--STEP 1--

We set the thresholds to be “n” and we indicate the variables.

--STEP 2--

We find the initial thresholds

We also estimate the frequency for all the brightness levels and find the estimates of $m(k_i, k_j)$, $k_j = k_i + 1$

--STEP 3--

We calculate the error “e” and the new thresholds “ k_i ” until we reach $\{max\}e[i] < 0.5$.

Last but not least, we classify the pixels taking into consideration the new thresholds. We write the photo and show the new “current_y[N][M]

Και τέλος ταξινομούμε τα pixels λαμβάνοντας υπόψη τα νέα κατώφλια.

It prints 5 different numbers which are the thresholds that we assigned.

No pixels have the brightness value of 255.

```
int main()
{
    read();
    printf("Arxika Katoflia\n"); //arxika katoflia
    for(i=1;i<n+1;i++)
    {
        ki[i]=256*i/(n+1);
        printf("%d\n",ki[i]);}
    //ypologismos sixnotita fwteinothtas
    for(f=0;f<256;f++)
    {
        for(j=0;j<M;j++)
        {
            for(i=0;i<N;i++)
            {
                if(current_y[i][j]==f)
                p[f]=p[f]+1;
            }
        }
        p[f]=p[f]/(N*M);}
    ki[0]=0; //prin to proto katofli
    ki[n+1]=255; //meta to teleutaio katofli
    for(i=0;i<n+1;i++) //exoume n+1 plithos m
    {
        for(x=ki[i];x<=ki[i+1];x++)
        {
            paranom[i]=paranom[i]+p[x];
            arithm[i]=arithm[i]+x*p[x];
        }
        m[i]=arithm[i]/paranom[i];}
    iter=0;
    do
    {
        iter=iter+1;
        for(i=1;i<n+1;i++)
        {
            e[i]=(m[i-1]+m[i])/2-ki[i];
            ki[i]=ki[i]+rint(e[i]);
        }
        for(j=1;j<n+1;j++)
        {
            max=-50;
            if(fabs(e[j])>max)
            max=fabs(e[j]);
        }
        while(max>=0.5);
        printf("Finally after %d iterations:\n",iter);
    }
```

Size of data matrix – before the optimization

$$\text{Code} + \text{RO Data} + \text{ZI Data} = \text{Total RO} + \text{Total RW} = 418.02\text{kB}$$

After Loop Unrolling and Loop Exchange we have:

$$\text{Code} + \text{RO Data} + \text{ZI Data} = \text{Total RO} + \text{Total RW} = 418.12\text{kB}$$

The number of accesses in data matrix – before the optimization

$$\text{Total} - \text{Internal cycles} = 623844826 - 94602482 = 529242344$$

$$\text{After Loop Unrolling: Total} - \text{Internal cycles} = 623844605 - 94602455 = 529242150$$

$$\text{After Loop Exchange: Total} - \text{Internal cycles} = 540300892 - 61802804 = 478498088$$

(big change since it's C programming)

```
int main()
{
    read();

    printf("Arxika Katoflia\n"); //arxika katoflia
    for(i=1;i<n+1;i=i+3)          //LOOP UNROLLING
    {
        ki[i]=256*i/(n+1);
        if(i==n) {
            printf("%d\n",ki[i]);
            break; }
        ki[i+1]=256*(i+1)/(n+1);
        ki[i+2]=256*(i+2)/(n+1);
        printf("%d\n%d\n%d\n",ki[i],ki[i+1],ki[i+2]);
    }
```

```
//ypologismos sixnotita fwteinothtas
for(f=0;f<256;f++)
{
    for(i=0;i<N;i++)
    {
        for(j=0;j<M;j++)
        {
            if(current_y[i][j]==f) //LOOP EXCHANGE
                p[f]=p[f]+1;
        }
        p[f]=p[f]/(N*M);
    }
}
```


Hierarchy of data and Performance

```
load_ROM 0x0 0x08000000
{
ROM 0x0 0x80000
{
* ( +RO )
}
SRAM 0x80000 0x80000
{
*(sram)
stdio.o(+ZI,+RW)
libspace.o(+ZI,+RW )
}

DRAM 0x100000 0x80000
{
* (dram)
}
}
```

00000000	00080000	ROM	4	R	100/100	100/100
00080000	00080000	SRAM	2	RW	1/1	1/1
00100000	00080000	DRAM	2	RW	250/50	250/50

```
/* code for armulator*/
#pragma arm section zidata="sram"
int current_y[N][M];
#pragma arm section

#pragma arm section zidata="dram"
int i,j,t,f,x,r[n+1],ki[n+2],iter;
double e[n+1],p[255],m[255],paranom[n+1],arithm[n+1],max;
#pragma arm section
```

Memory ROM 524kB, 4x8=32bit, only for RO data

Memory SRAM 524kB, 2x8=16bit for library and sram data

Memory DRAM 524kB, 2x8=16bit for dram data

*SRAM usually is smaller than DRAM and is closest to the processor(cache memory).
It's more expensive while being faster.*

It is shown that there is change only in the waiting states part. Waiting state is a delay of a processor when he wants to gain access in a memory with slowest responsiveness than him. We sent more data in a cycle so the waiting states are decreasing.

Debugger Internals									
Internal Variables Statistics									
Reference Points	Instructions	Core_Cycles	S_Cycles	N_Cycles	I_Cycles	C_Cycles	Wait_States	Total	True_Idle_Cycles
\$statistics	324841960	613826626	359427515	190941023	93051076	0	2463287858	3106707472	3727908

Then we change write and read times to 150/25
150/25 in DRAM and waiting states decrease.

Debugger Internals									
Internal Variables Statistics									
Reference Points	Instructions	Core_Cycles	S_Cycles	N_Cycles	I_Cycles	C_Cycles	Wait_States	Total	True_Idle_Cycles
\$statistics	324841960	613826626	359427515	190941023	93051076	0	2183755079	2827174693	3727908

Reference Po...	Instructions	Core_Cycles	S_Cycles	N_Cycles	I_Cycles	C_Cycles	Wait_States	Total	True_Idle_Cy...
\$statistics	60235228	112906384	67673256	33910132	12191446	0	333345952	447120786	903468

101100101010001
1010001010100010

Image component sizes						
	Code	R0 Data	RW Data	ZI Data	Debug	
	1656	60	0	409756	6320	Object Totals
	15964	314	0	300	6700	Library Totals
=====						
	Code	R0 Data	RW Data	ZI Data	Debug	
	17620	374	0	410056	13020	Grand Totals
=====						
	Total R0	Size(Code + R0 Data)			17994 (17.57kB)	
	Total RW	Size(RW Data + ZI Data)			410056 (400.45kB)	
	Total ROM	Size(Code + R0 Data + RW Data)			17994 (17.57kB)	
=====						

```

/* code for armulator*/
#pragma arm section zidata="sram"
int current_y[N][M],current_line[M][B],block[B][B];
#pragma arm section

```

```

//CURRENT_LINE 2o epipedo
for(x=0;x<N/B;x++)
{
    /* For all blocks in the current frame */
    for(j=0;j<M;j++)
    {
        /* Copy data from current to buffer current_line */
        for(i=0;i<B;i++) {
            current_line[i][j]=current_y[B*x+i][j];
        }
    }

//BLOCK 3o epipedo
for(y=0;y<M/B;y++)
{
    for(k=0;k<B;k++) /* Copy data from current to buffer block */
    {
        for(l=0;l<B;l++)
        {
            block[k][l]=current_line[k][B*y+l];
        }
    }

//ypologismos sixnotita fwteinothtas
for(f=0;f<256;f++)
{
    for(k=0;k<B;k++)
    {
        for(l=0;l<B;l++)
        {
            if(block[k][l]==f)
                p[f]=p[f]+1;
        }
        p[f]=p[f]/(N*M);
    }
}

```

We reuse the data we try to decrease the access times in the data matrix , more importantly the data of current_y.

We accomplish that by making smaller matrixes where we insert the temporarily items that we need at the specific time.

Obviously we see a rise of instructions since we added lines of code for the temporarily keeping of the data. We notice degration of cycles comparing the previous stepw where all the data were included in just one big matrix.