ATI STREAM COMPUTING SAMPLE

Sobel Edge Detection Filter

1 Overview

1.1 Location

`$(ATISTREAMSDKSAMPLESROOT)\samples\opencl\cl\app`

1.2 How to Run

See the *Getting Started* guide for how to build samples. You first must compile the sample.

Use the command line to change to the directory where the executable is located. The default executables are placed in `$(ATISTREAMSDKSAMPLESROOT)\samples\opencl\bin\x86` for 32-bit builds and `$(ATISTREAMSDKSAMPLESROOT)\samples\opencl\bin\x86_64\` for 64-bit builds.

Type the following command(s).

1. `SobelFilter`
   This applies Sobel edge detection filter on input image.
2. `SobelFilter -h`
   This prints the help message.

1.3 Command Line Options

Table 1 lists, and briefly describes, the command line options.

Table 1 Command Line Options

Short Form	Long Form	Description
`-h`	`--help`	Shows all command options and their respective meanings.
`-q`	`--quiet`	Quiet mode. Suppresses all text output.
`-e`	`--verify`	Verify results against reference implementation.
`-v`	`--verbose`	Verbose output.
`-t`	`--timing`	Print timing.
	`--device`	Devices on which the program is to be run. Acceptable values are cpu or gpu.

2 Introduction

The Sobel operator is used in image processing, particularly within edge detection algorithms. Technically, it is a discrete differentiation operator, computing an approximation of the gradient of the image intensity function. The Sobel operator is based on convolving the image with a small, separable, and integer-valued filter in both horizontal and vertical directions; thus, it is relatively inexpensive in terms of computations.

Sobel filtering is a three-step process. Two 3×3 filters (often called kernels) are applied separately and independently on every pixel. Figure 1 shows the weights these kernels apply to pixels in the 3×3 region.

Figure 1 Weight Application by Kernels

The idea behind these two filters is to approximate the derivatives in x and y, respectively. The results of these two filters are Dx and Dy.

The final step approximates the gradient magnitude based on the partial derivatives (Dx and Dy) from the previous steps. The gradient magnitude, which is the result of the Sobel Filter S, is:

$$S = \sqrt{Dx^2 + Dy^2}$$

3 Implementation Details

The input buffer is stored in constant buffer to cache neighboring pixel reads. Each work item calculates the Dx and Dy of a pixel by applying 3x3 filters on nine pixels including the pixel itself. The final pixel value is written by calculating the gradient magnitude of the partial derivatives.

4 Bibliography

1. en.wikipedia.org/wiki/Sobel_operator

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