

Image Dehazing On ZYNQ

What Is an Image?

Before beginning image processing, it is essential to comprehend what an image is. Based on the number of pixels, an image's dimensions (height and breadth) serve as a representation. For instance, if an image is 500×400 (width x height), then 200000 pixels make up the entire image.

This pixel is a point on the image that takes on a specific shade, opacity, or color. It is usually represented in one of the following:

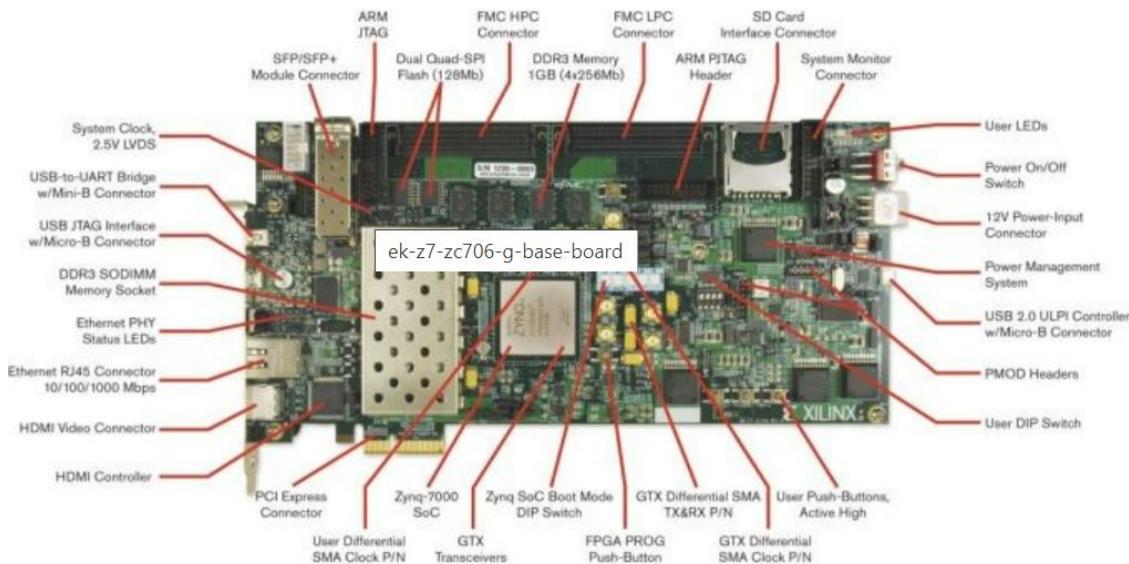
- Grayscale - A pixel is an integer with a value between 0 to 255 (0 is completely black, and 255 is entirely white).
- RGB - A pixel comprises three integers between 0 to 255 (the integers represent the intensity of red, green, and blue).
- RGBA is an extension of RGB with an added alpha field, representing the image's opacity.

The process of converting an image into a digital format and carrying out specific procedures to extract some useful information from it is known as image processing. The image processing system typically interprets all images as 2D signals when implementing specific specified signal processing techniques.

Image processing's primary goal is to convert a physical image into a digital format and apply various operations to create specific models or extract information from the image.

Zynq7000 SoC ZC706 Evaluation Kit:-

The Zynq™ 7000 SoC ZC706 Evaluation Kit includes all the basic components of hardware, design tools, IP, and pre-verified reference designs including a targeted design, enabling a complete embedded processing platform and transceiver based designs including PCIe. The included pre-verified reference designs and industry-standard FPGA Mezzanine Connectors (FMC) allow scaling and customization with daughter cards. Please [check](#) the PetaLinux Software Development Kit page for information on the AMD processing systems.



FEATURES

- Optimized for quickly prototyping embedded applications using Zynq 7000 SoCs
- Hardware, design tools, IP, and pre-verified reference designs
- Demonstrates a embedded design, targeting video pipeline

- Advanced memory interface with
- 1GB DDR3 Component Memory
- 1GB DDR3 SODIM Memory
- Enabling serial connectivity with PCIe Gen2x4, SFP+ and SMA Pairs, USB OTG, UART, IIC
- Supports embedded processing with Dual ARM Cortex-A9 core processors
- Develop networking applications with 10-100-1000 Mbps Ethernet (RGMII)
- Implement Video display applications with HDMI out
- Expand I/O with the FPGA Mezzanine Card (FMC) interface

General Design Flow in Zynq:

Xilinx Folder: <D:\Xilinx>

Image for dehazing: <..\..\Downloads\haze.png>

I. Vivado

- Open Vivado and select Zedboard
- Create a new Vivado Project
- Create an empty block design workspace inside the new project
- Add required IP blocks using the IP integrator tool and build Hardware Design
- Validate and save block design
- Create HDL system wrapper
- Run design Synthesis and Implementation
- Generate Bit File
- Export Hardware Design, including the generated bitstream file, to the SDK tool

Launch SDK

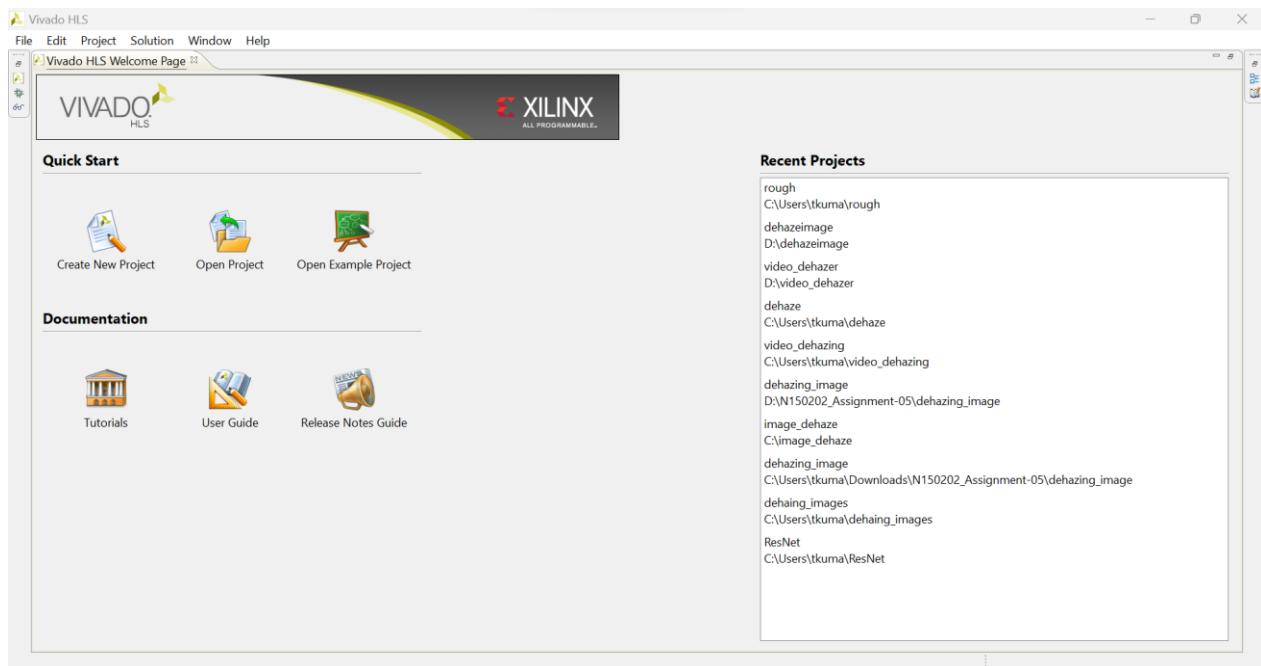
Now the Hardware design is exported to the SDK tool. The Vivado to SDK hand-off is done internally through Vivado. We will use SDK to create a Software application that will use the customized board interface data and FPGA hardware configuration by importing the hardware design information from Vivado.

II. SDK

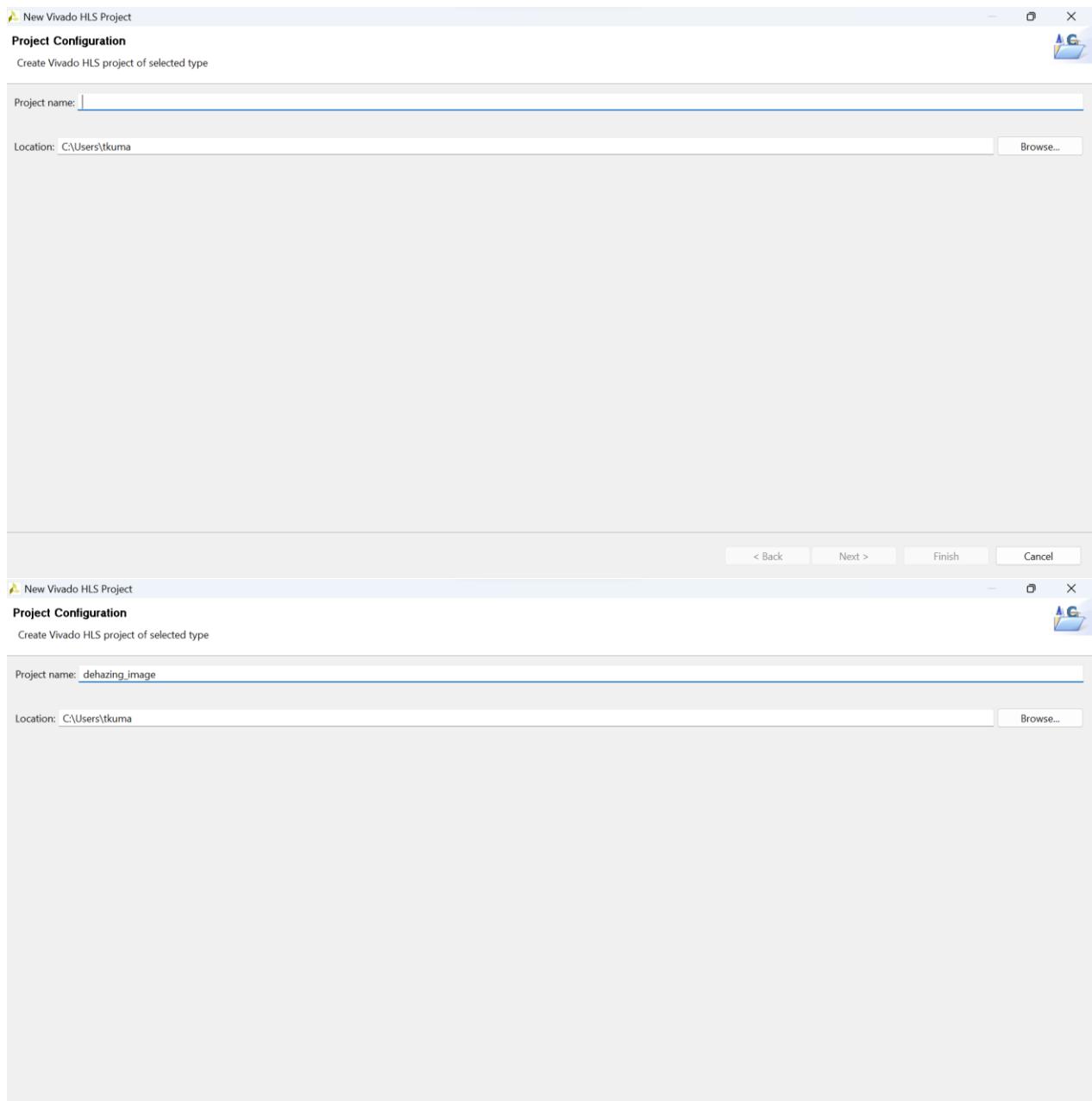
- Create a new application project and select the default Hello World template
- Program FPGA and run the application

▼ **BOARD USED:** ZYNQ 7000 ZC706

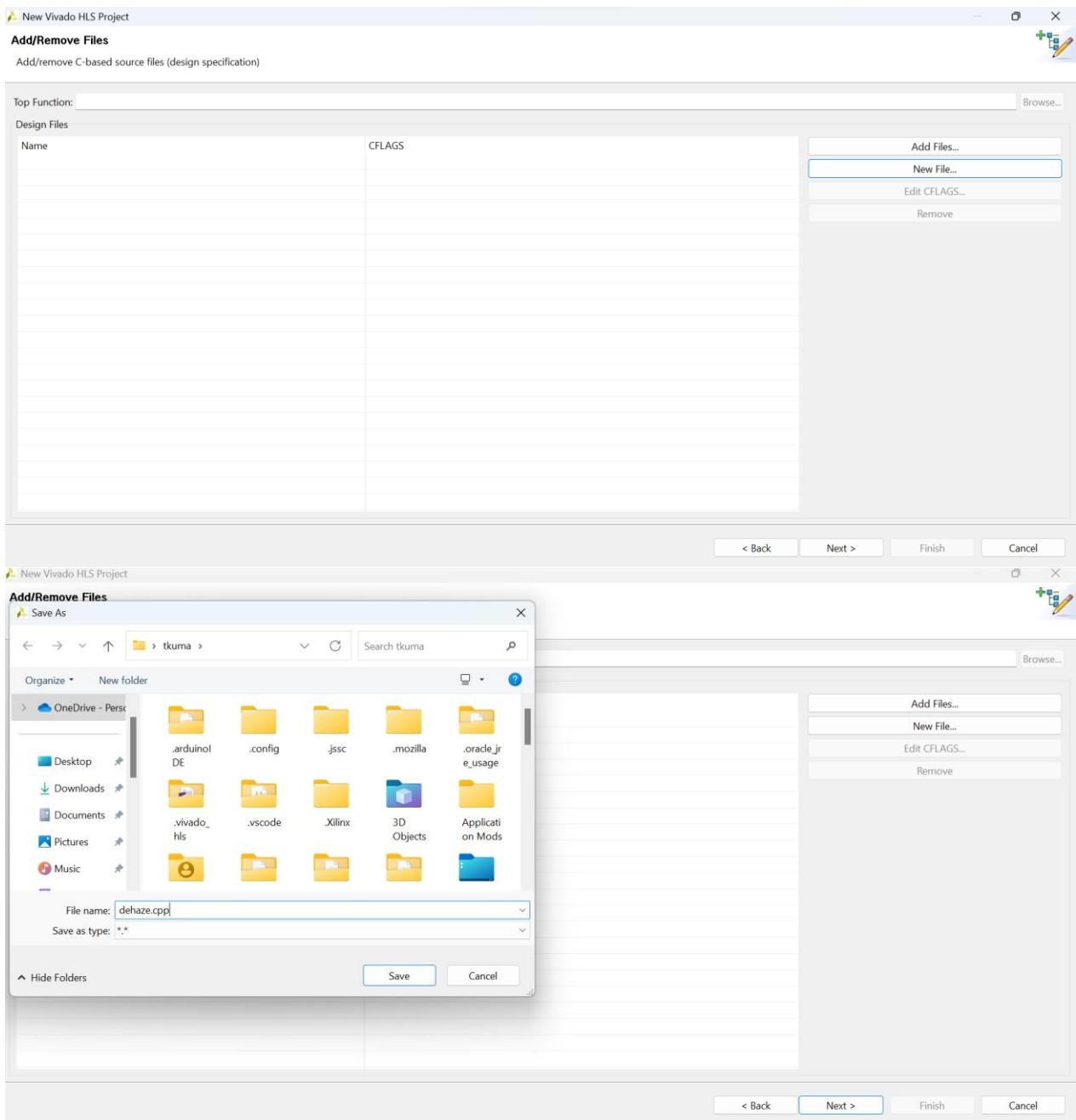
1. Step-1: Open the **Vivado HLS** on your pc and click on create new project.

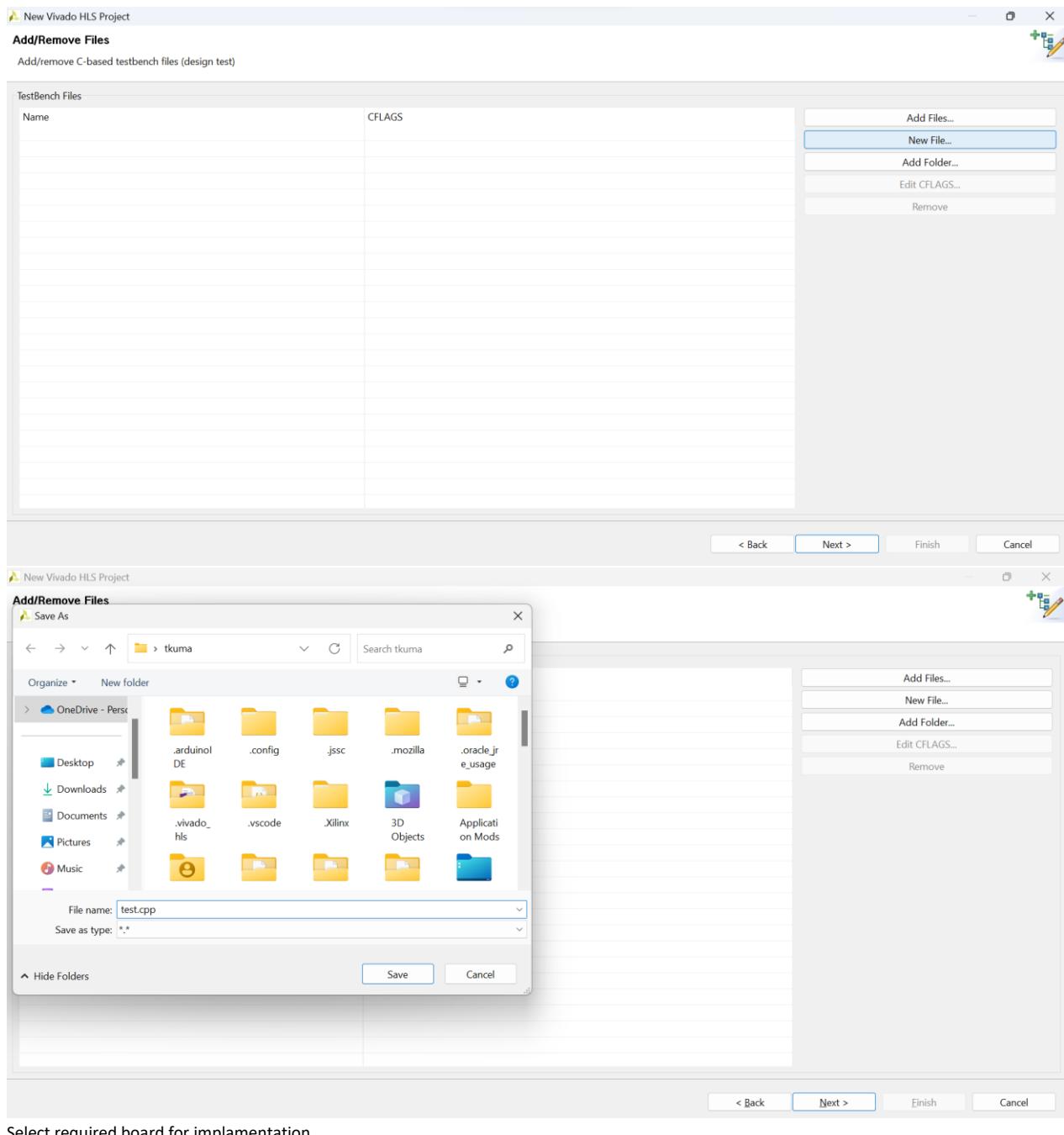


Then give a name to the project

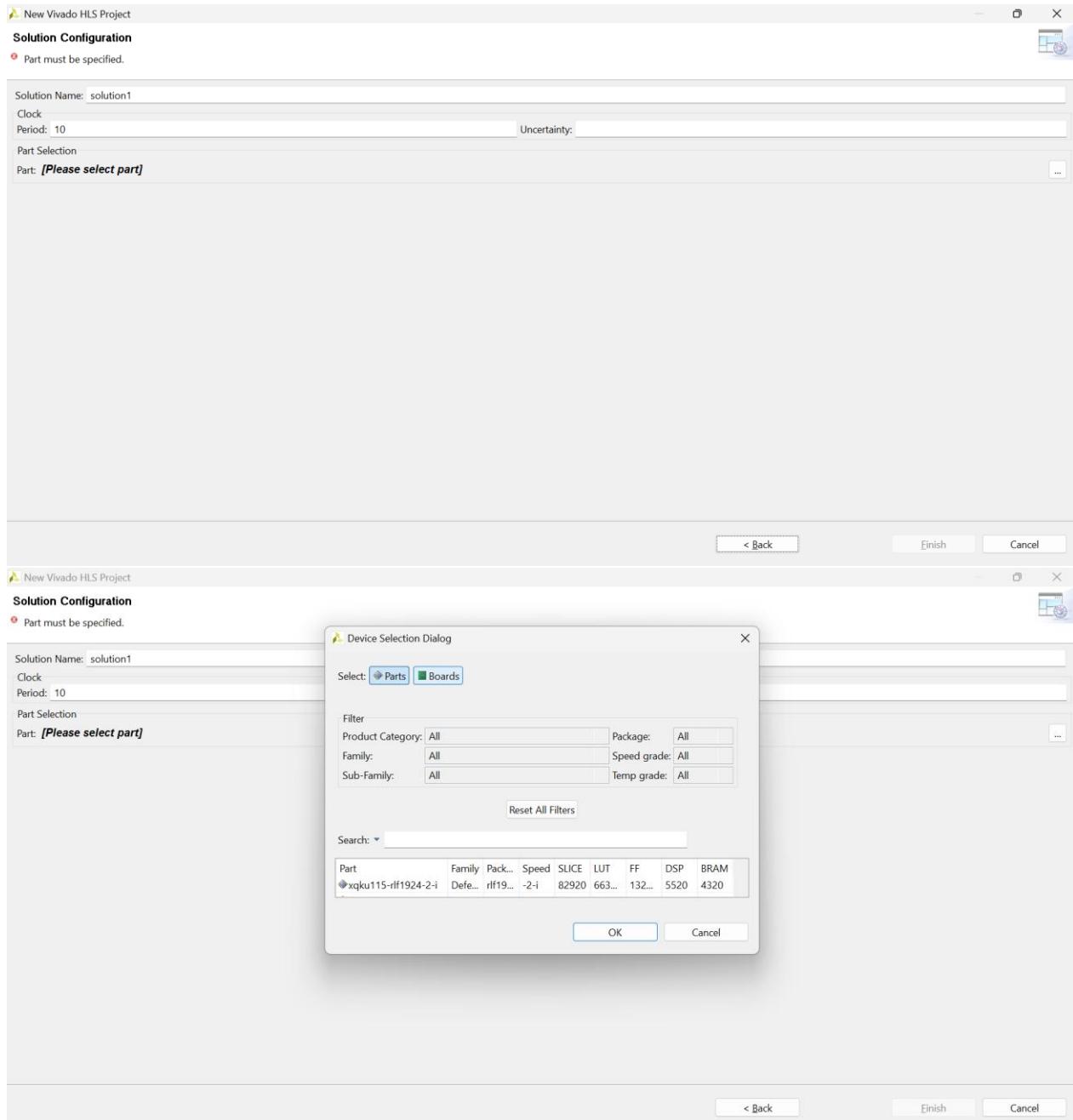


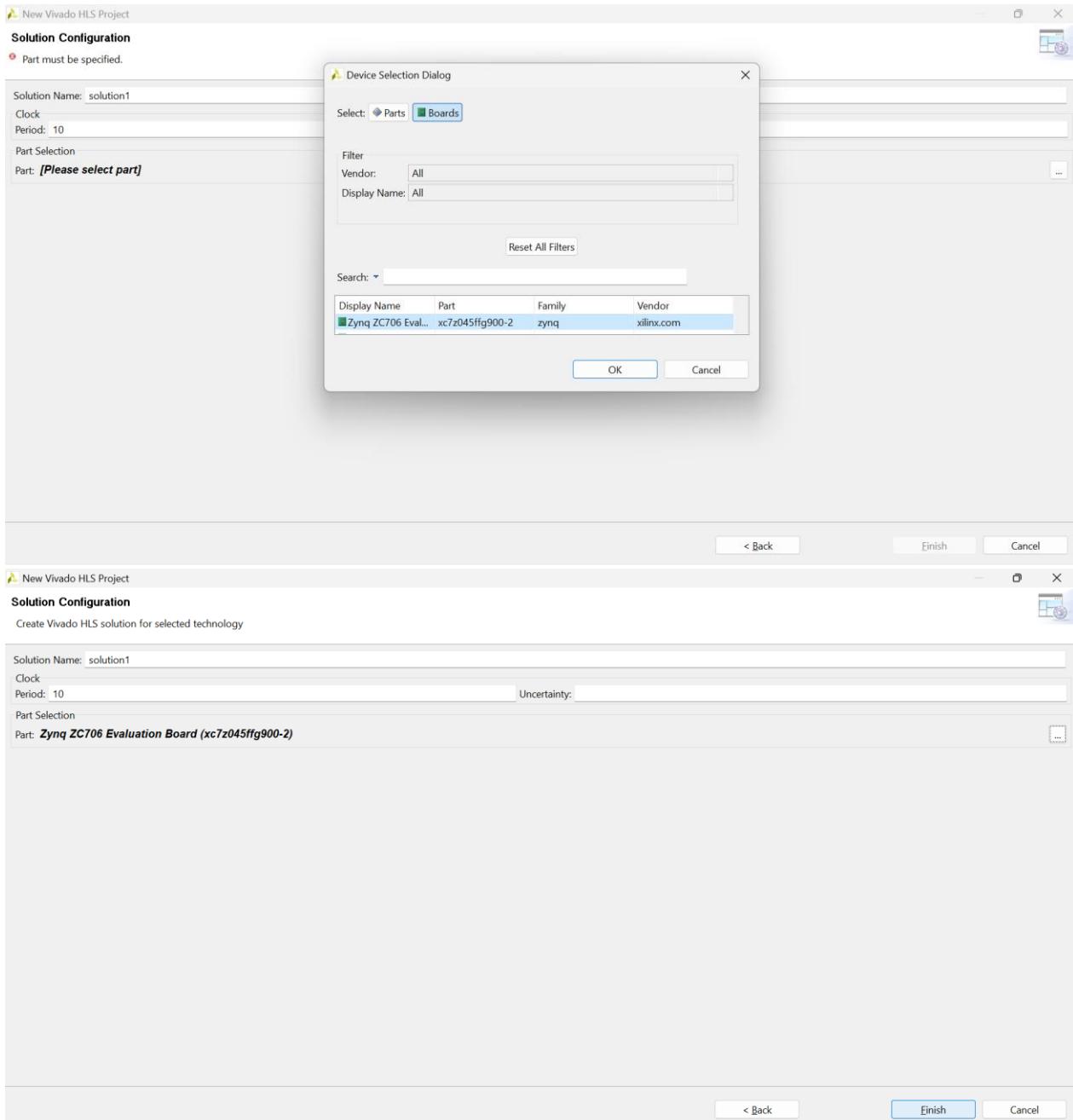
Assign the Top function and Testbench functions.





Select required board for implementation





Then write the code for the project

Here for image dehazing, we have used Dark Channel Prior Method

Here is the step wise explaination

1. Dark Channel Computation:

- Compute the dark channel of a hazy image. The dark channel is obtained by finding the minimum pixel value in a local neighborhood across each channel of the image. It represents areas with low intensity or minimal haze.

2. Atmospheric Light Estimation:

- Estimate the atmospheric light, which represents the maximum intensity of light in the hazy scene. This can be done by finding the maximum pixel value across all channels of the hazy image.

3. Transmission Map Estimation:

- Calculate the transmission map, which describes the relative haze thickness at each pixel. The transmission map is estimated based on the dark channel and atmospheric light using a dehazing model.

4. Haze Removal:

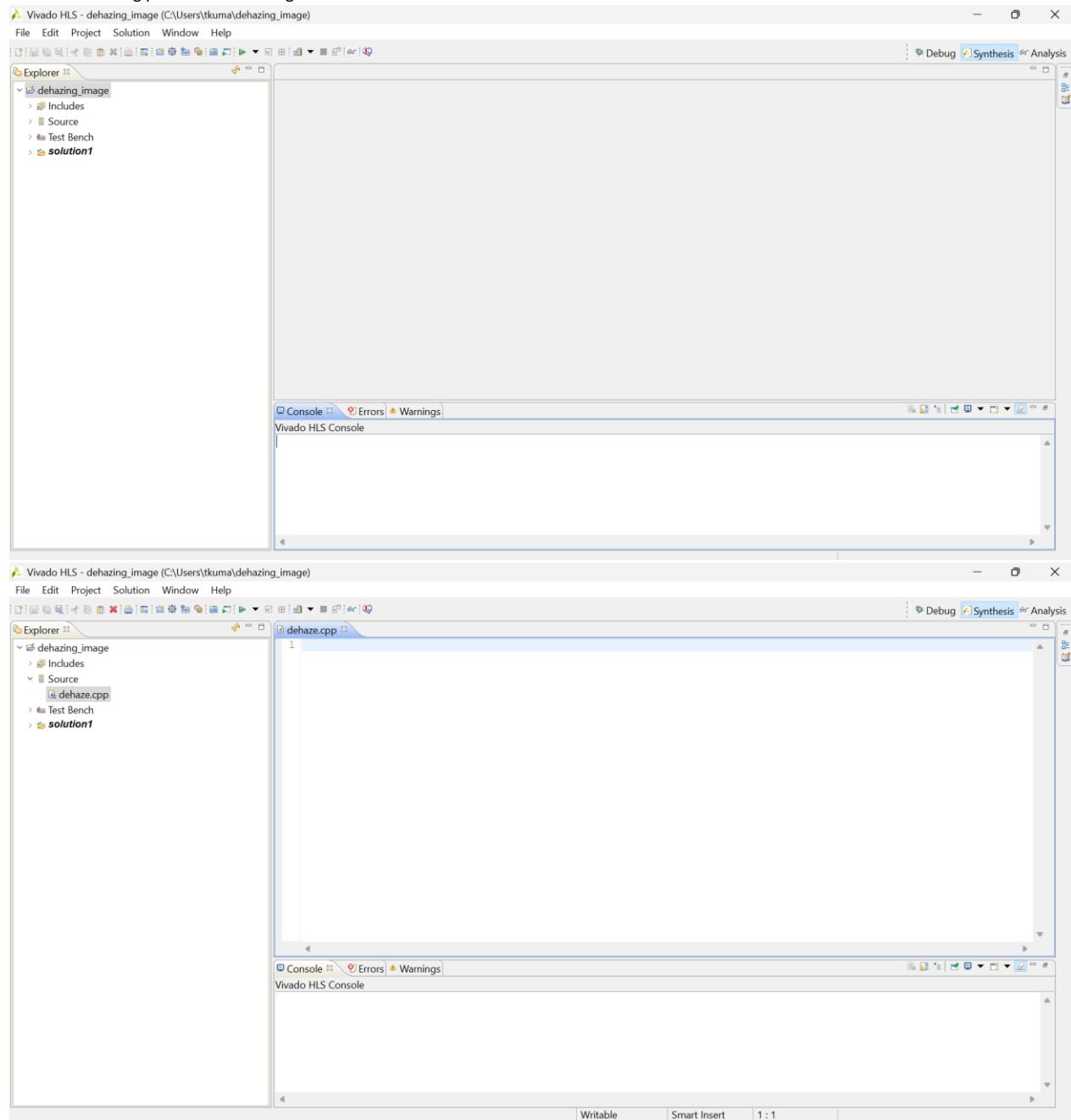
- Remove the haze from the hazy image using the estimated transmission map. This step involves applying a dehazing algorithm to recover the haze-free scene.

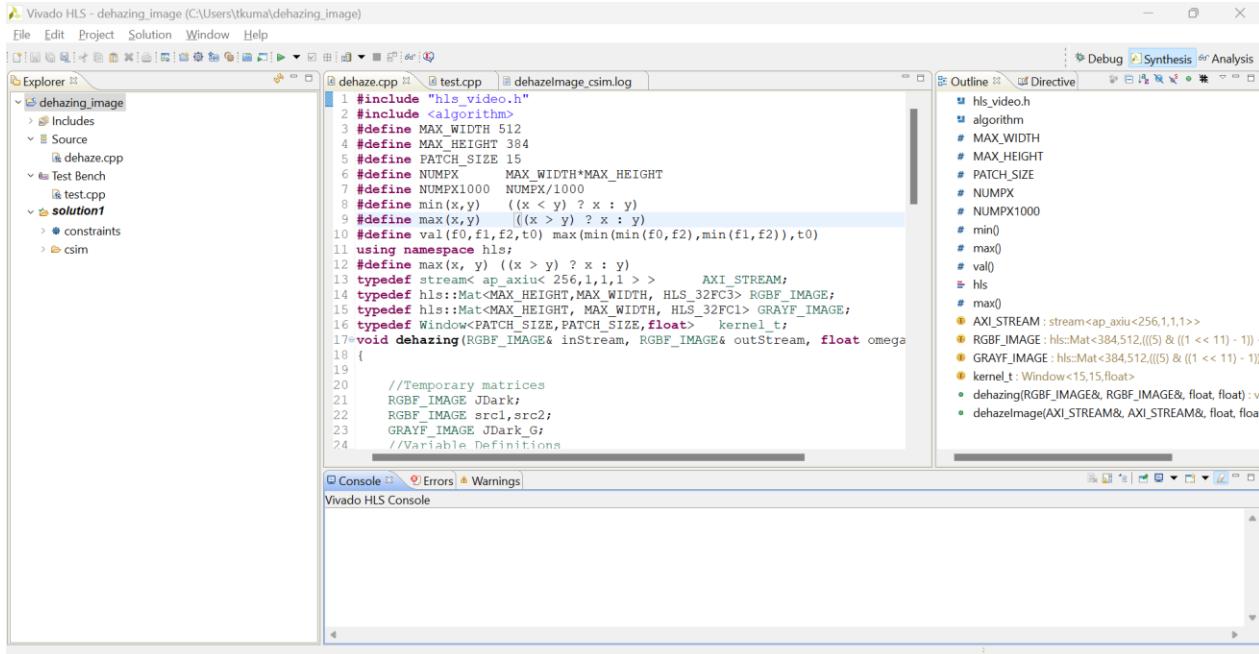
5. Output:

- The result is a dehazed image, which should have reduced or eliminated the atmospheric haze, revealing clearer and more detailed information in the scene.

It's important to note that the Dark Channel Prior is one of the popular techniques for image dehazing, but there are other methods as well, each with its strengths and weaknesses.

Here is the coding part of the dehazing





Code for dehaze.cpp:

```
#include "hls_video.h"
#include <algorithm>
#define MAX_WIDTH 512
#define MAX_HEIGHT 384
#define PATCH_SIZE 15
#define NUMPX      MAX_WIDTH*MAX_HEIGHT
#define NUMPX1000  NUMPX/1000
#define min(x,y)  ((x < y) ? x : y)
#define max(x,y)  ((x > y) ? x : y)
#define val(f0,f1,f2,t0) max(min(min(f0,f2),min(f1,f2)),t0)
using namespace hls;
#define max(x, y) ((x > y) ? x : y)
typedef stream< ap_axiu< 256,1,1,1 >>          AXI_STREAM;
typedef hls::Mat<MAX_HEIGHT,MAX_WIDTH, HLS_32FC3> RGBF_IMAGE;
typedef hls::Mat<MAX_HEIGHT, MAX_WIDTH, HLS_32FC1> GRAYF_IMAGE;
typedef Window<PATCH_SIZE,PATCH_SIZE,float> kernel_t;
void dehazing(RGBF_IMAGE& inStream, RGBF_IMAGE& outStream, float omega, float t0)
{
    //Temporary matrices
    RGBF_IMAGE JDARK;
    RGBF_IMAGE SRC1,SRC2;
    GRAYF_IMAGE JDARK_G;
    //Variable Definitions
    int i;

    Duplicate (inStream,SRC1,SRC2);
    //Erode Image
    kernel_t kernel;
    Point<int> anchor((PATCH_SIZE+1)/2,(PATCH_SIZE+1)/2);
    morph_opr<erode_kernel,BORDER_REPLICATE,MORPH_RECT,1>(SRC1,JDARK,kernel,anchor);

    GRAYF_IMAGE JDARK_R,JDARK_G,JDARK_B,tmp;

    Split(JDARK,JDARK_R,JDARK_G,JDARK_B);

    Max(JDARK_R,JDARK_G,tmp);
}
```

```

Max(JDarkB,tmp,JDark_G);
//Taking atmosphere as 1
//For now JDARK1 is JDARK since Atmosphere is 1
GRAYF_IMAGE Omega,OmegaJDARK,transmission;

Scalar<1,float> one(1);

Scalar<3,float> atmos(1.0,1.0,1.0),im; //Atmosphere is 1

Scalar<1,float> OmegaS(omega);

Set(OmegaS,Omega);
Mul(Omega,JDARK_G,OmegaJDARK); //Omega*JDARK
SubRS(OmegaJDARK,one,transmission); //Transmission= 1- Omega*JDARK

Scalar<1,float> temp; //Scalar to hold the pixels
float value; //To store transmission values

for (i=0;i < NUMPX; ++i){
    transmission >> temp;
    src2 >> im;
    value = max(temp.val[0],t0);
    outStream << (atmos+ ((im-atmos)/value));
}
}

void dehazeImage(AXI_STREAM& input, AXI_STREAM& output, float t, float w) {
#pragma HLS INTERFACE axis port=input
#pragma HLS INTERFACE axis port=output
#pragma HLS INTERFACE s_axilite port=t bundle=control
#pragma HLS INTERFACE s_axilite port=w bundle=control
#pragma HLS INTERFACE s_axilite port=return bundle=control
    RGBF_IMAGE input_img;
    RGBF_IMAGE output_img;
#pragma HLS dataflow
    AXIVideo2Mat(input, input_img);
    dehazing(input_img, output_img, w, t);
    Mat2AXIVideo(output_img, output);
}

```

The screenshot shows the Vivado HLS IDE interface. The main window displays the C++ source code for 'dehaze.cpp'. The code implements a dehazing algorithm using OpenCV and AXI_STREAM interfaces. The 'Outline' panel on the right shows the generated HLS code, which includes declarations for MAX_WIDTH, MAX_HEIGHT, PATCH_SIZE, NUMPX, and NUMPX1000, along with definitions for AXI_STREAM, RGBF_IMAGE, GRAYF_IMAGE, kernel_t, and dehazeImage. The 'Synthesis' tab is selected in the top right corner.

Code for testbench:

```
#include "hls_video.h"
#include "hls_opencv.h"
#include <algorithm>
#include <opencv2/opencv.hpp>
#include "opencv2/highgui/highgui.hpp"
using namespace hls;
using namespace cv;
#define MAX_WIDTH 512
#define MAX_HEIGHT 384
#define PATCH_SIZE 15
#define NUMPX      MAX_WIDTH*MAX_HEIGHT
#define NUMPX1000 NUMPX/1000
typedef hls::stream< ap_axiu< 256,1,1,1 > >          AXI_STREAM;
typedef hls::Mat<MAX_HEIGHT,MAX_WIDTH, HLS_32FC3> RGBF_IMAGE;
typedef hls::Mat<MAX_HEIGHT, MAX_WIDTH, HLS_32FC1> GRAYF_IMAGE;
typedef Window<PATCH_SIZE,PATCH_SIZE,float> kernel_t;
extern void dehazeImage(AXI_STREAM& input, AXI_STREAM& output, float t,float w);
int main(){
    float t=0.1;
    float w=0.75;
    printf("t,w\n");
    //Read Image
    cv::Mat instream_rgb = cv::imread("C:\\\\Users\\\\tkuma\\\\Downloads\\\\haze.png");
    printf("1,2,3..\n");
    //Convert to floating point
    cv::Mat instream_rgbf;
    printf("4\n");
    instream_rgb.convertTo(instream_rgbf,CV_32F, 1.0/255);
    printf("5\n");
    //Convert to HLS Mat
    RGBF_IMAGE instream_hls;
    printf("6\n");
    cvMat2hlsMat(instream_rgbf,instream_hls);
    printf("7\n");
    //Process the Image
    RGBF_IMAGE outstream_image;
    AXI_STREAM input_image;
    AXI_STREAM output_image;
    Mat2AXIvideo(instream_hls,input_image);
    printf("8\n");
    dehazeImage(input_image,output_image,t,w);
    printf("9\n");
    AXIvideo2Mat(output_image,outstream_image);
    //Convert to CV Mat
    printf("10\n");
    cv:: Mat outstream_rgbf(MAX_HEIGHT,MAX_WIDTH,CV_32FC3);
    printf("11\n");
    hlsMat2cvMat(outstream_hls,outstream_rgbf);
    //Convert to Integer
    printf("12\n");
    cv::Mat outstream_rgb(MAX_HEIGHT,MAX_WIDTH,CV_8UC3);
    printf("13\n");
    outstream_rgbf.convertTo(outstream_rgb,CV_8U,255);
    printf("14\n");
    //Show Image
    cv::namedWindow("Final",cv:: WINDOW_NORMAL);
    printf("15\n");
    cv::imshow("Final",outstream_rgb);
    printf("16\n");
    cv::waitKey(0);
```

```

        return 0;
    }
}

```

After coding the required logic, Set the dehazeImage as top module for synthesis.

The screenshot shows the Vivado HLS interface with two main windows. The top window displays the C++ source code for 'dehaze.cpp' and 'test.cpp'. The bottom window shows the 'Synthesis Settings' dialog box, which is used to configure the synthesis process. The 'Top Function:' field is empty, and the 'Synthesis C/C++ Source Files' table contains one entry: 'dehaze.cpp' under the 'Source' category. The 'CFLAGS' column is empty. The dialog has 'OK' and 'Cancel' buttons at the bottom. The background shows the Vivado HLS Explorer and Outline panes.

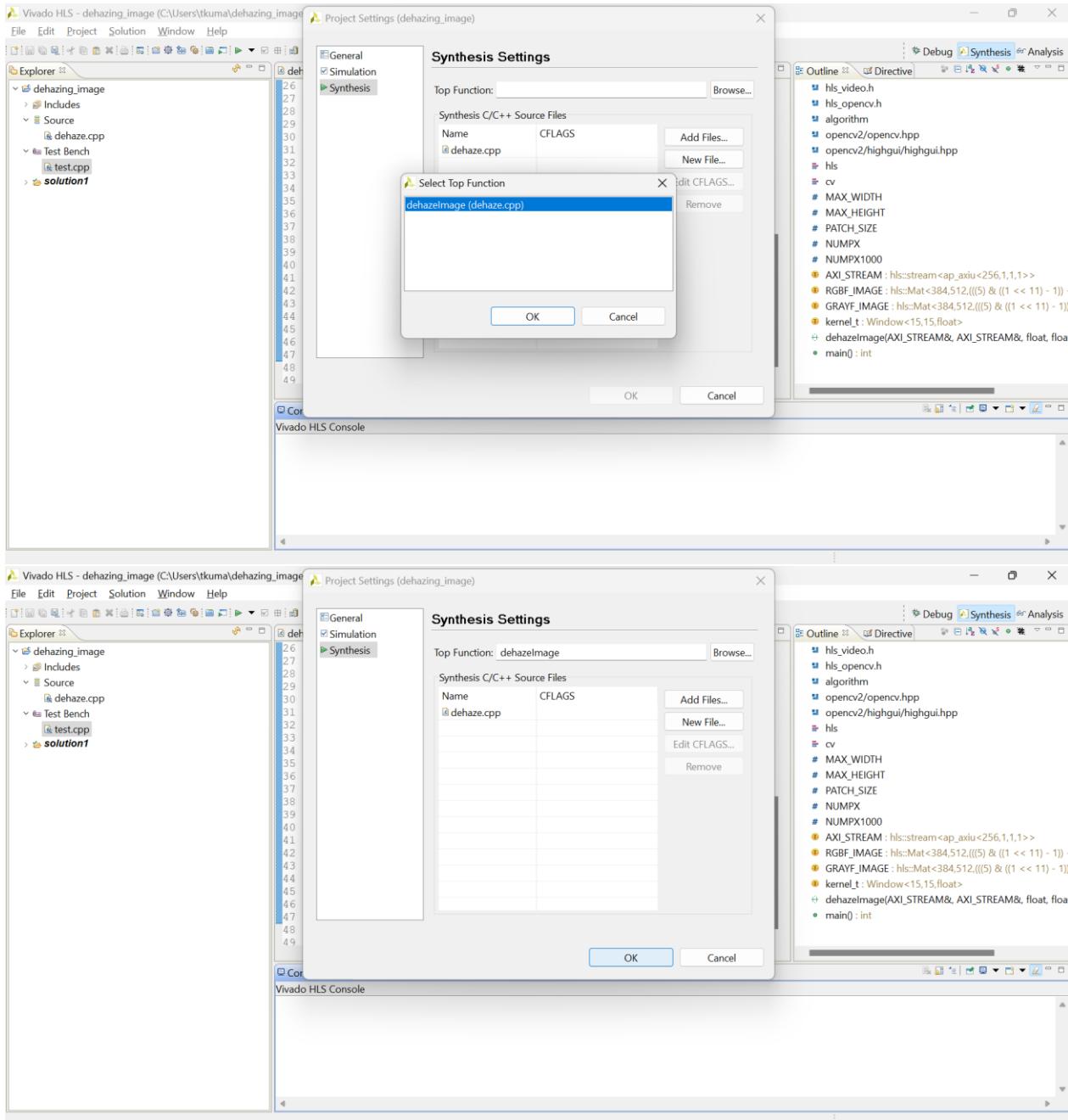
```

26 //Convert to HLS Mat
27 RGBF_IMAGE instream_hls;
28 cvMat2hlsMat(instream_rgbf,instream_hls);
29 //Process the Image
30 AXI_STREAM outstream_hls;
31 AXI_STREAM input_image;
32 AXI_STREAM output_image;
33 Mat2AXIVideo(instream_hls,input_image);
34 dehazeImage(input_image,output_image,t,w);
35 AXIVideo2Mat(output_image,outstream_hls);
36 //Convert to CV Mat
37 cv:: Mat outstream_rgbf(MAX_HEIGHT,MAX_WIDTH,CV_32FC3);
38 hlsMat2cvMat(outstream_hls,outstream_rgbf);
39 //Convert to Integer
40 cv::Mat outstream_rgb(MAX_HEIGHT,MAX_WIDTH,CV_8UC3);
41 outstream_rgbf.convertTo(outstream_rgb,CV_8U,255);
42 //Show Image
43 cv::namedWindow("Final",cv:: WINDOW_NORMAL);
44 cv::imshow("Final",outstream_rgb);
45 cv::waitKey(0);
46 return 0;
47 }
48
49

```

Synthesis Settings

Name	CFLAGS
dehaze.cpp	



Vivado HLS - dehazing_image (C:\Users\tkuma\dehazing_image)

File Edit Project Solution Window Help

Explorer Run C Synthesis.cpp test.cpp

```

26 //Convert to HLS Mat
27 RGBF_IMAGE instream_hls;
28 cvMat2hlsMat(instream_rgbf,instream_hls);
29 //Process the Image
30 RGBF_IMAGE outstream_hls;
31 AXI_STREAM input_image;
32 AXI_STREAM output_image;
33 Mat2AXIVideo(instream_hls,input_image);
34 dehazeImage(input_image,output_image,t,w);
35 AXIVideo2Mat(output_image,outstream_hls);
36 //Convert to CV Mat
37 cv:: Mat outstream_rgbf(MAX_HEIGHT,MAX_WIDTH,CV_32FC3);
38 hlsMat2cvMat(outstream_hls,outstream_rgbf);
39 //Convert to Integer
40 cv::Mat outstream_rgb(MAX_HEIGHT,MAX_WIDTH,CV_8UC3);
41 outstream_rgbf.convertTo(outstream_rgb,CV_8U,255);
42 //Show Image
43 cv::namedWindow("Final",cv:: WINDOW_NORMAL);
44 cv::imshow("Final",outstream_rgb);
45 cv::waitKey(0);
46 return 0;
47 }
48
49

```

Console Errors Warnings Vivado HLS Console

Writable Smart Insert 2 : 20

Vivado HLS - dehazing_image (C:\Users\tkuma\dehazing_image)

File Edit Project Solution Window Help

Explorer dehaze.cpp test.cpp dehazelimage_csim.log Synthesis(solution1)

Synthesis Report for 'dehazelImage'

General Information

- Date: Thu Jul 20 10:34:46 2013
- Version: 2016.2 (Build 1577090 on Thu Jun 02 16:59:10 MDT 2016)
- Project: dehazing_image
- Solution: solution1
- Product family: zynq
- Product device: xc7z045fg900-2

Performance Estimates

Timing (ns)

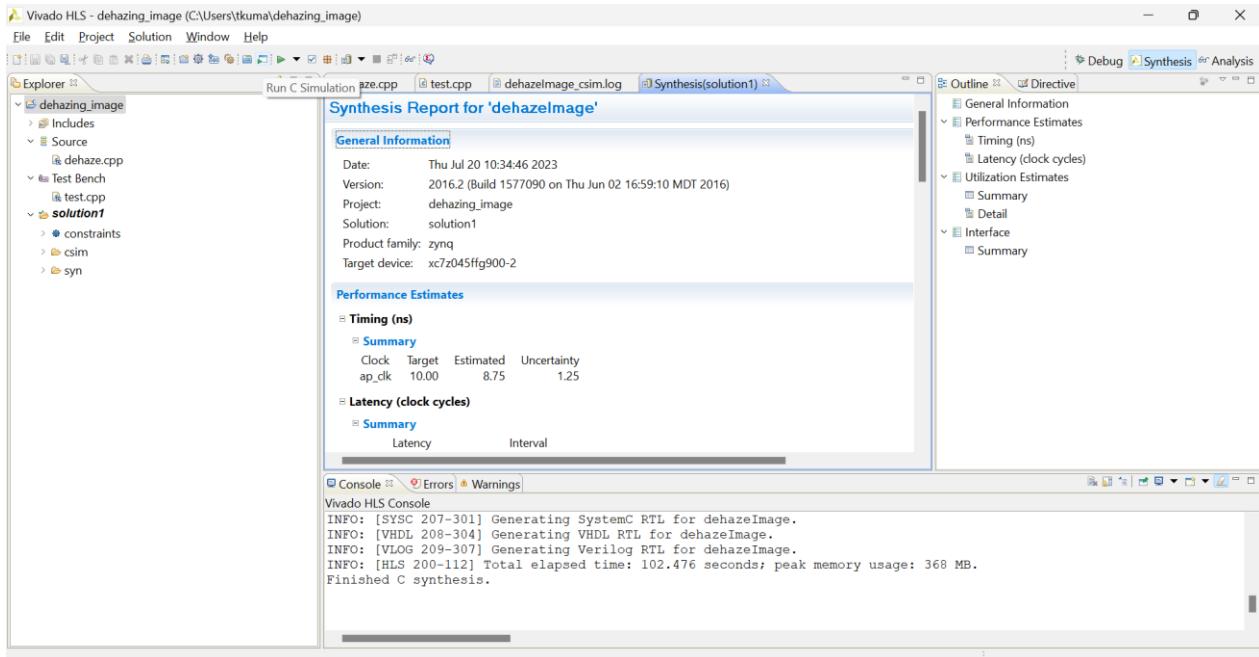
Clock	Target	Estimated	Uncertainty
ap_clk	10.00	8.75	1.25

Latency (clock cycles)

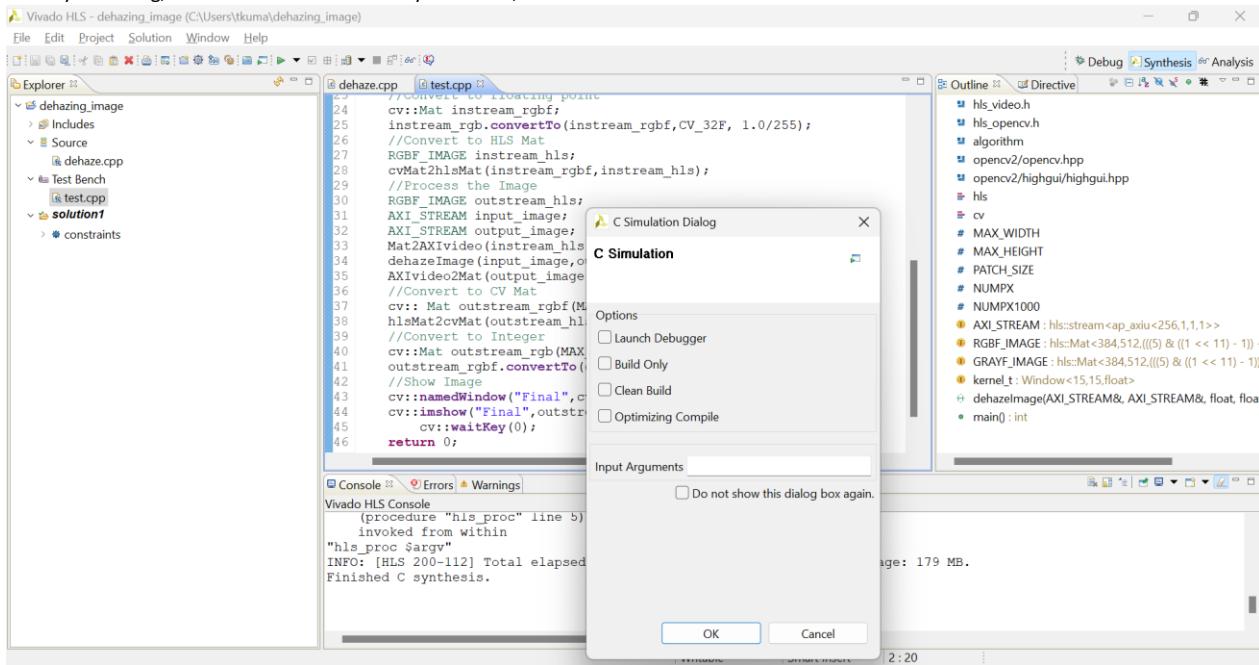
Summary	Latency	Interval
---------	---------	----------

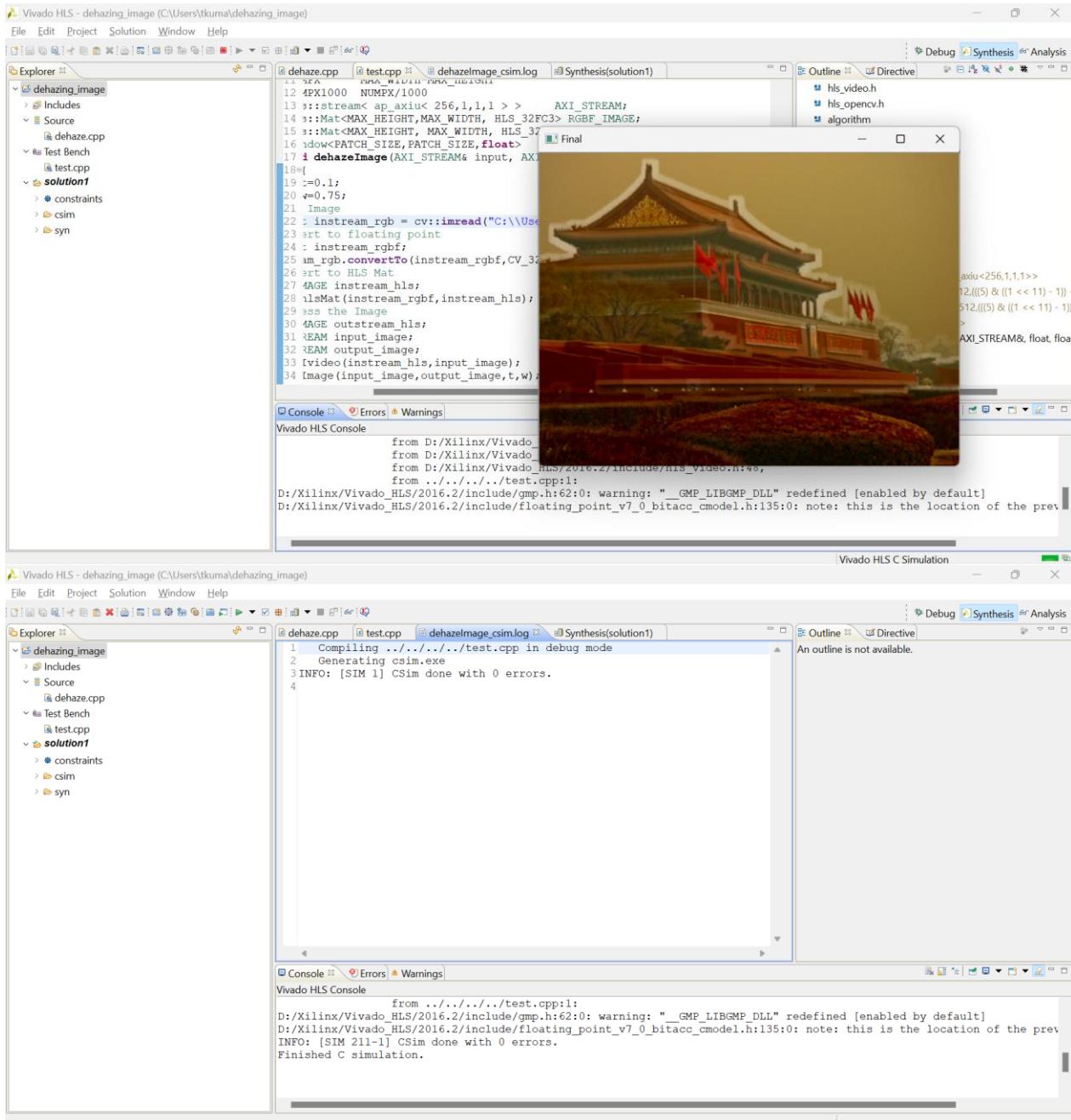
Console Errors Warnings Vivado HLS Console

INFO: [SYSC 207-301] Generating SystemC RTL for dehazelImage.
INFO: [VHDL 208-304] Generating VHDL RTL for dehazelImage.
INFO: [VLOG 209-307] Generating Verilog RTL for dehazelImage.
INFO: [HLS 200-112] Total elapsed time: 102.476 seconds; peak memory usage: 368 MB.
Finished C synthesis.



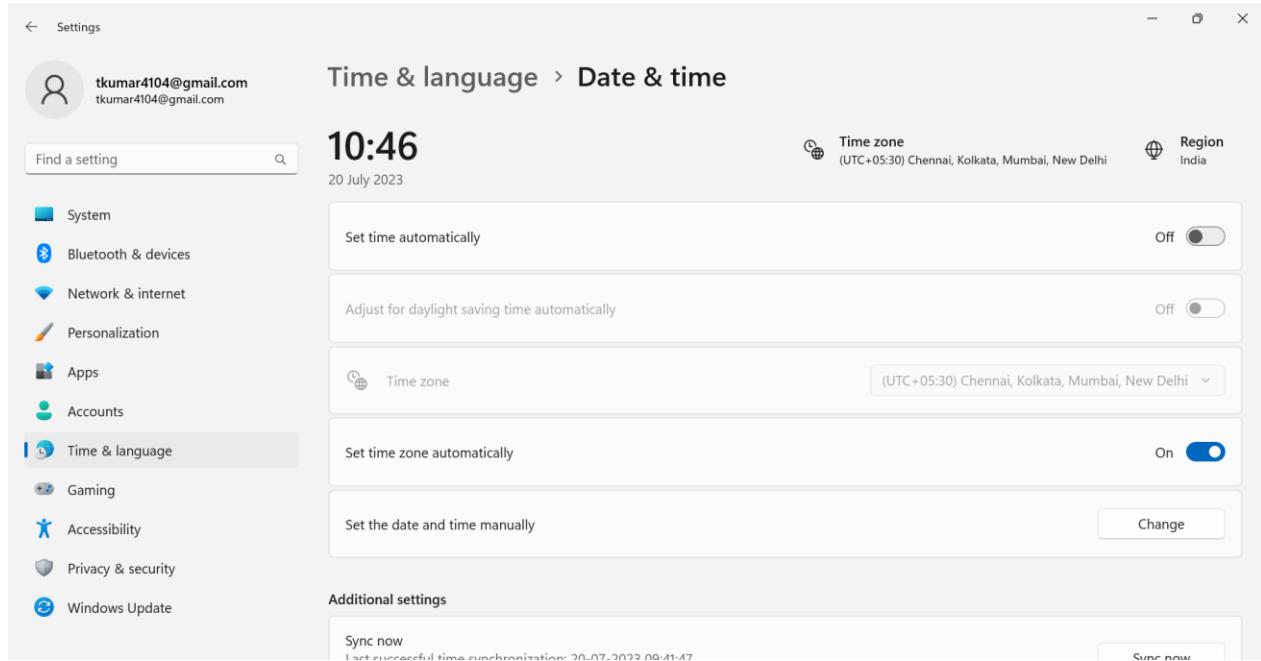
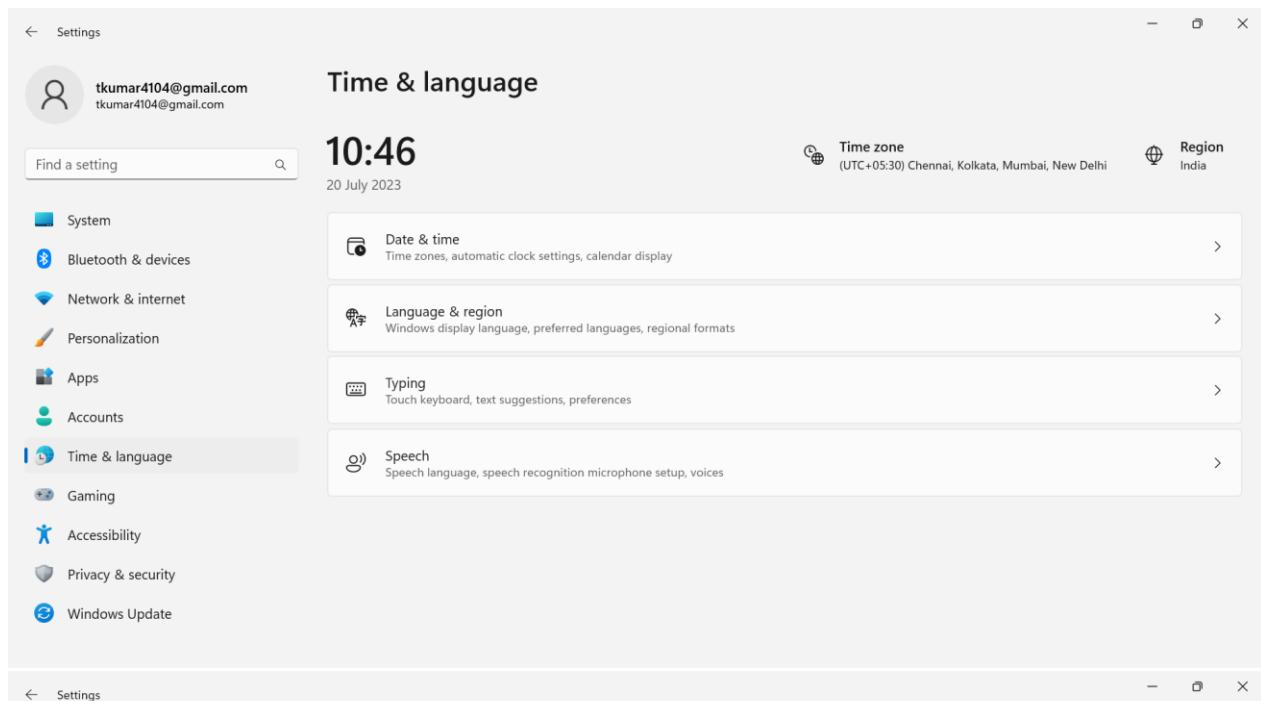
After synthesizing, check for the results to verify our result, for that click on run simulation.

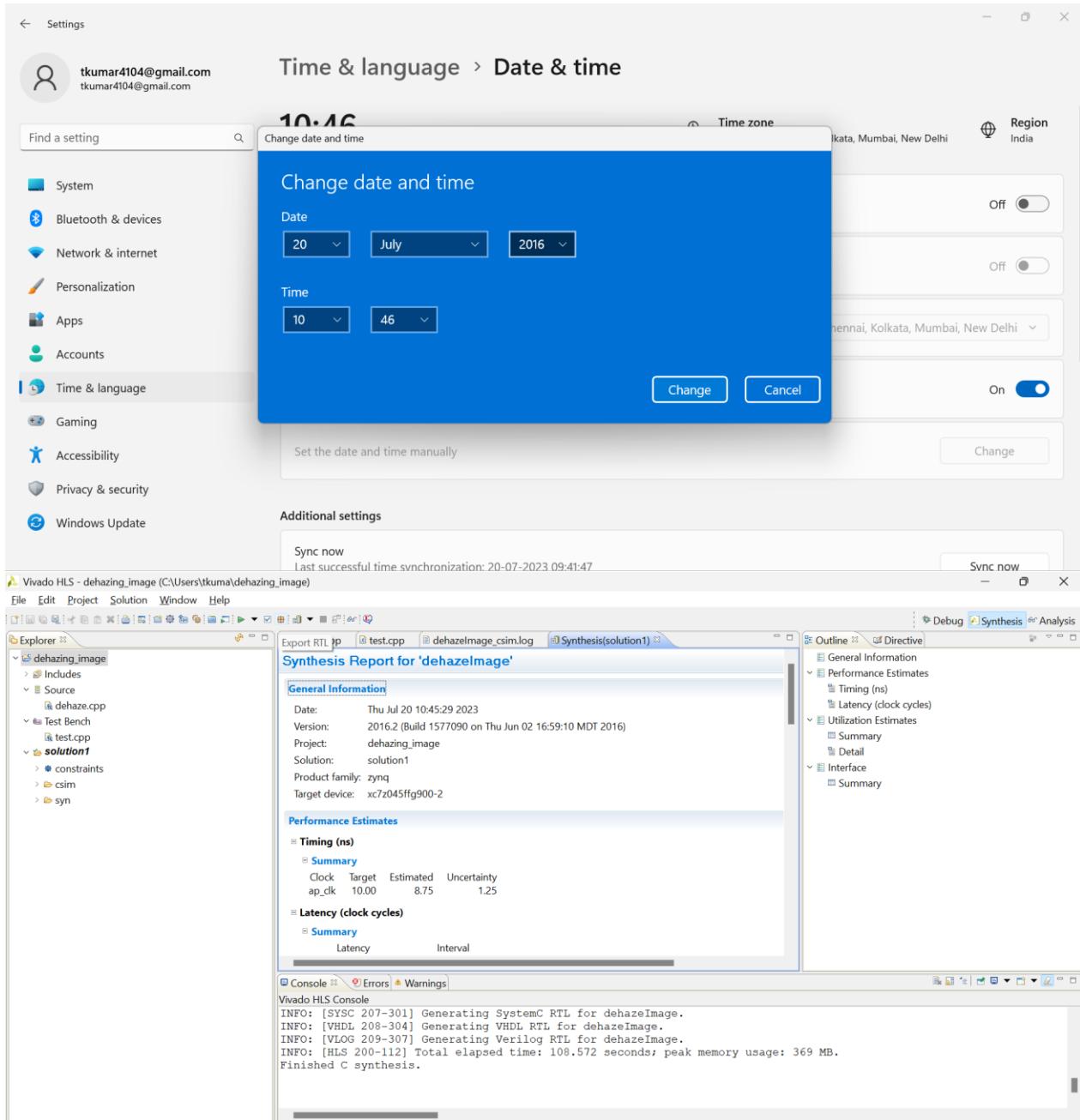


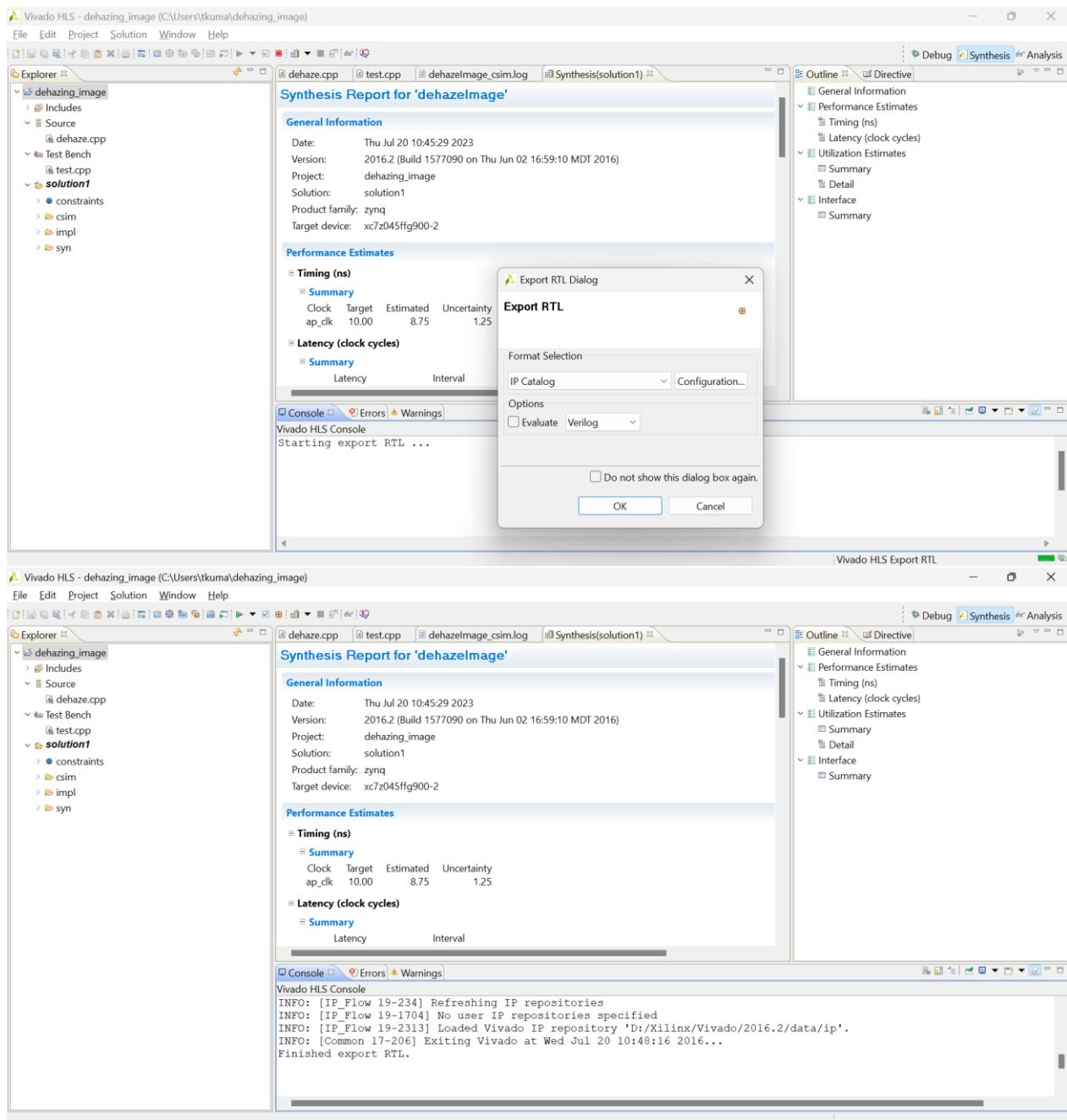


The reason for White boundary layer is absence of preprocessing image

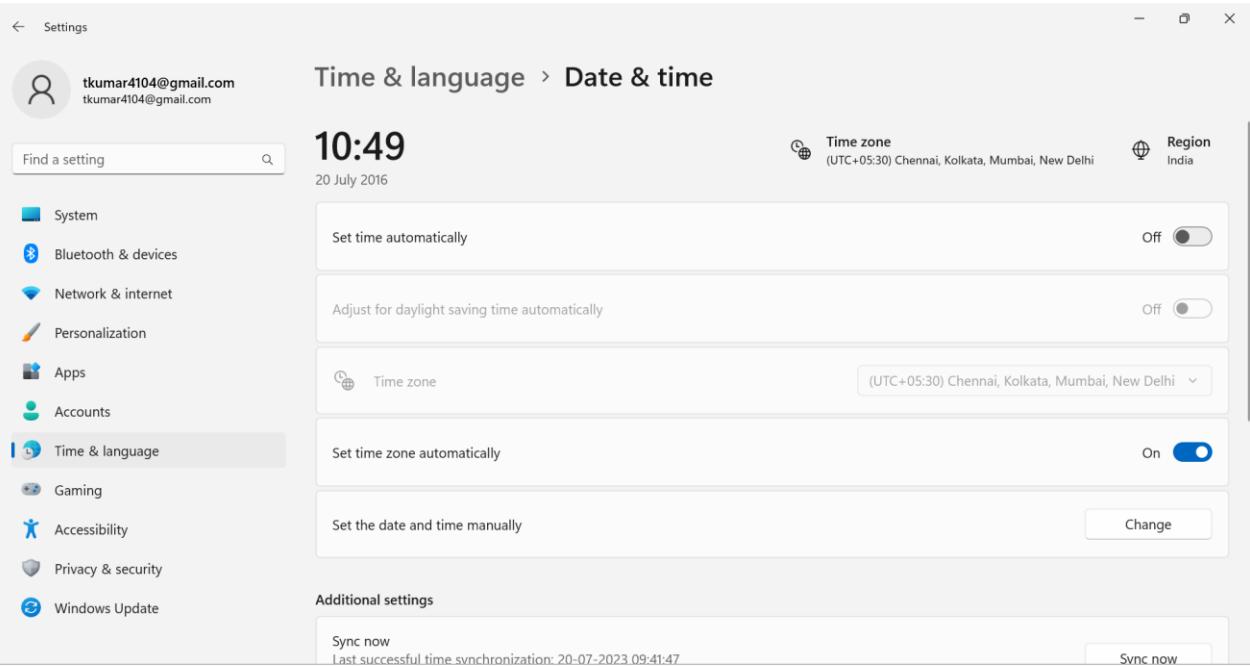
Before Exporting the code into IP, we have changed the system time to 2016, because the libraries, that help In exporting have copyroght issue upto 2016.



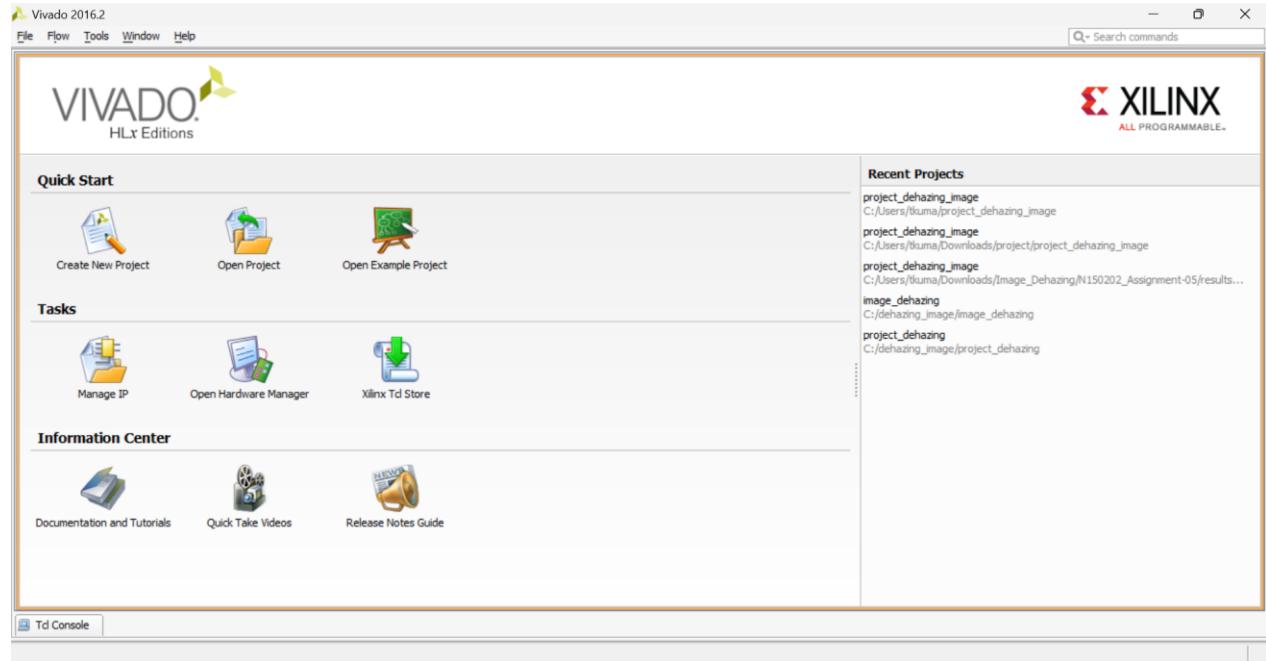


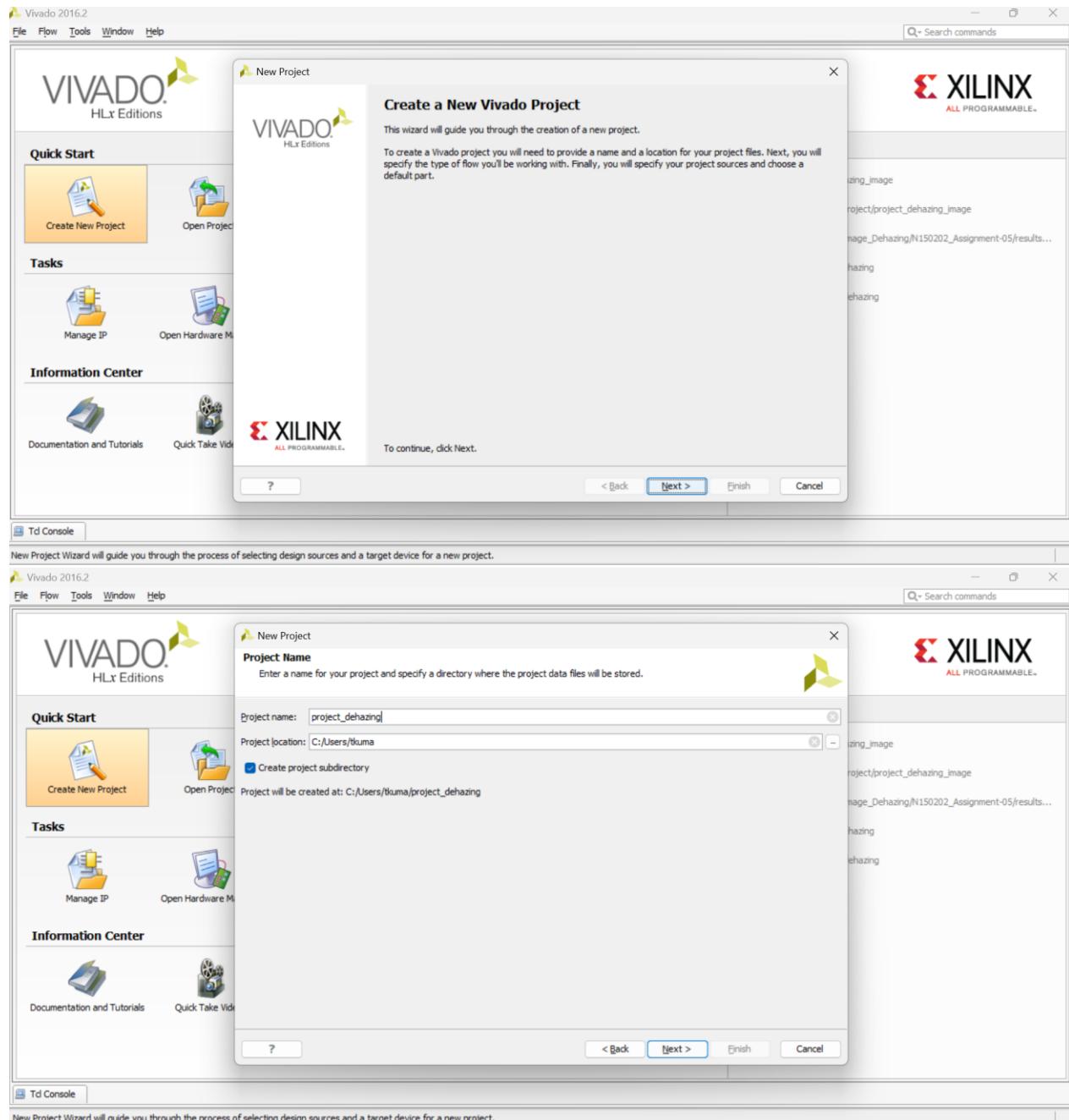


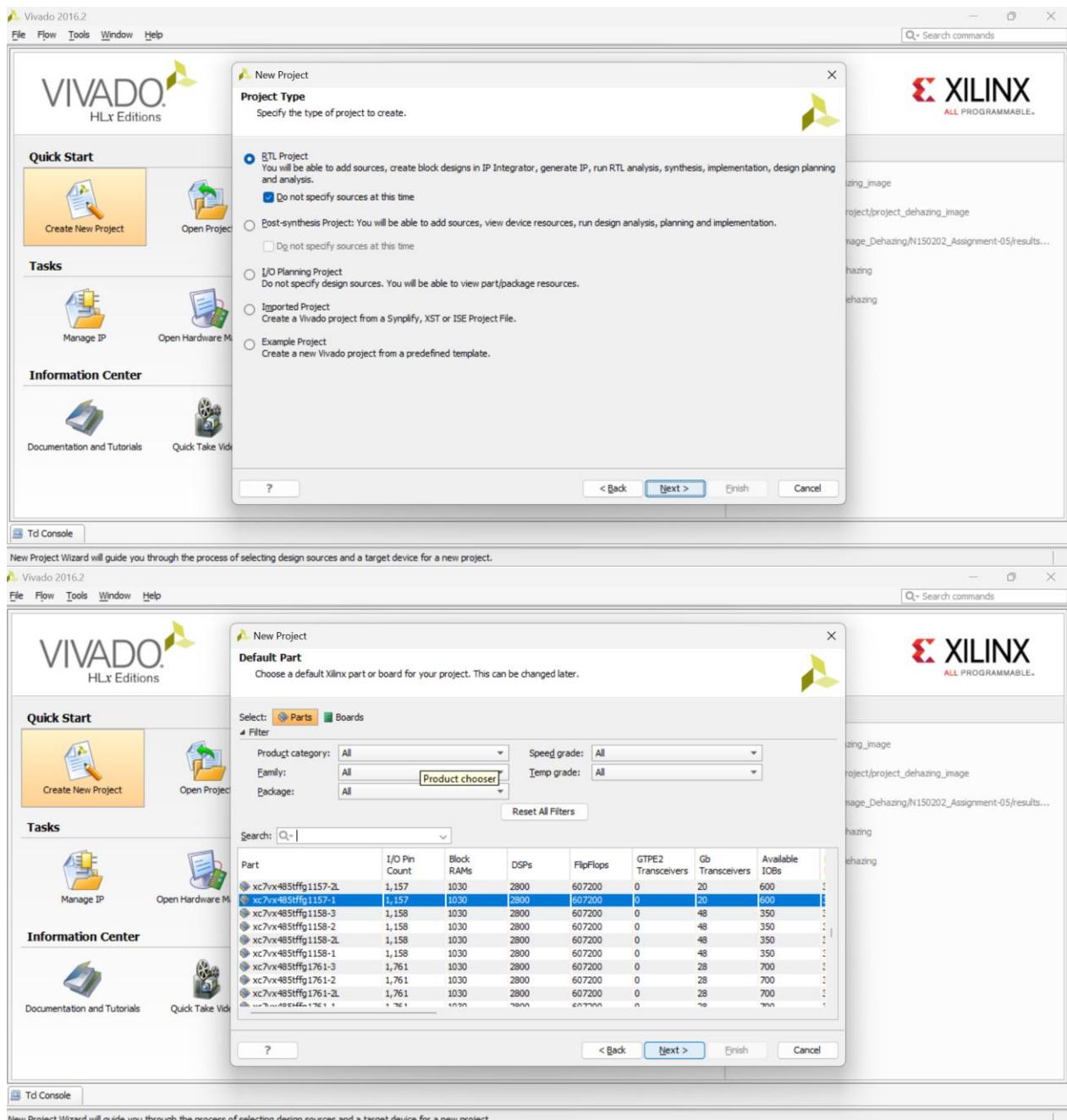
After exporting the code into IP, we have updated the time so that our license is valid for vivado

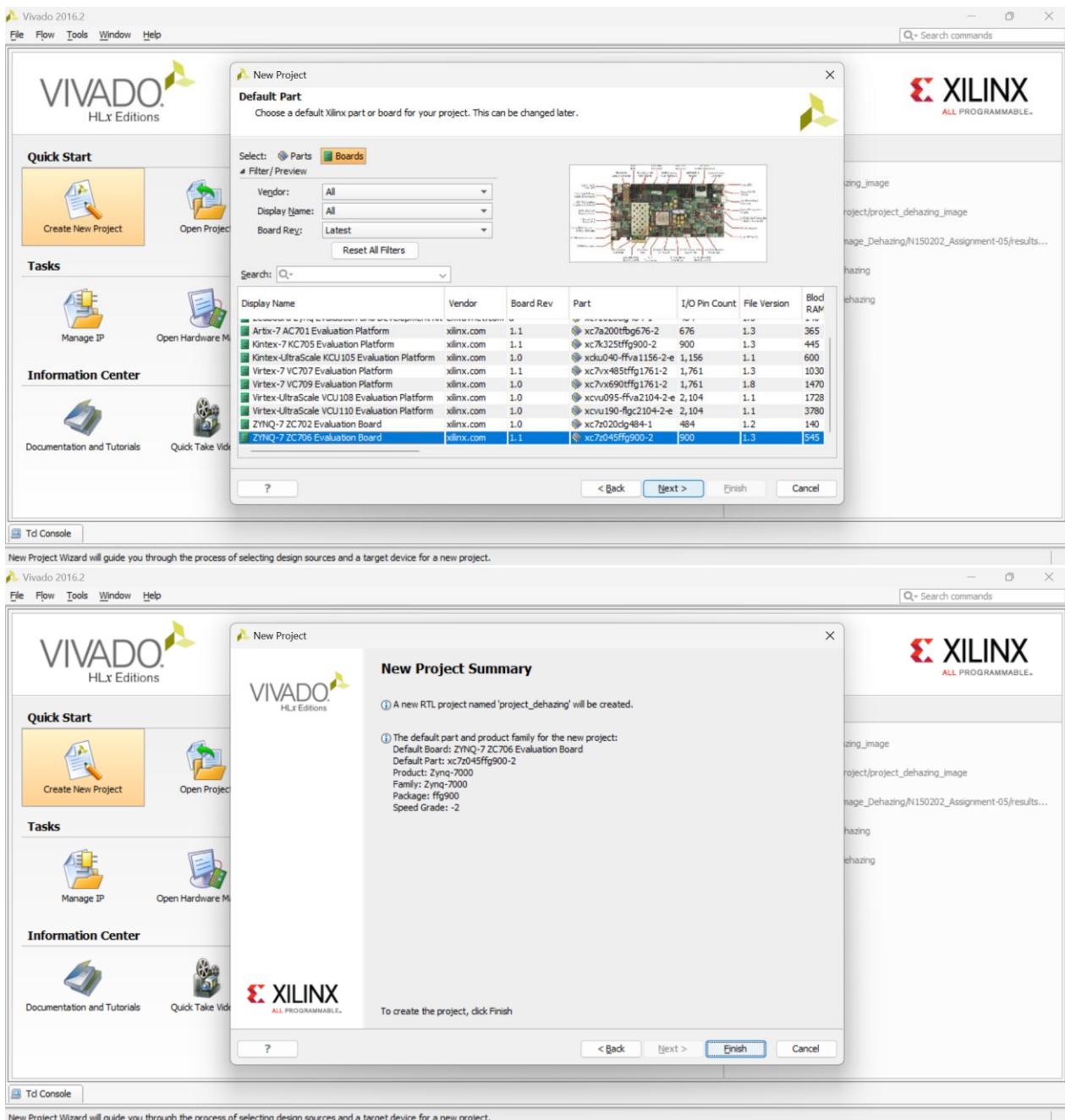


Open Vivado and click create new project

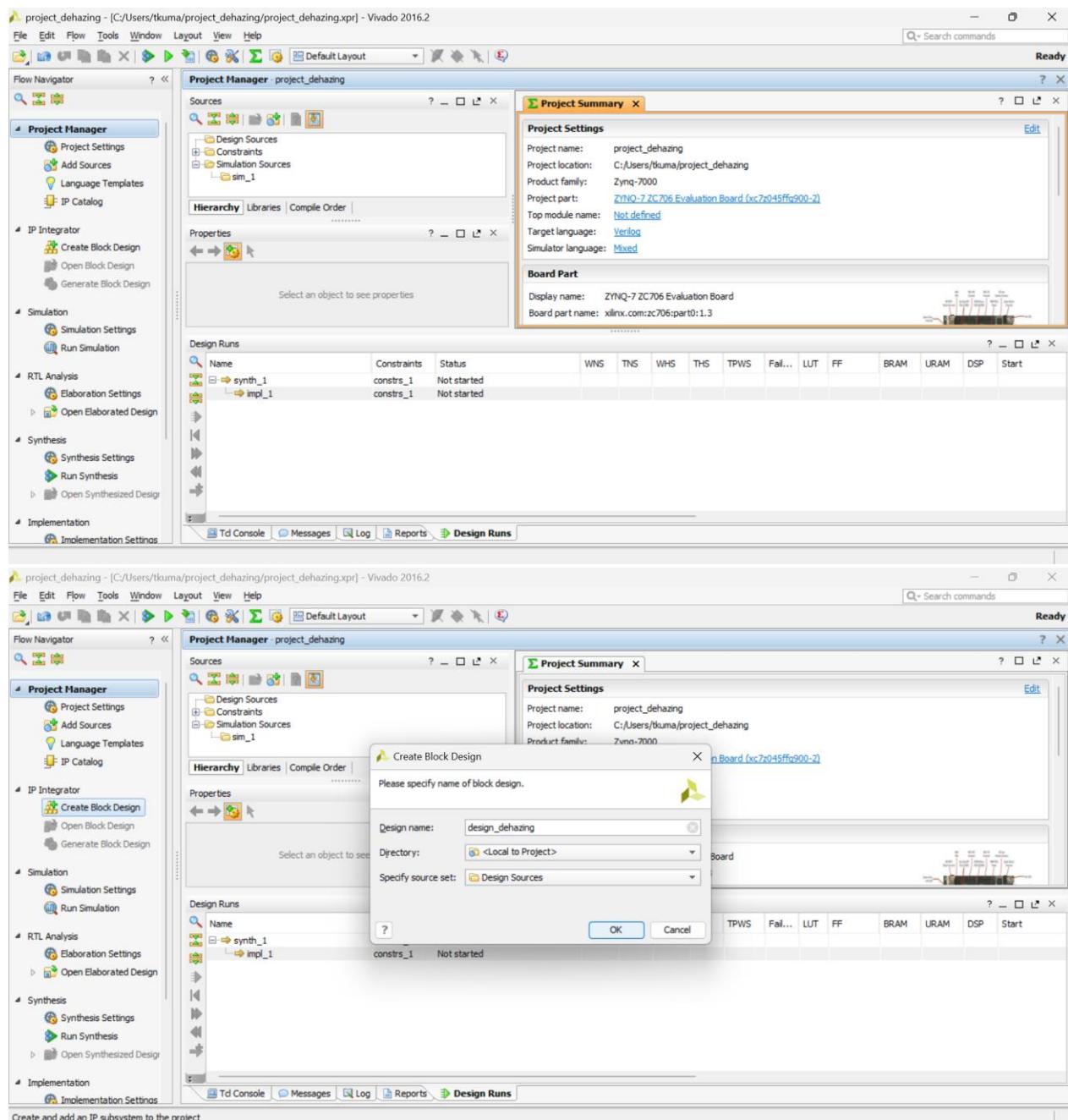




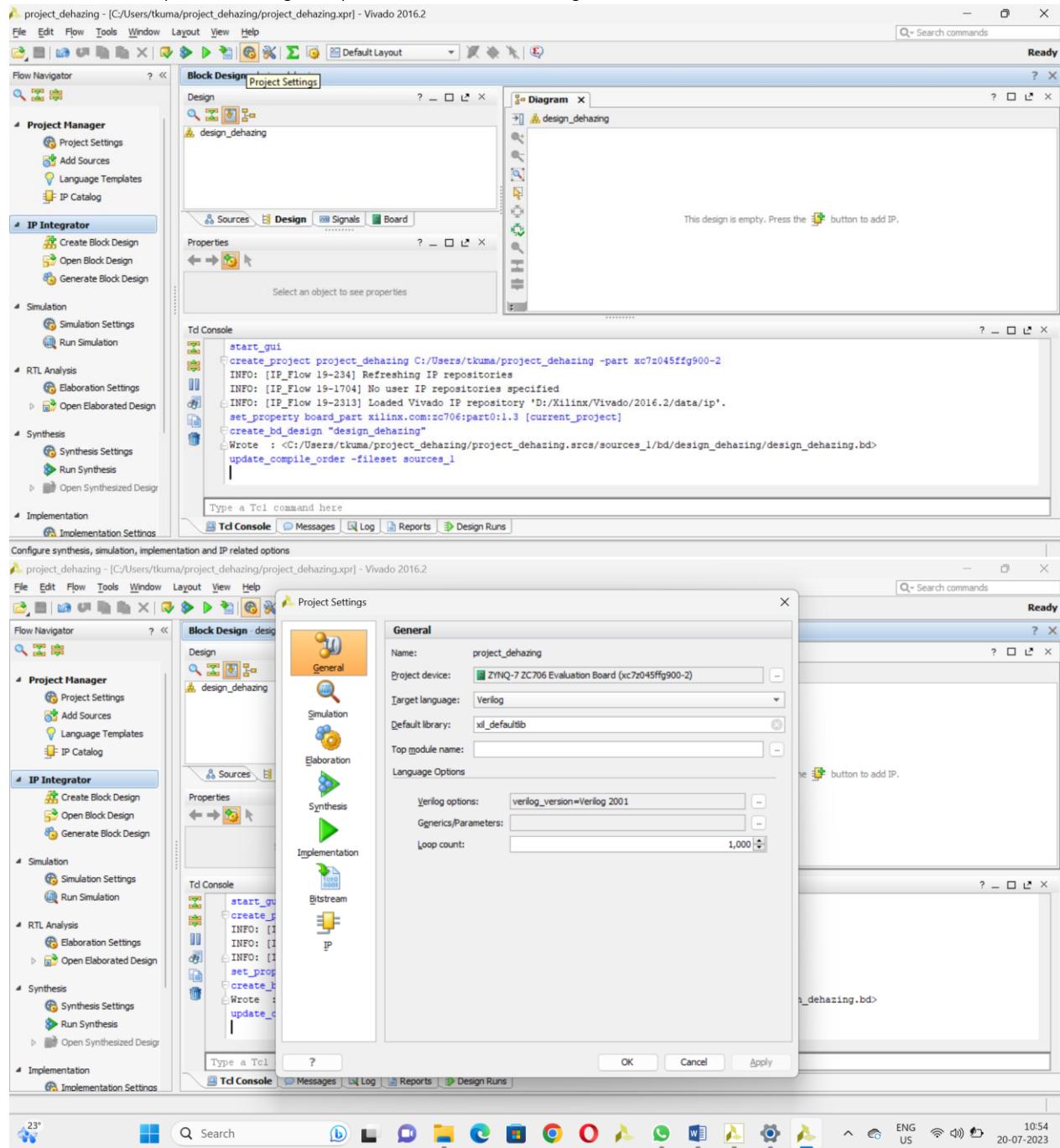


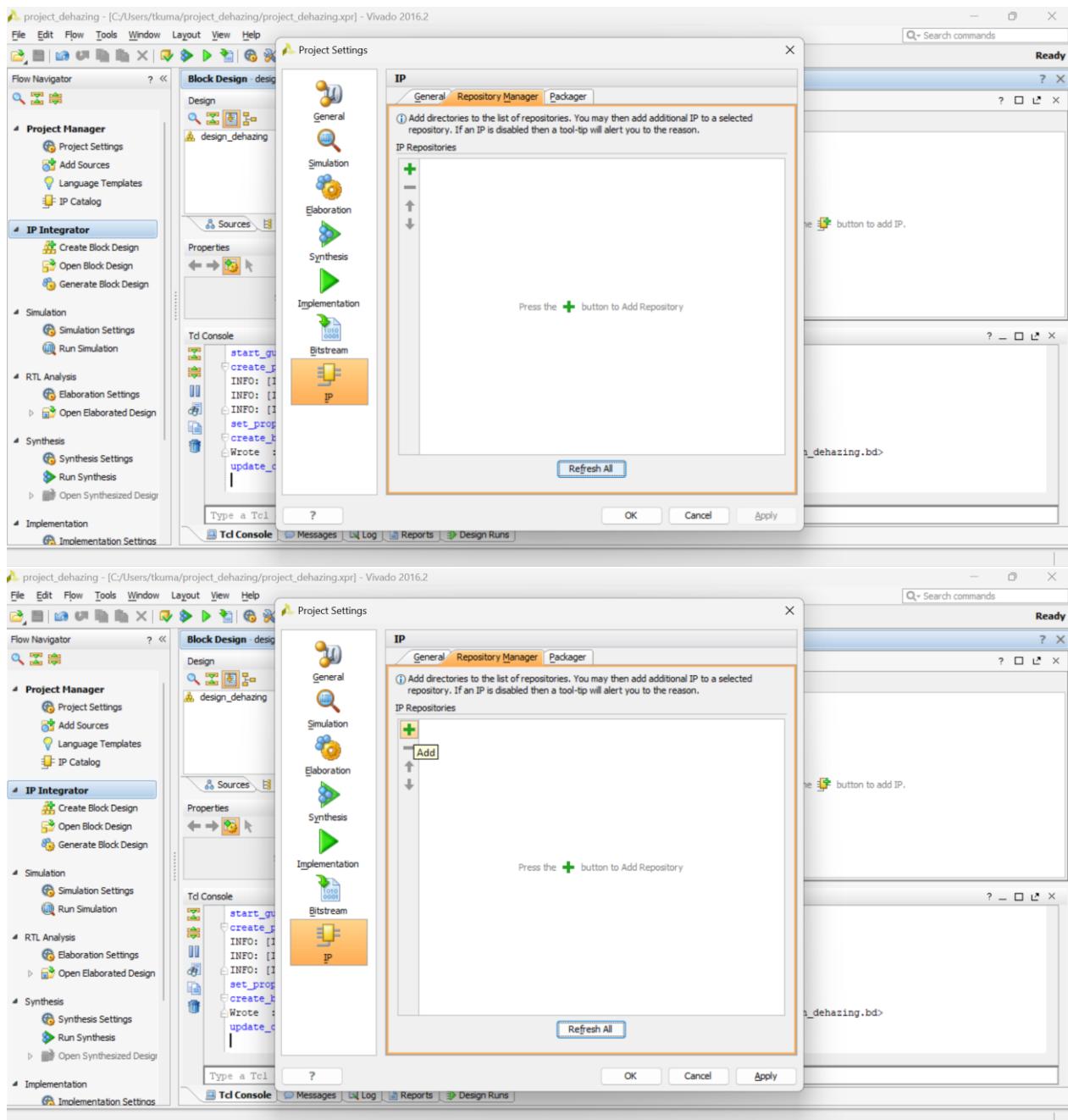


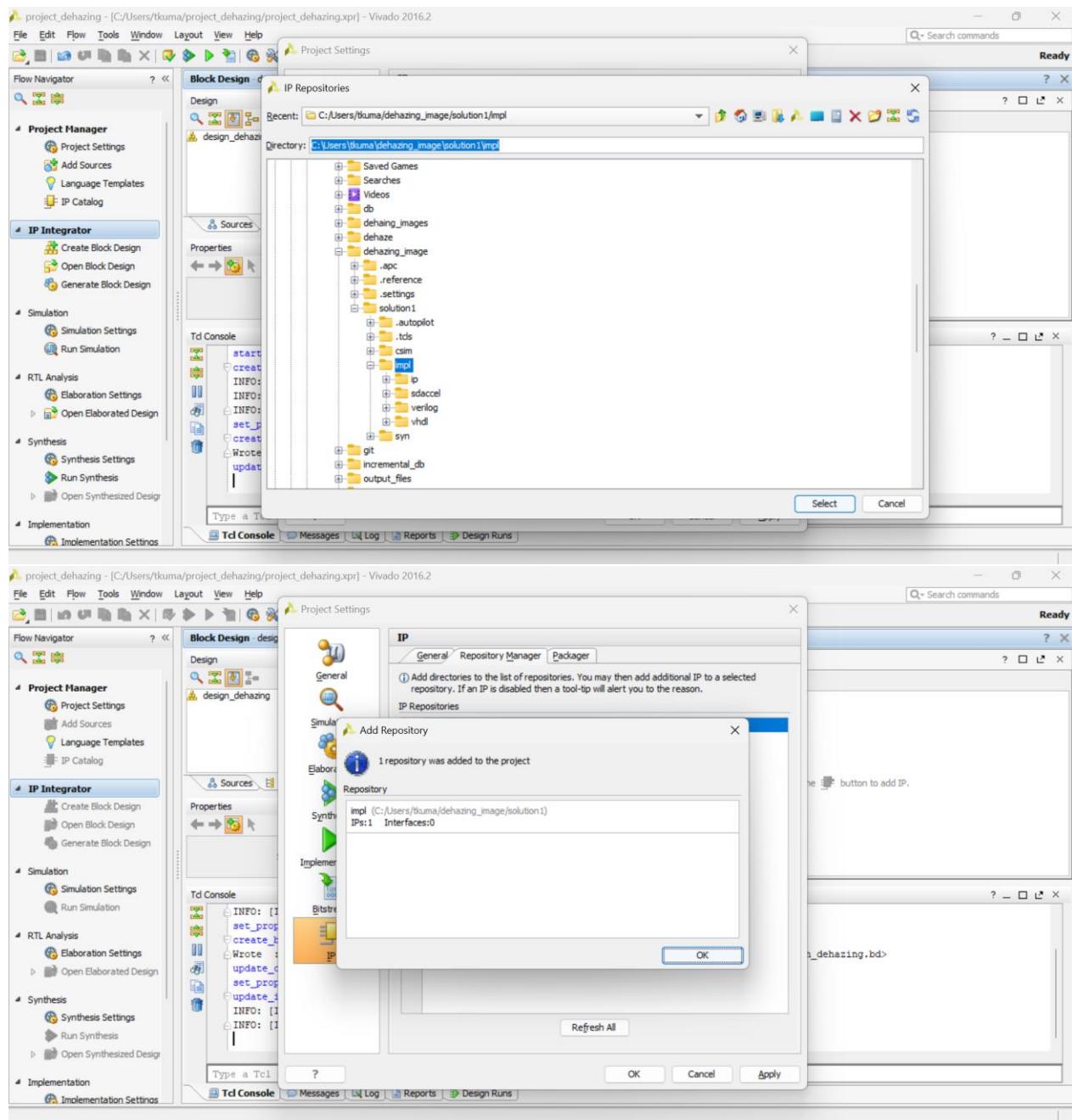
After creating project. Click on create block design for implementing the code to FPGA using AXI Stream interface.

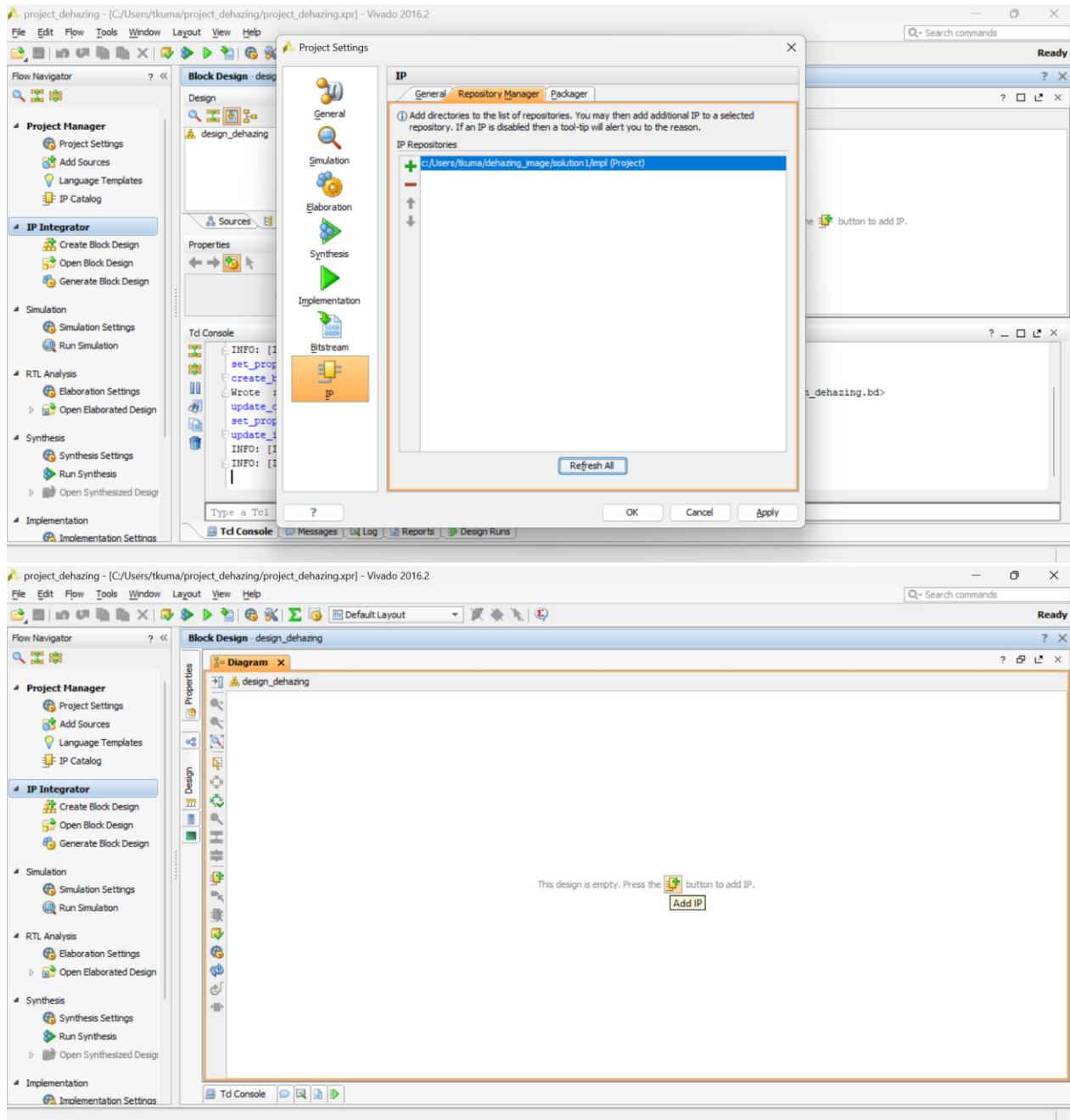


The below one is the process of adding the exported code IP to out block design.

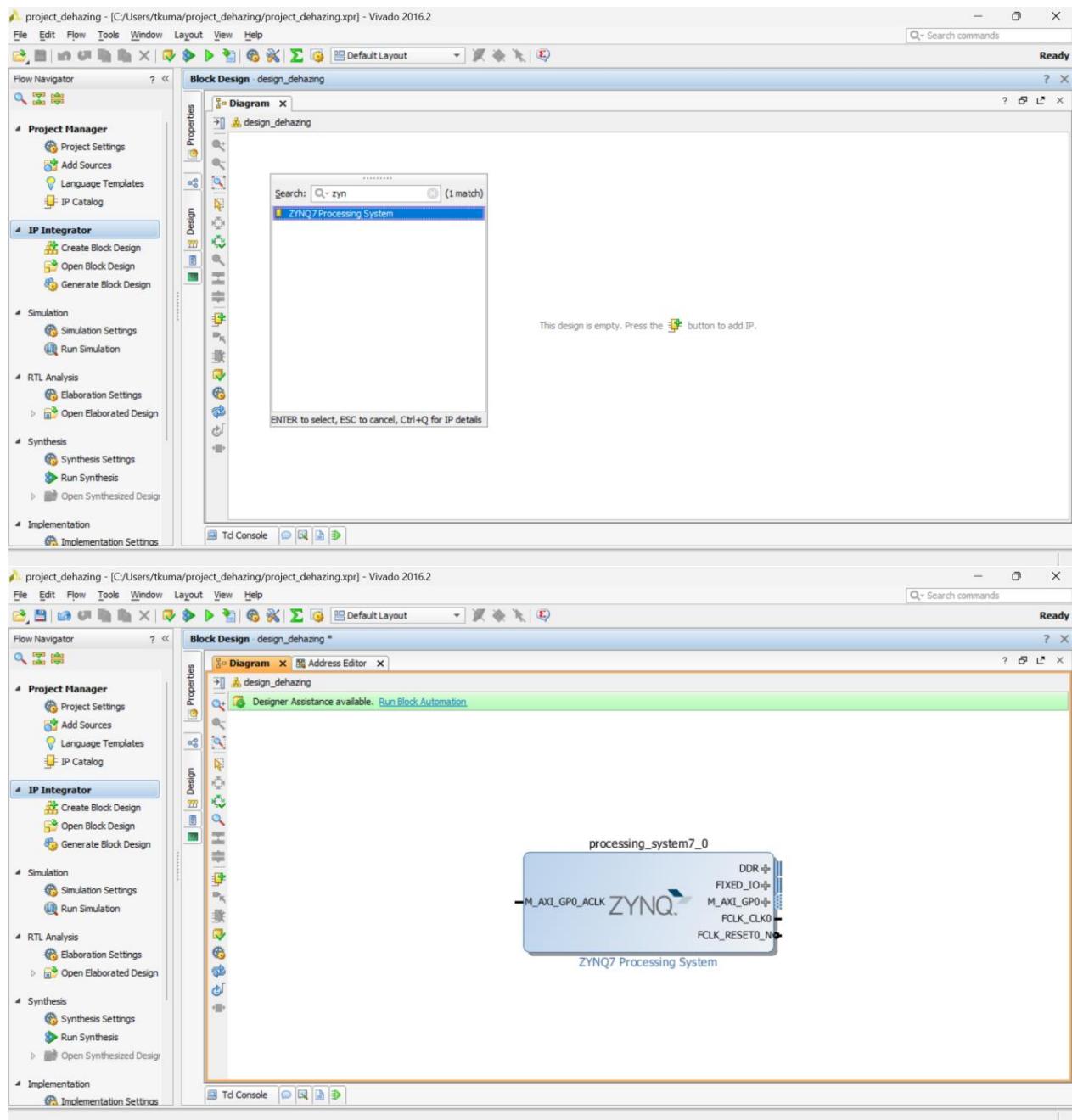


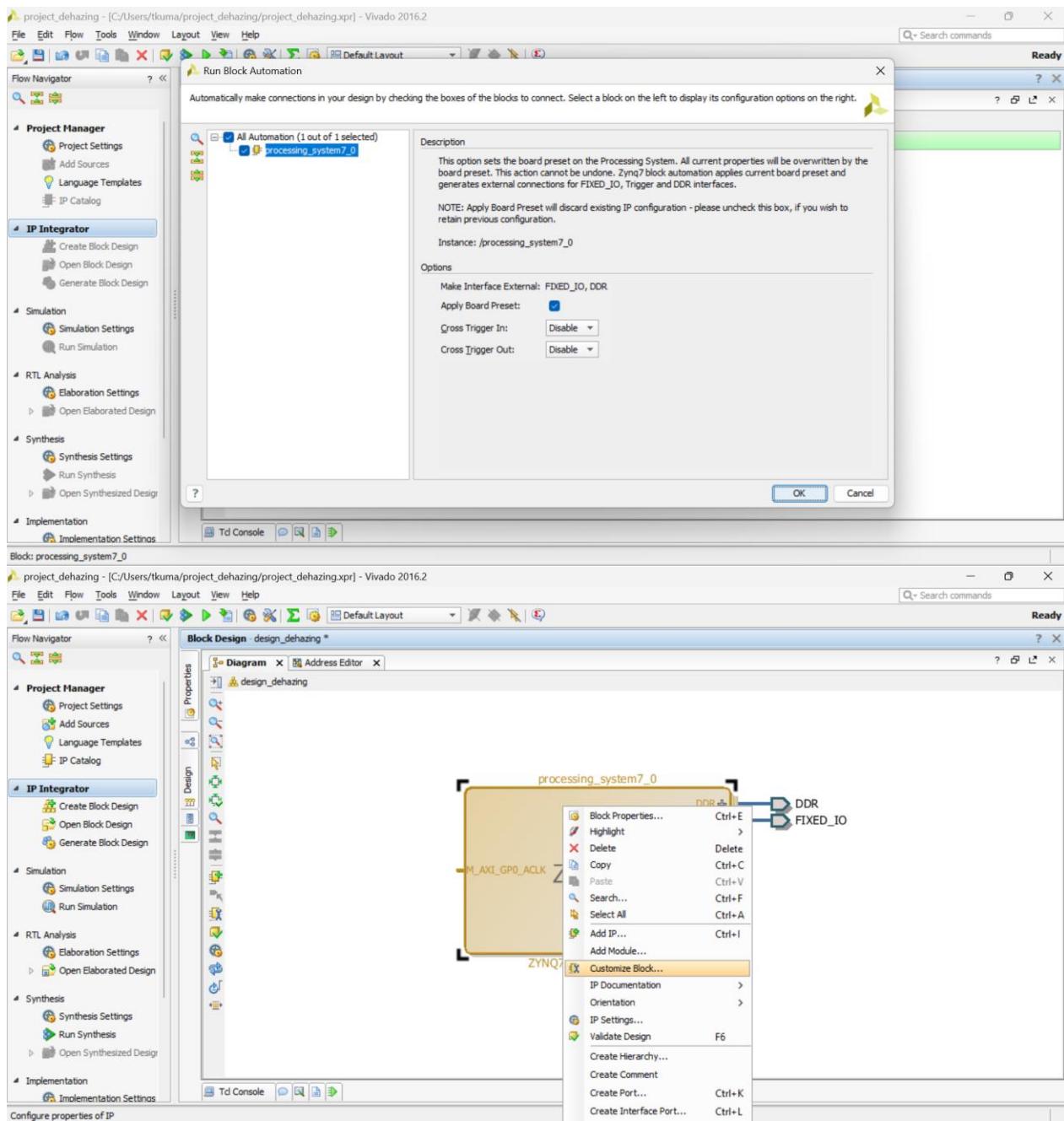


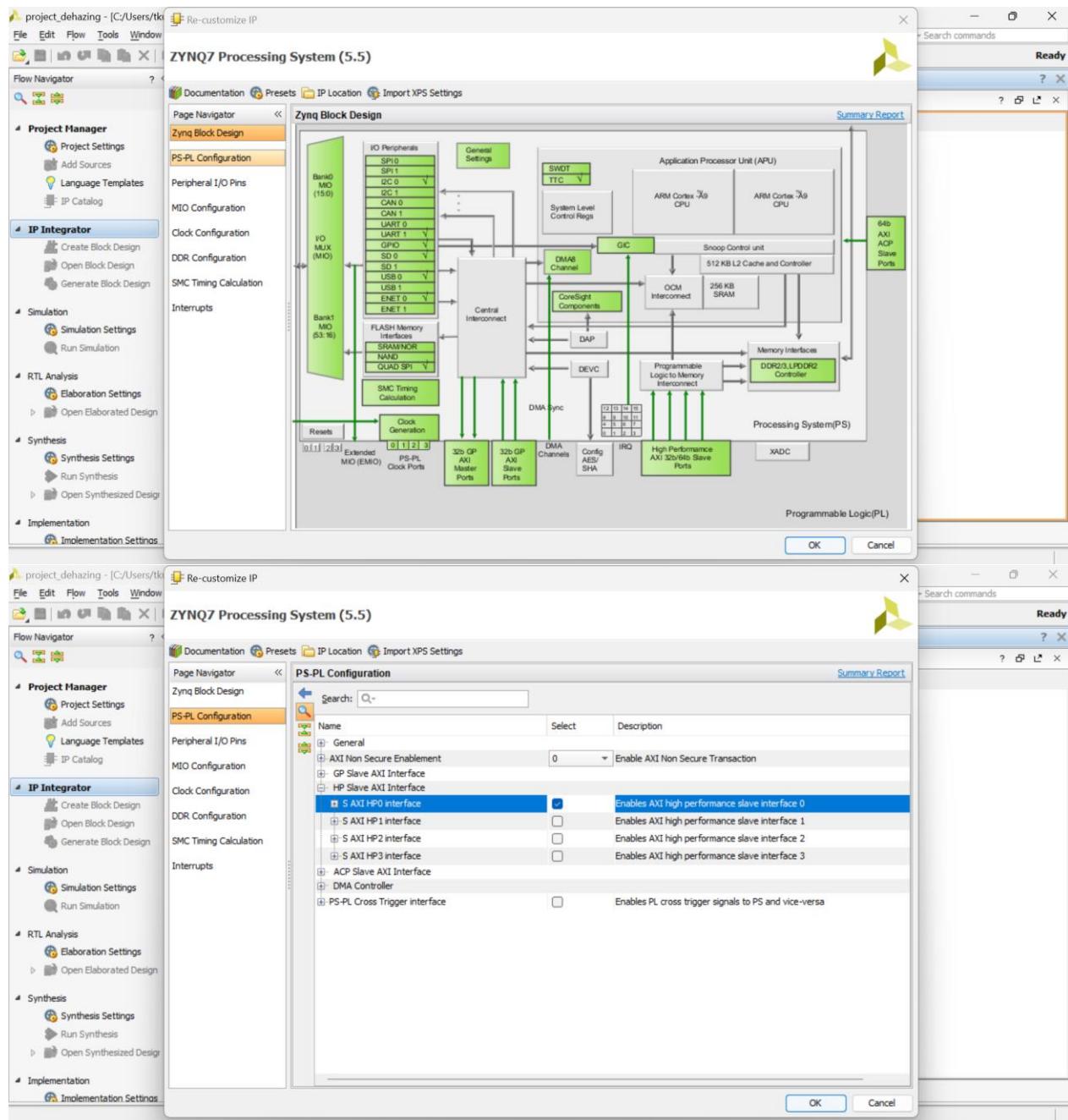


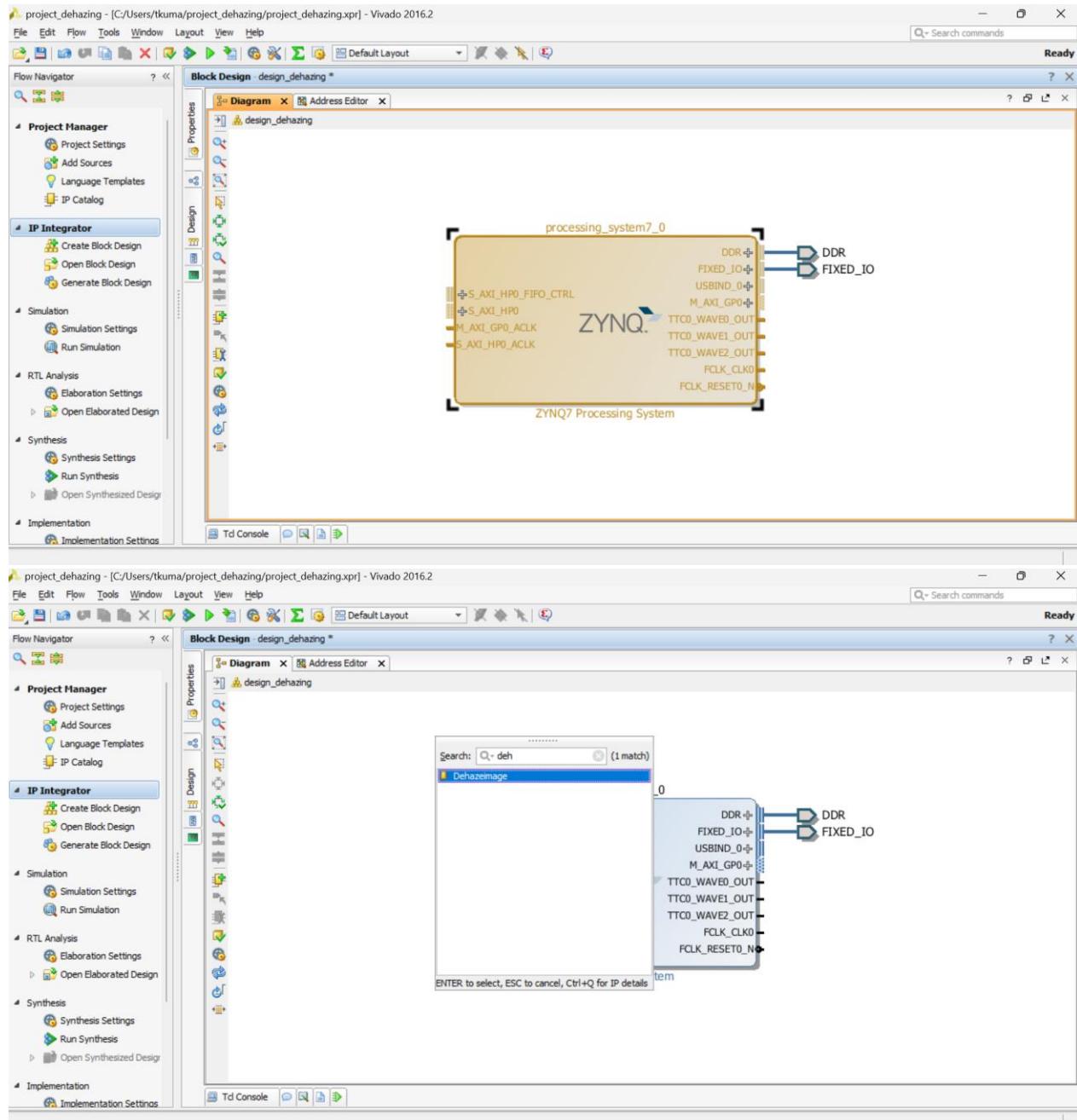


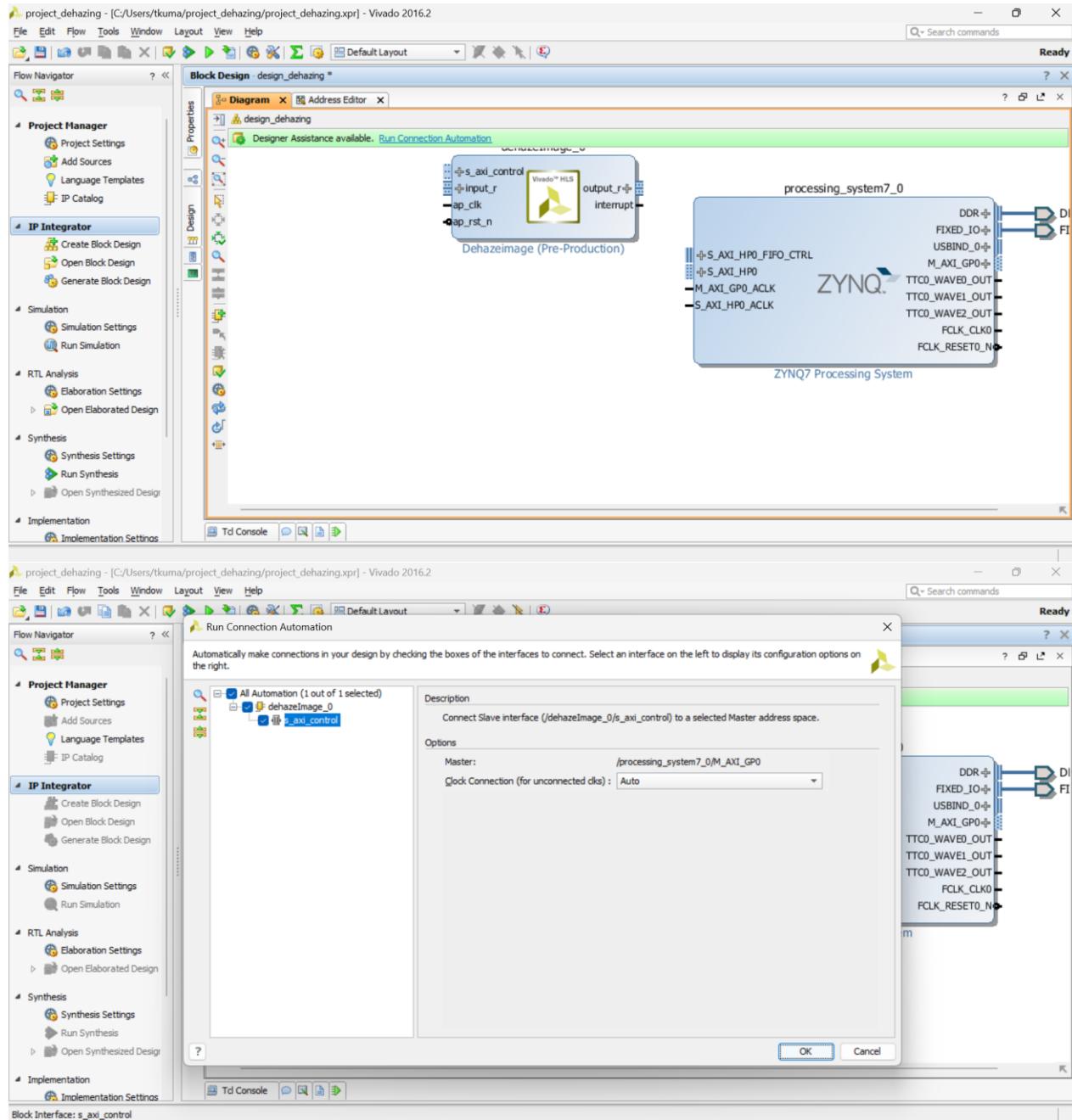
The below the block diagram that is built for AXI Stream Interface.

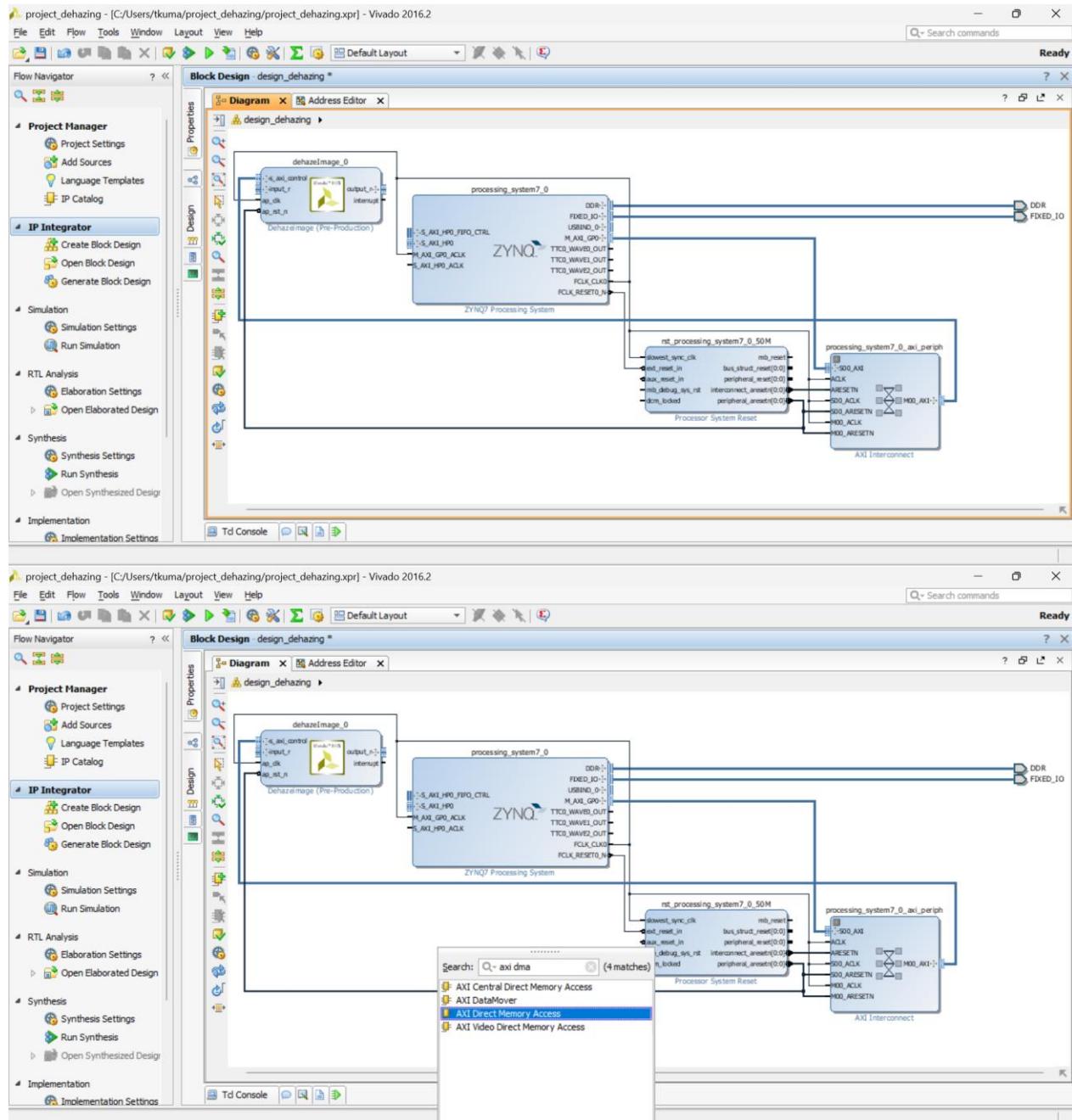


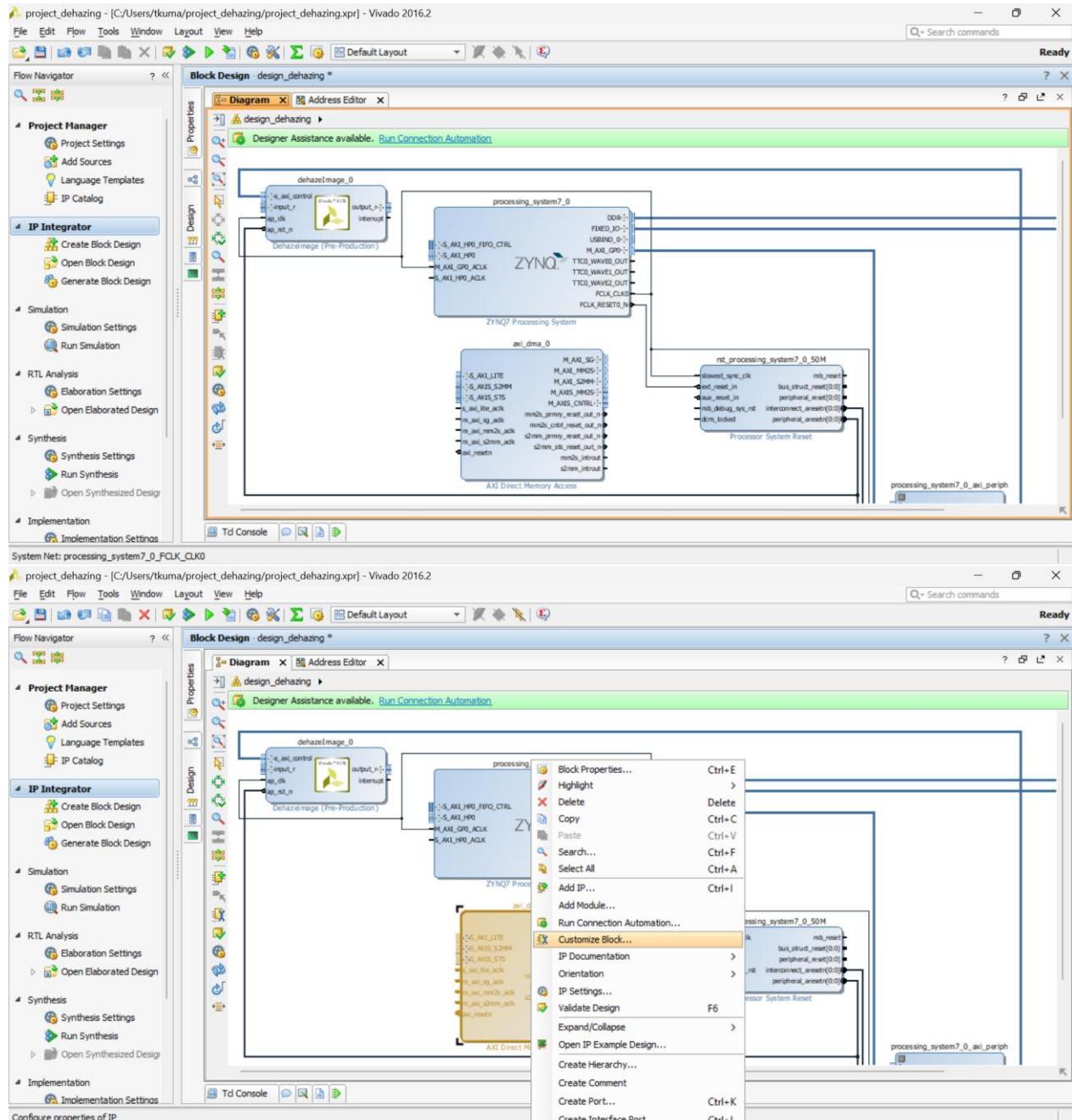


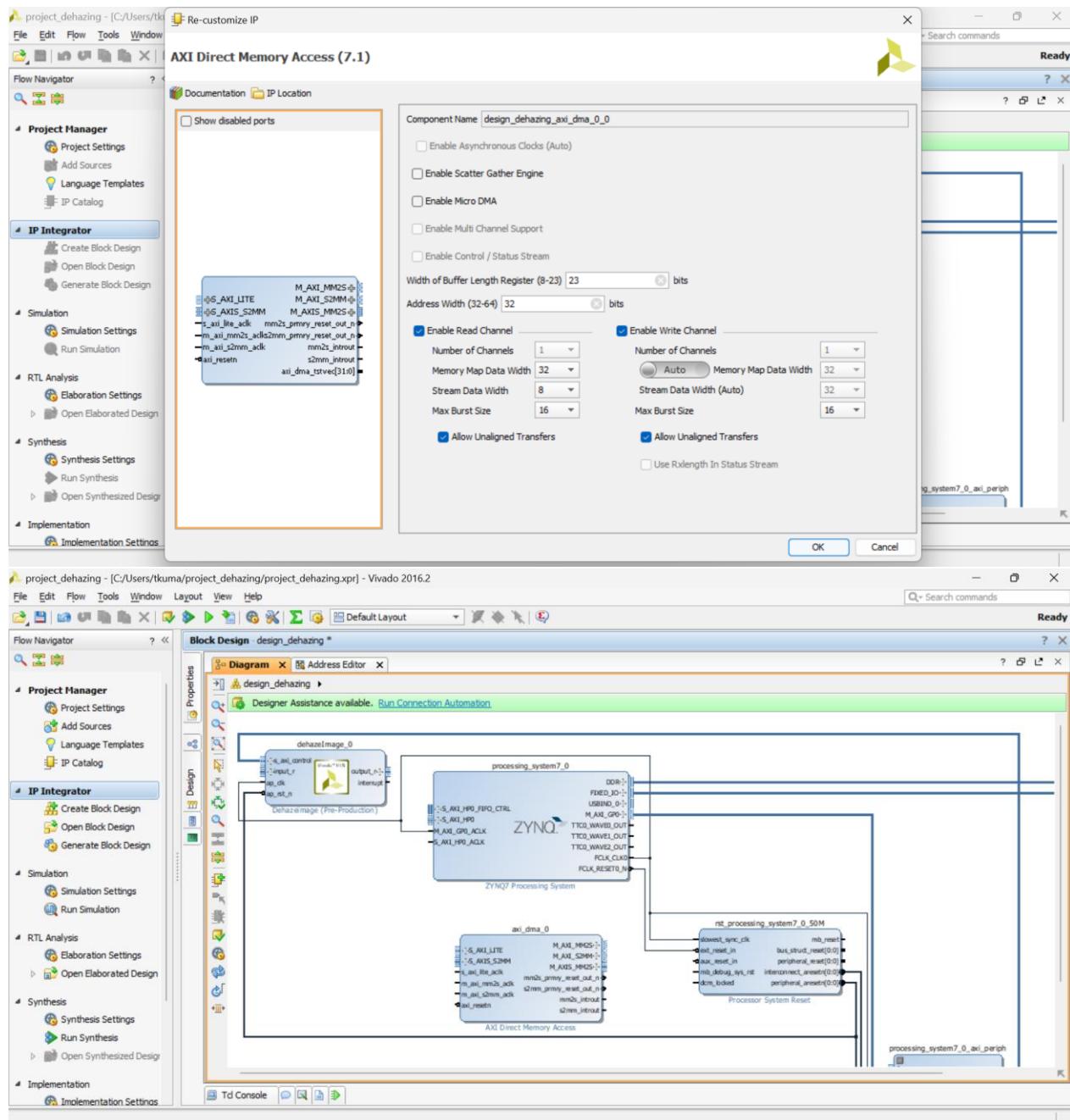


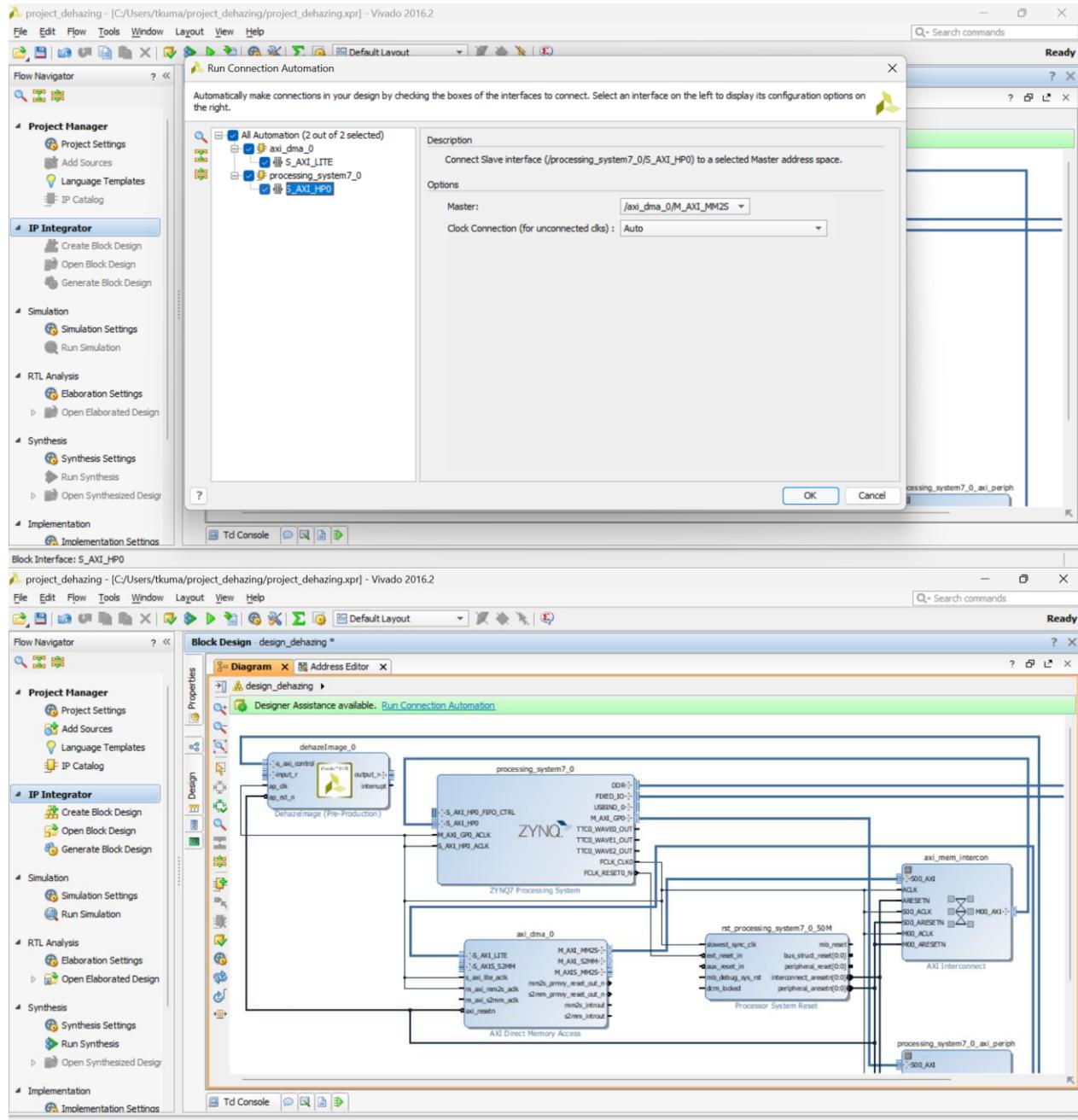


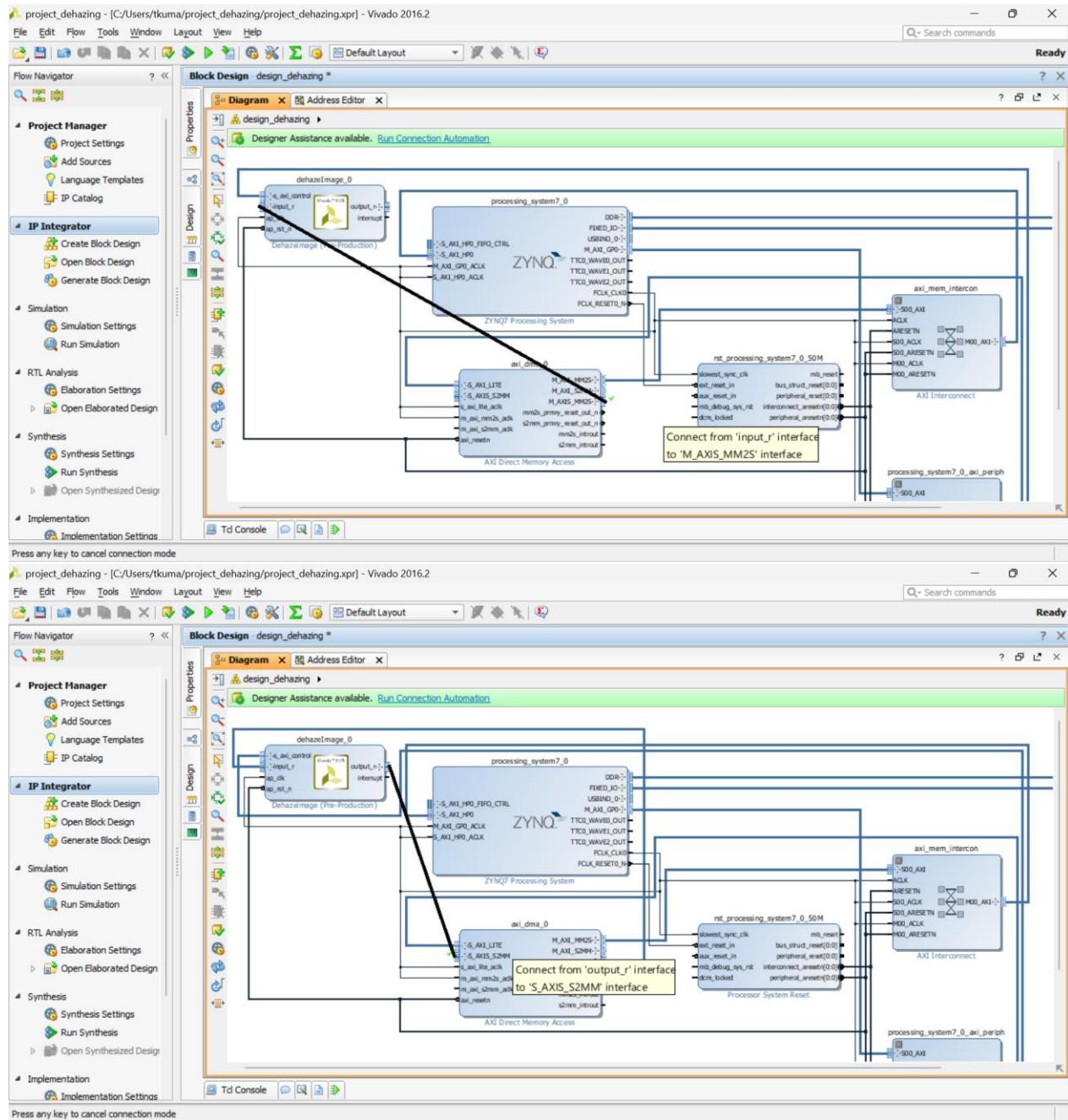


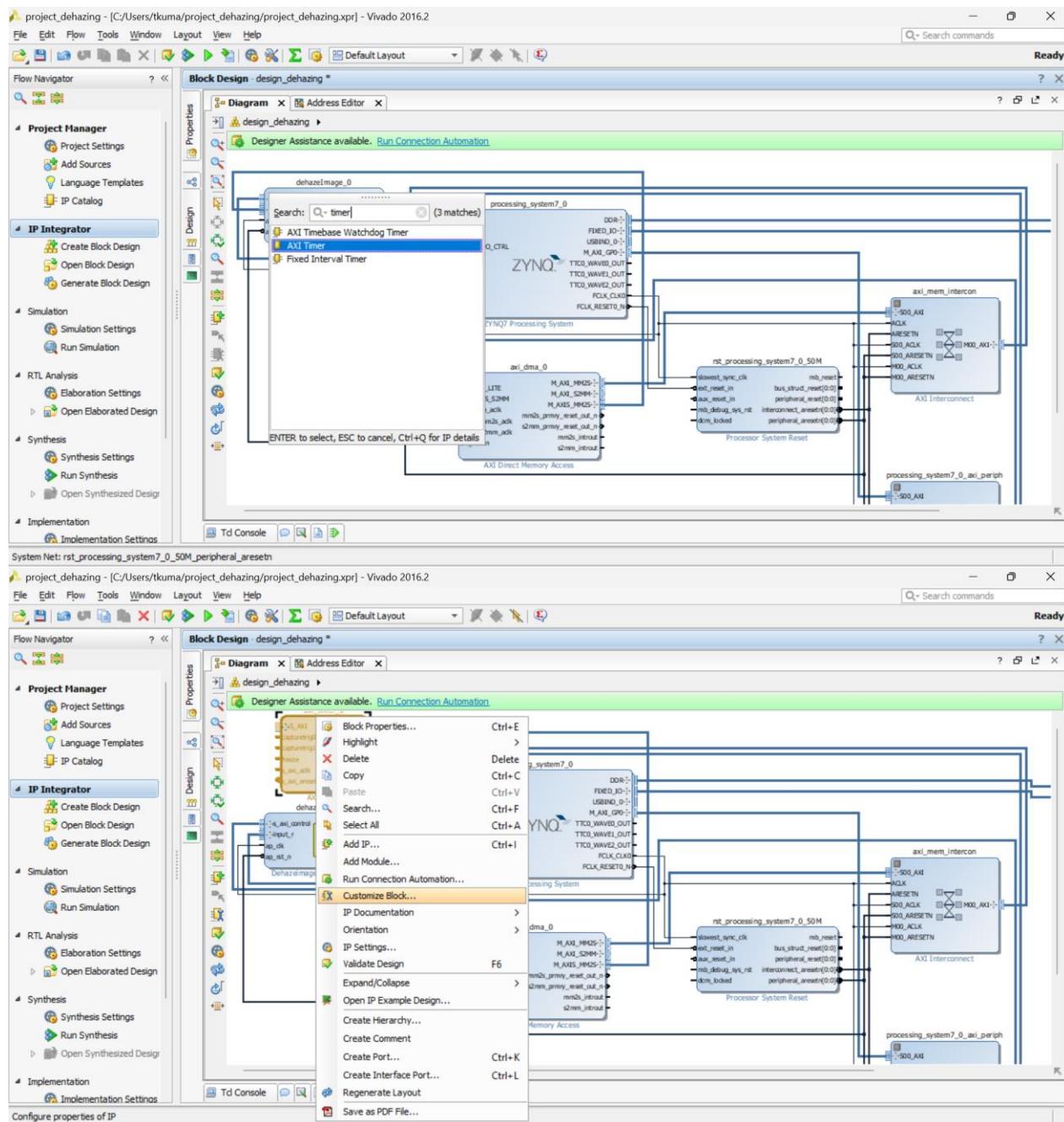


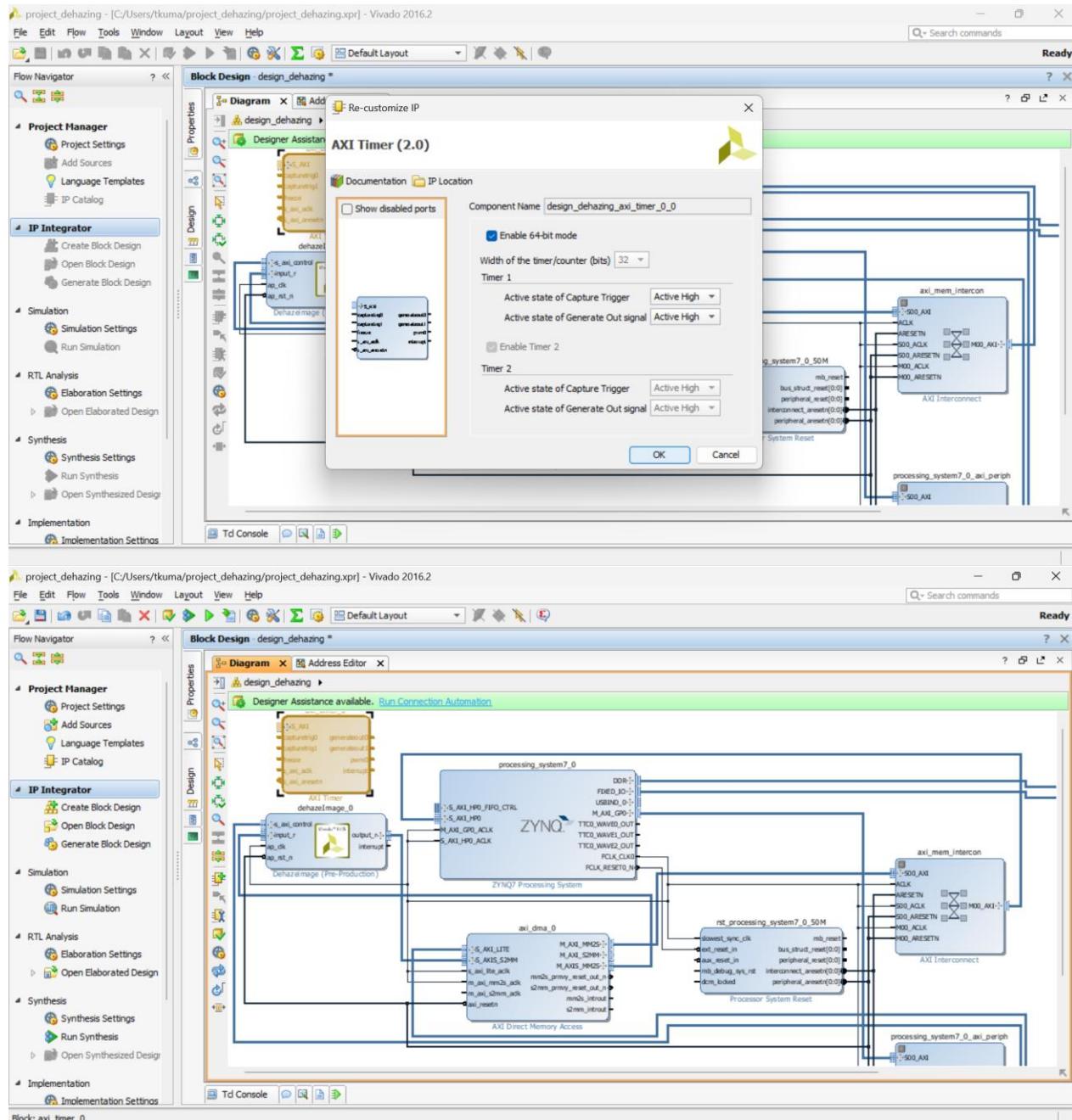


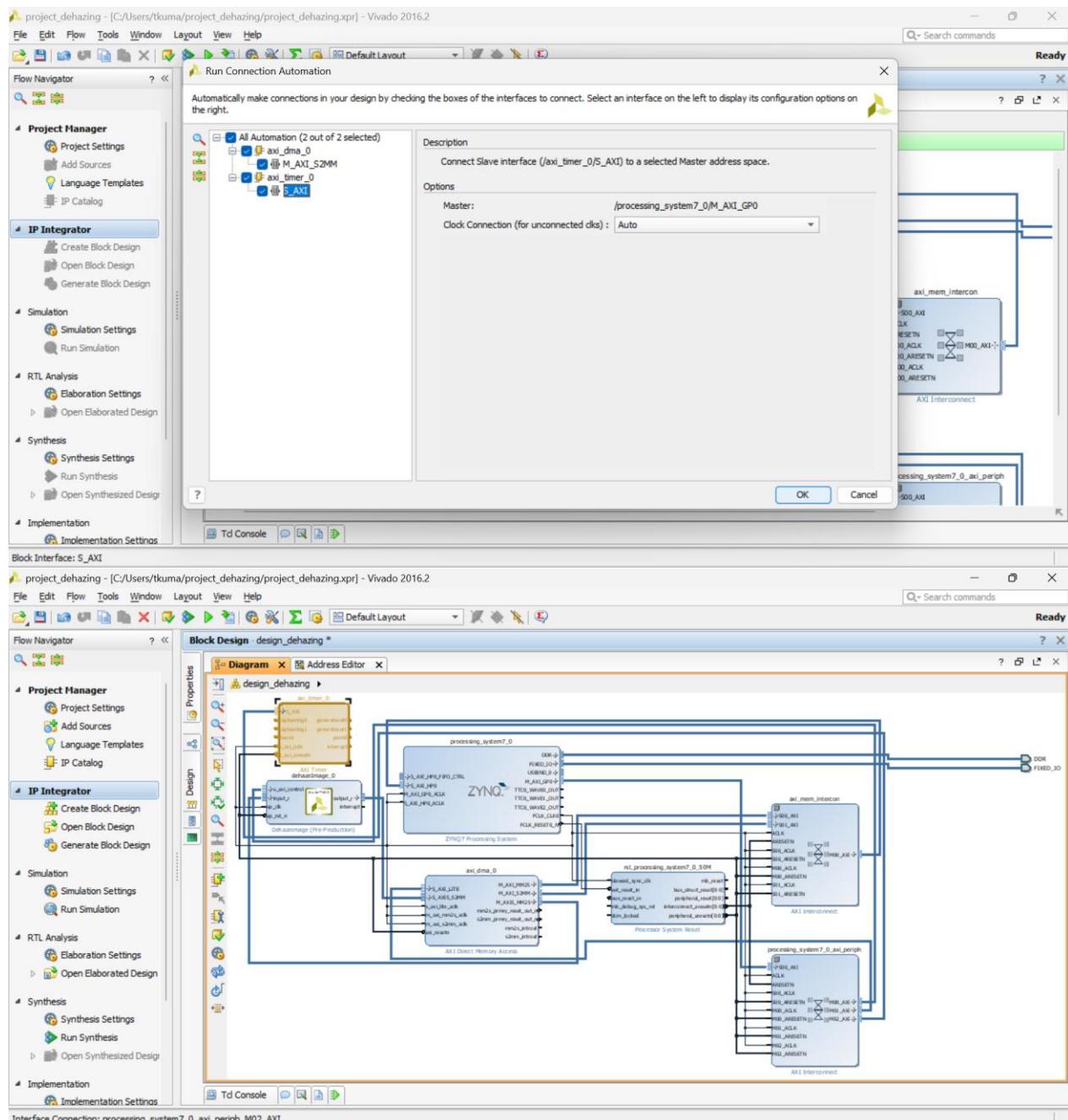


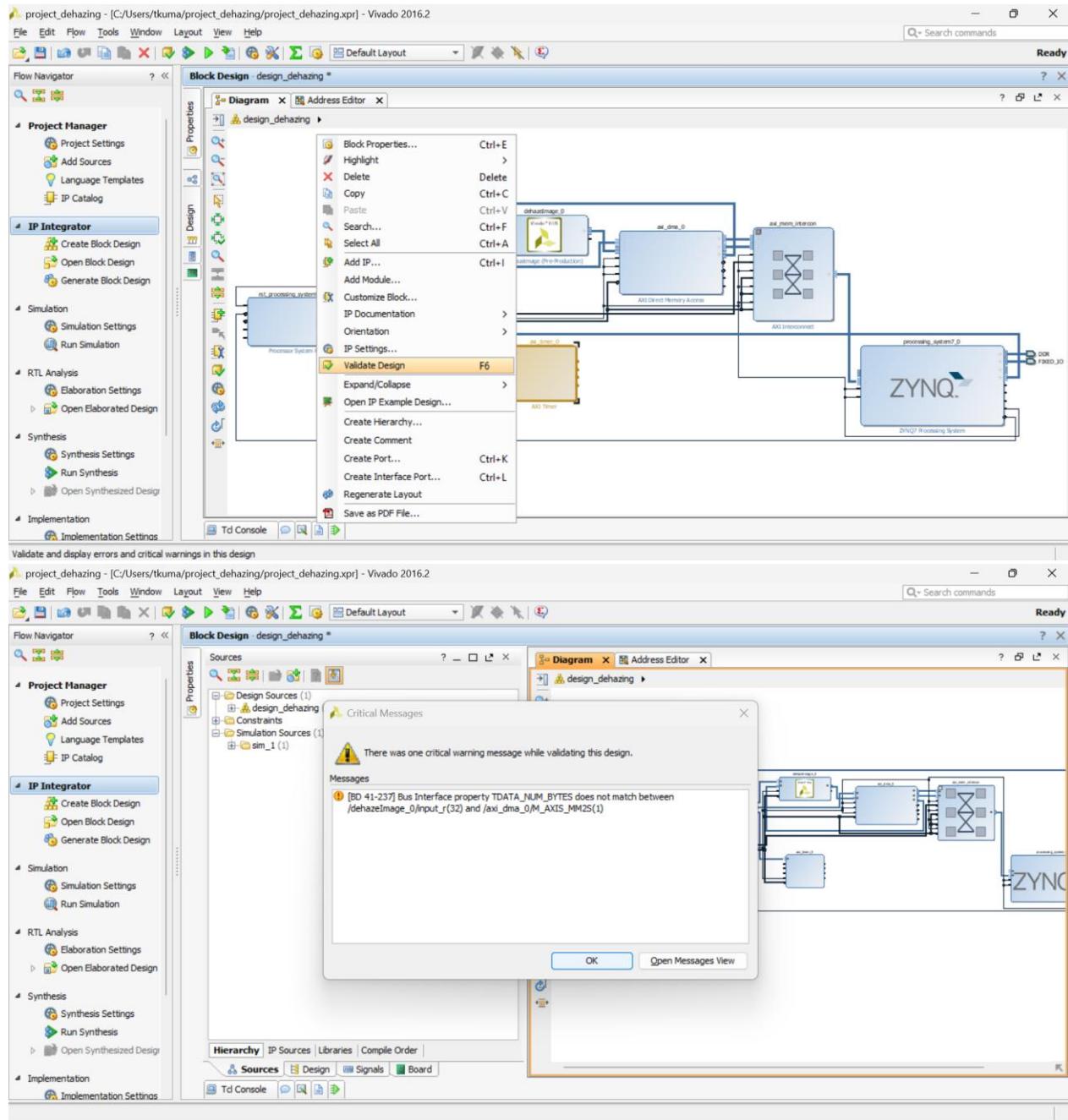




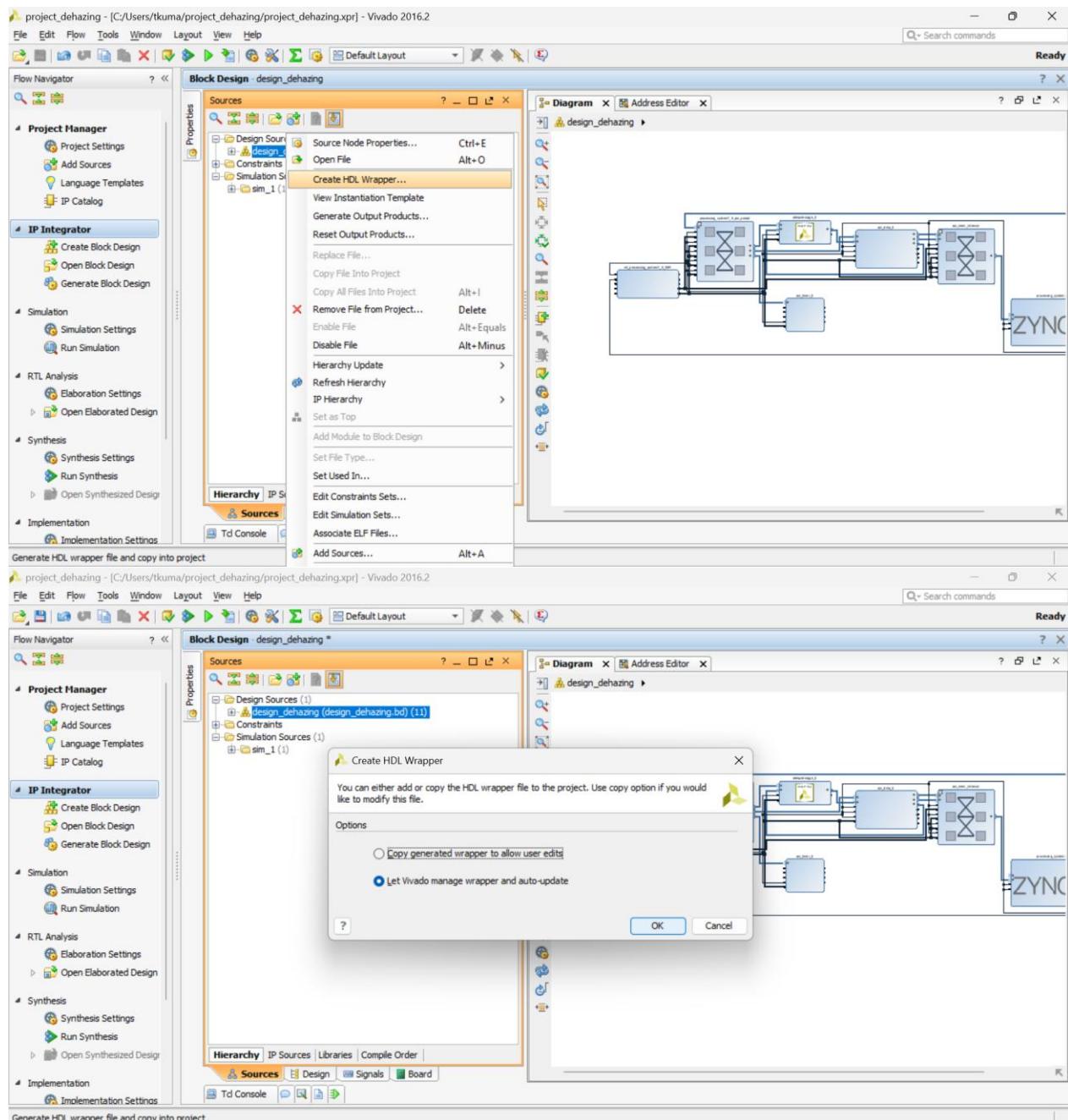


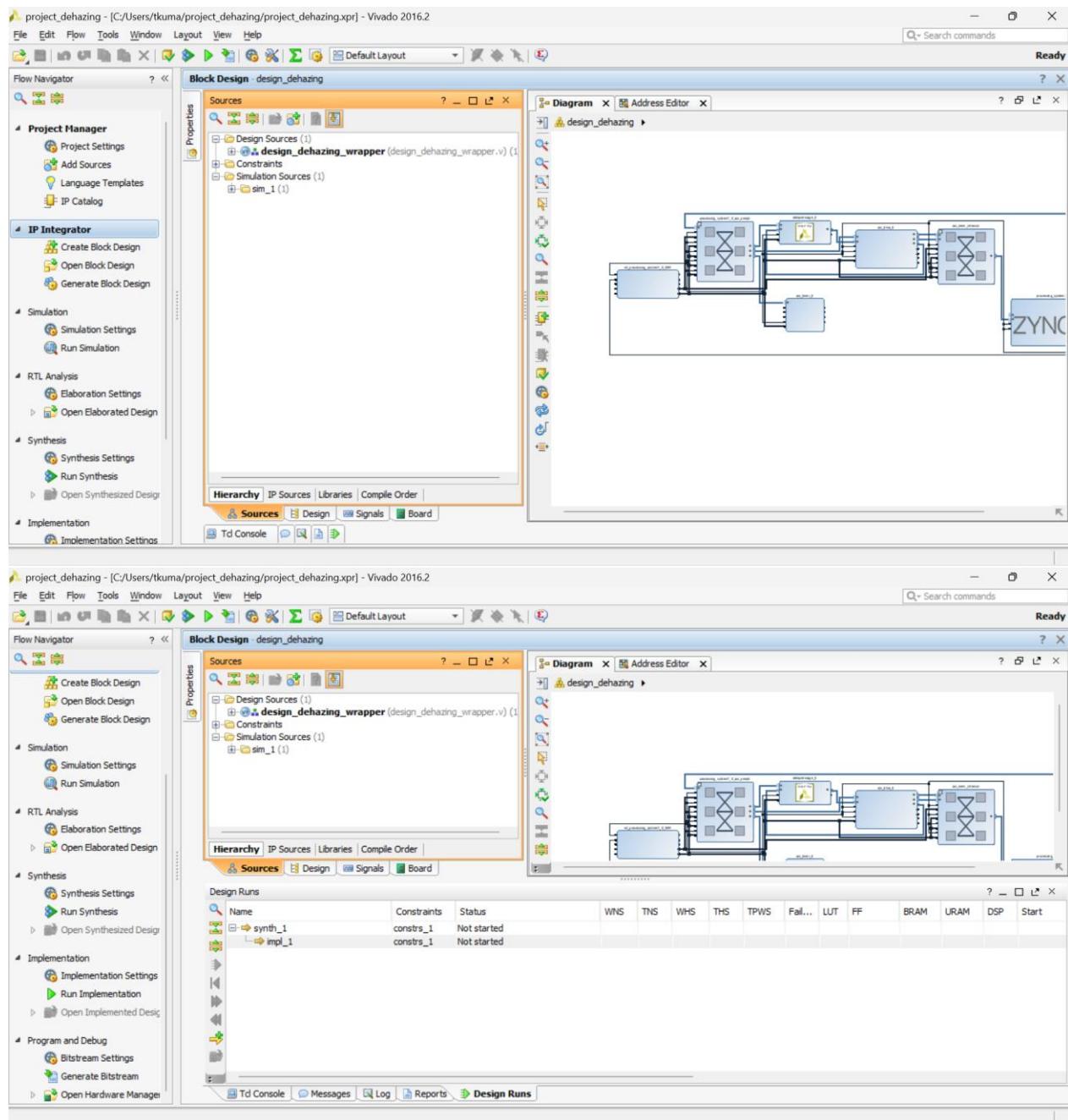


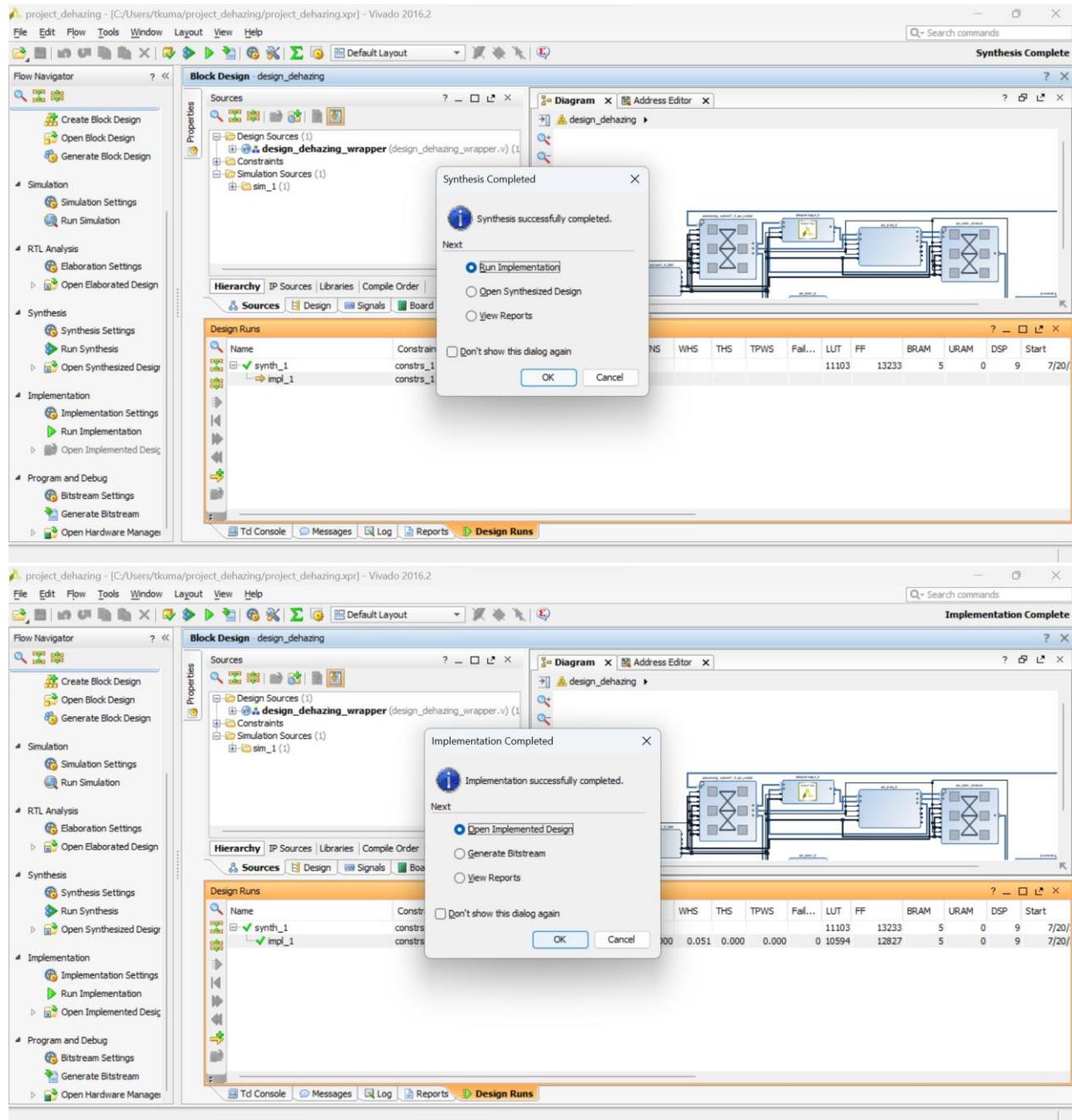


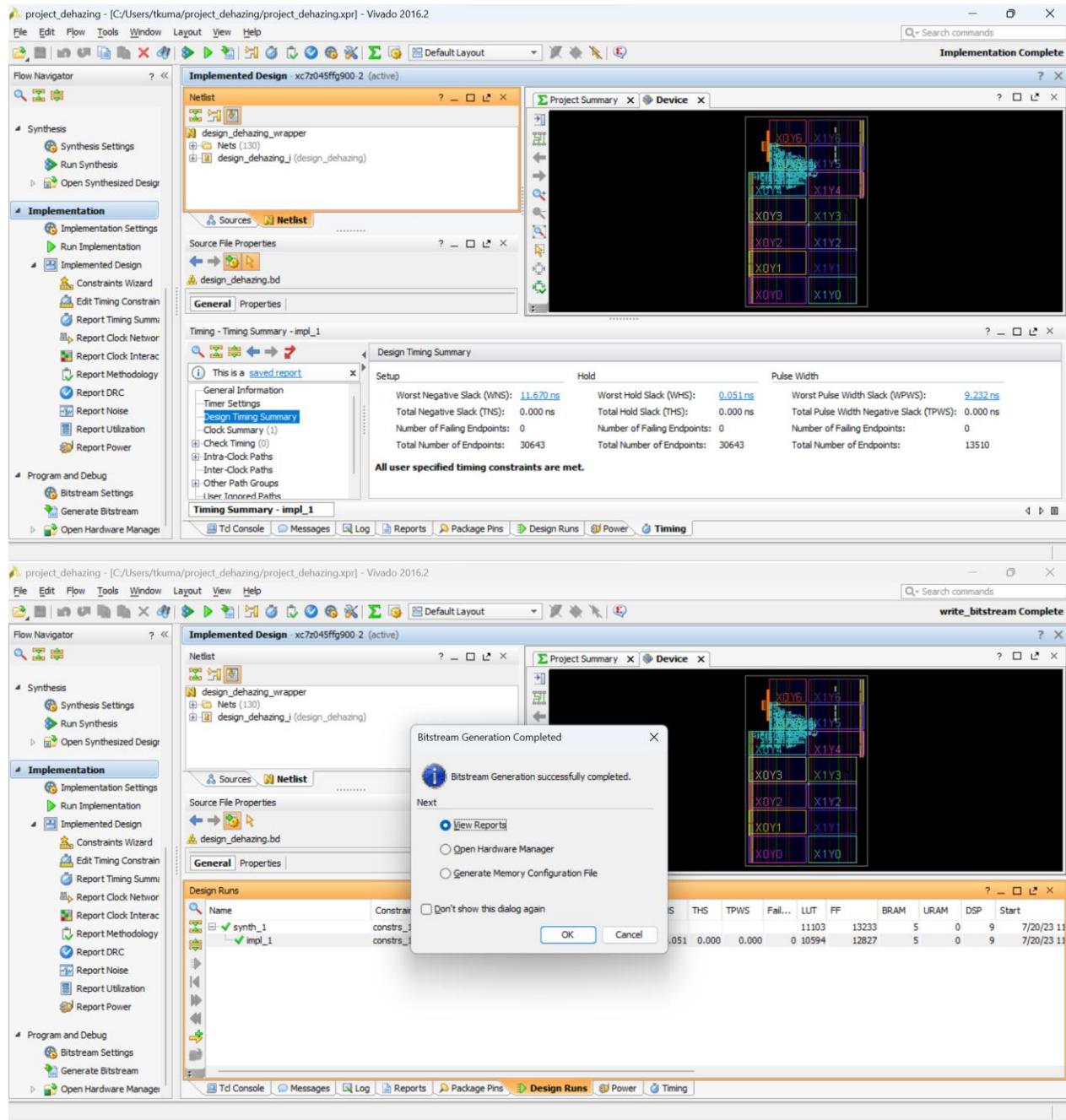


After completion of block diagram, the below is the process of wrapping and generating bitstream.

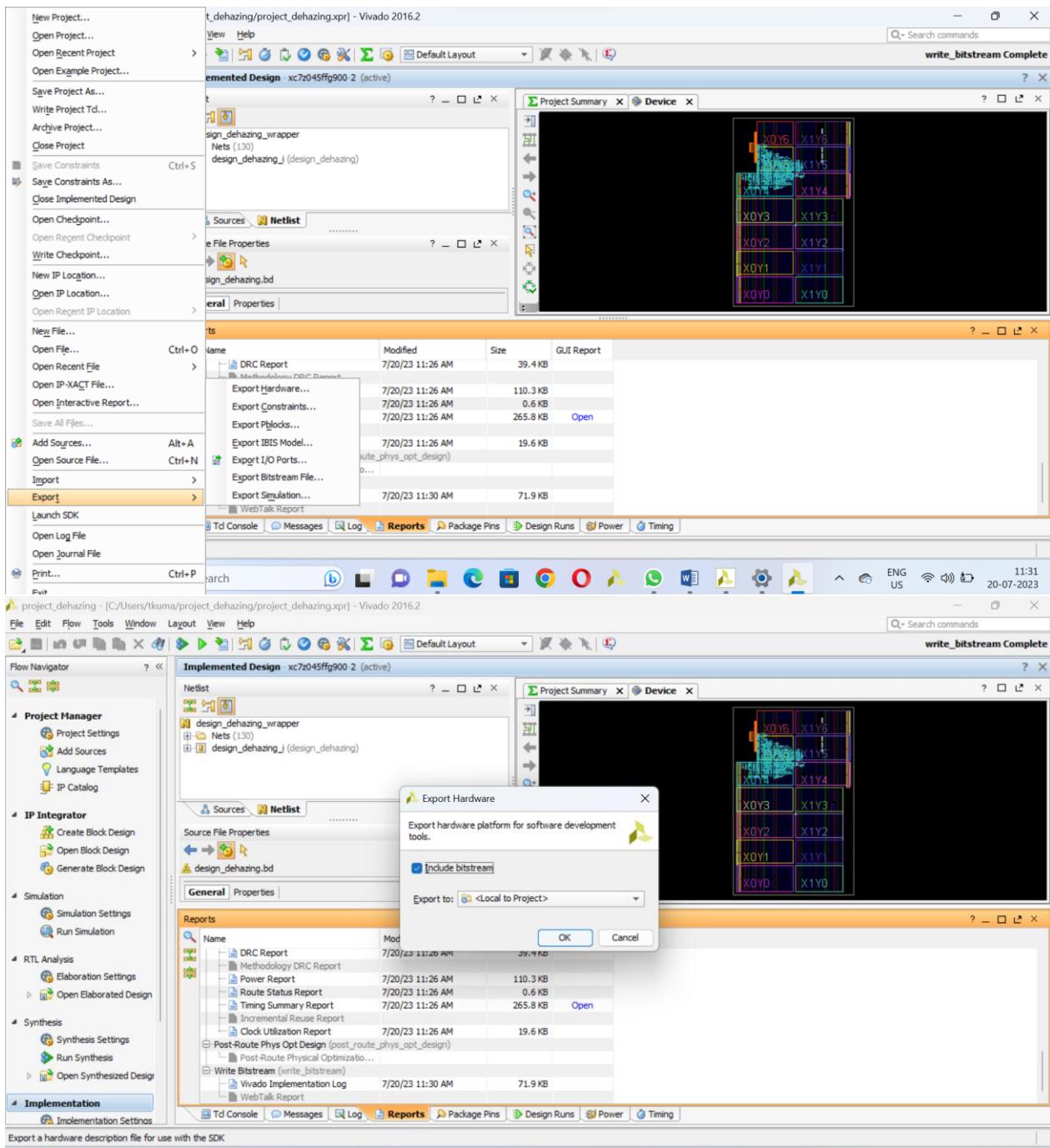




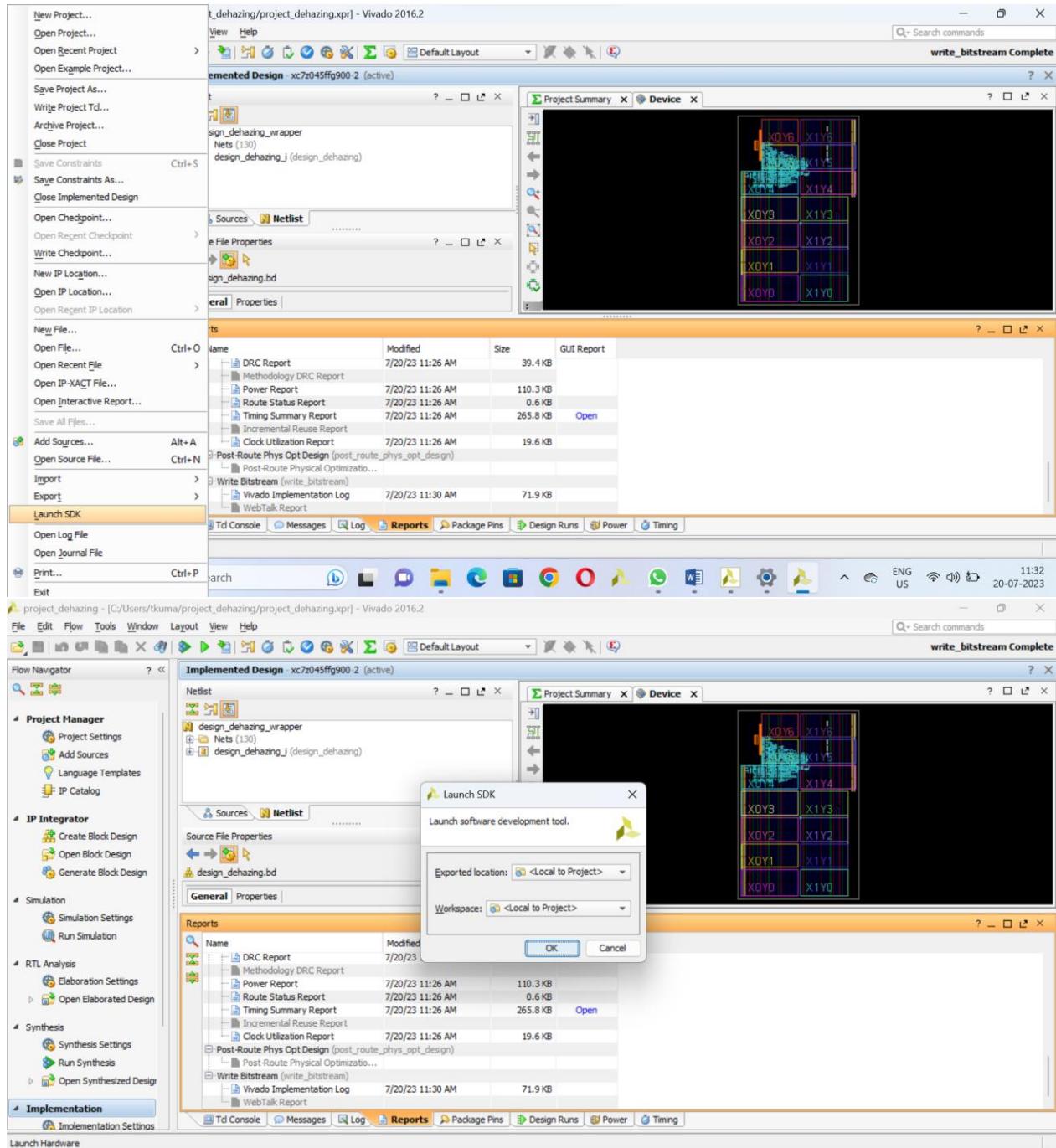


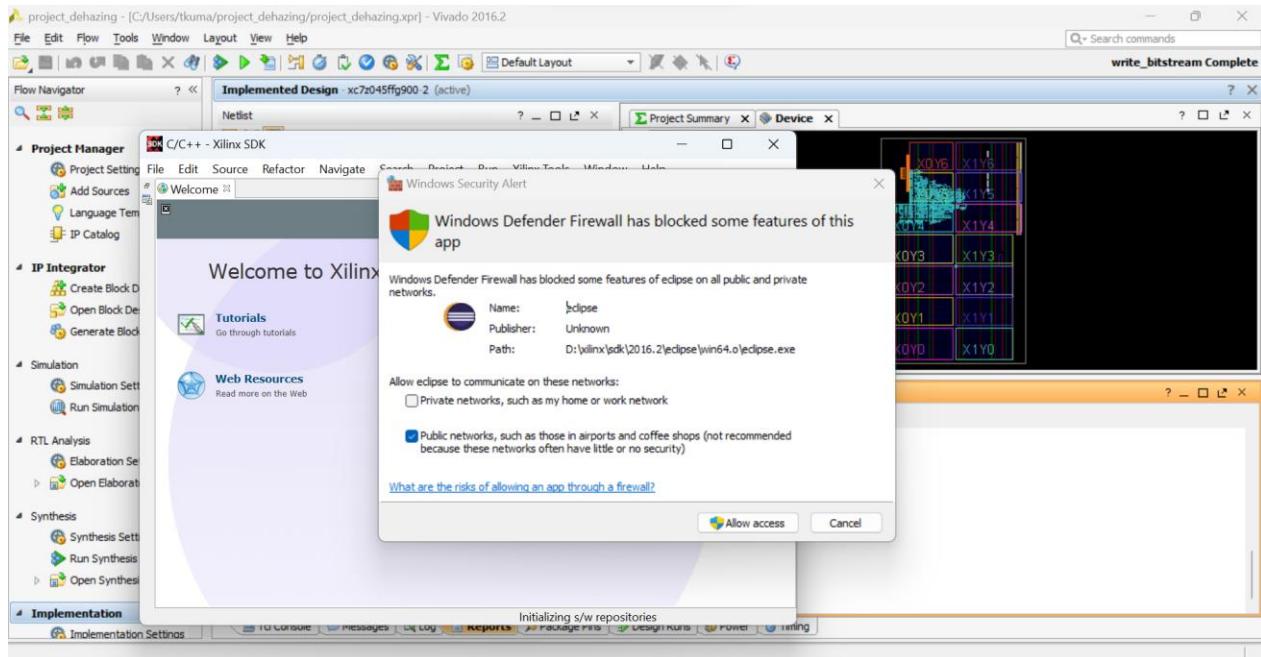


After generating the bitstream, export it to the hardware including the bitstream to dump it to the FPGA.

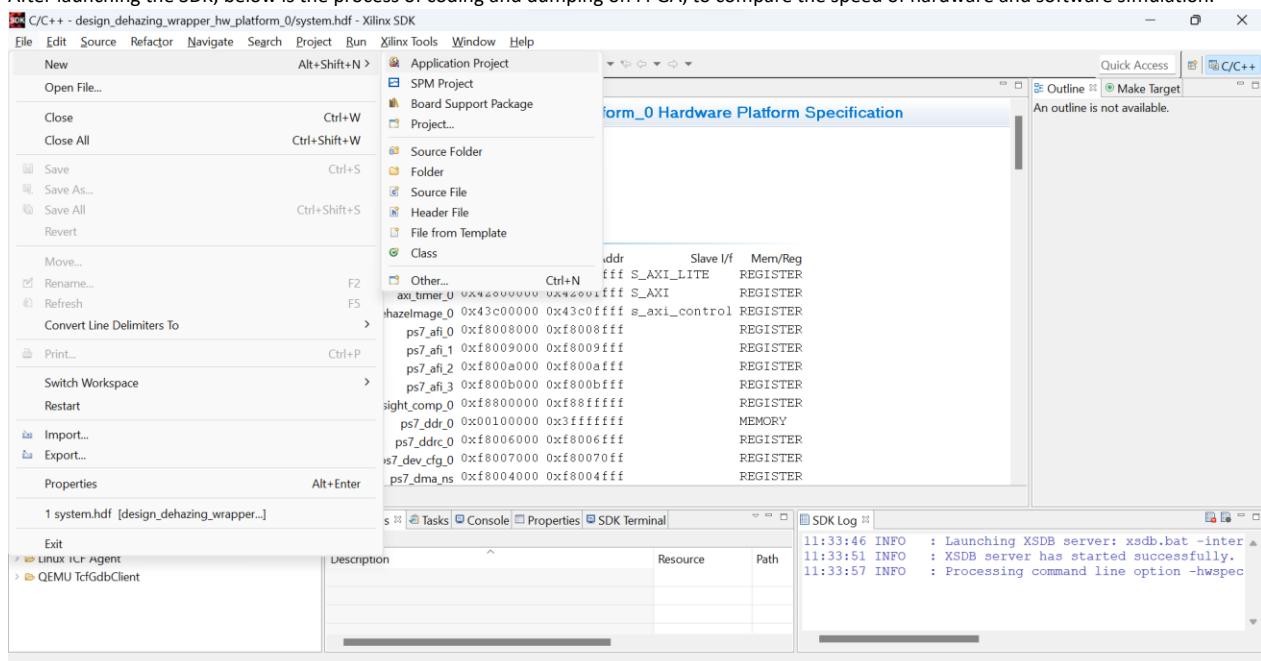


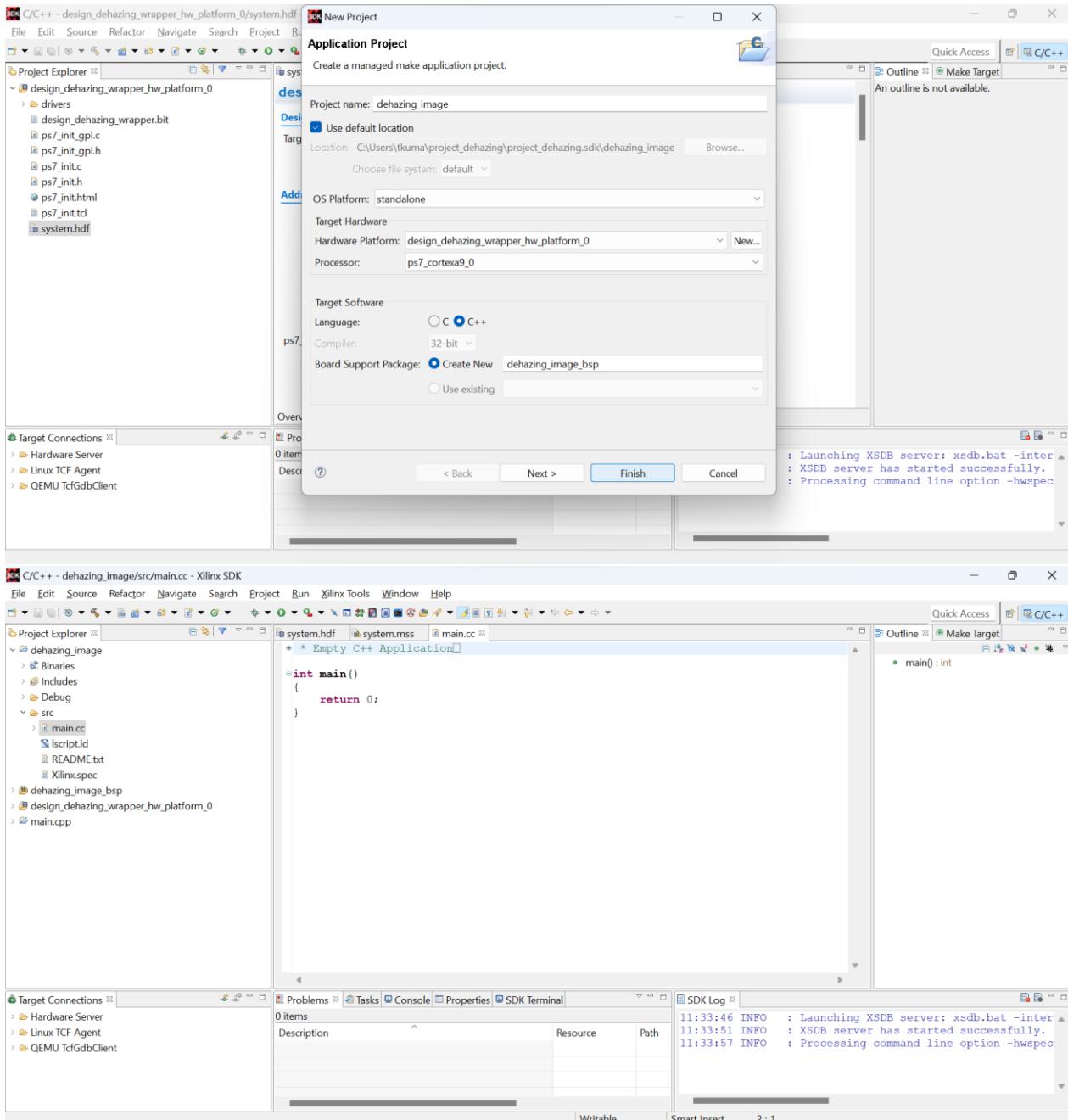
After exporting hardware, launch SDK in same location for dumping on FPGA





After launching the SDK, below is the process of coding and dumping on FPGA, to compare the speed of hardware and software simulation.





code for main.cc:

```

/*
 * Empty C++ Application
 */
/*
 * Commands to download memory to file(Download 586752 bytes from address 0x01300000 to file logresp.txt
 * set logfile [open "E:\\Project\\log.txt" "w"]
 * puts $logfile [mrd 0x01300000 586752 b]
 * close $logfile
 */
#include <stdio.h>
#include "xaxidma.h"

```

```

#include "xdehazeimage.h"
#include "AxiTimerHelper.h"
#include "C:\Users\tkuma\Downloads\output3.txt"
#define MAX_WIDTH 512
#define MAX_HEIGHT 384
#define PATCH_SIZE 15
#define NUMPX      MAX_WIDTH*MAX_HEIGHT
#define NUMPX1000  NUMPX/1000
#define min(x,y)  ((x < y) ? x : y)
#define max(x,y)  ((x > y) ? x : y)
#define val(f0,f1,f2,t0) max(min(min(f0,f2),min(f1,f2)),t0)
//memory used by DMA
#define MEM_BASE_ADDR 0x01000000
#define TX_BUFFER_BASE (MEM_BASE_ADDR + 0x00100000)
#define RX_BUFFER_BASE (MEM_BASE_ADDR + 0x00300000)
//get a pointer to the TX and RX dma buffer(configure DMA)
//the pointers are 8-bit memory but their addresses are 32 bit(u32)
unsigned char* m_dma_buffer_TX = (unsigned char*)TX_BUFFER_BASE;
unsigned char* m_dma_buffer_RX = (unsigned char*)RX_BUFFER_BASE;
unsigned char imgIn_HW[MAX_WIDTH][MAX_HEIGHT][3];
unsigned char img1[384][512][3];
XAxiDma axiDma;
int initDMA(){
    XAxiDma_Config *Cfgptr;
    Cfgptr = XAxiDma_LookupConfig(XPAR_AXI_DMA_0_DEVICE_ID);
    XAxiDma_CfgInitialize(&axiDma, Cfgptr);
    //Disable interrupts
    XAxiDma_IntrDisable(&axiDma,XAXIDMA_IRQ_ALL_MASK,XAXIDMA_DEVICE_TO_DMA);
    XAxiDma_IntrDisable(&axiDma,XAXIDMA_IRQ_ALL_MASK,XAXIDMA_DMA_TO_DEVICE);
    return XST_SUCCESS;
}
XDehazeimage dehazelImage;
int initdehaze(){
    int status;
    XDehazeimage_Config *dehazelImage_cfg;
    dehazelImage_cfg=XDehazeimage_LookupConfig(XPAR_DEHAZEIMAGE_0_DEVICE_ID);
    if(!dehazelImage_cfg)
    {
        printf("Error loading config for dehazelImage_cfg\n");
    }
    status = XDehazeimage_CfgInitialize(&dehazelImage, dehazelImage_cfg);
    if(status!=XST_SUCCESS)
    {
        printf("Error initializing for dehazelImage\n");
    }
    return status;
}
int main()
{
    printf("1.Debugging\n");
    initDMA();
    printf("2\n");
    initdehaze();
    printf("Doing dehaze on HW\n");
    //reading the image
    for(int idx=0;idx<MAX_HEIGHT;idx++)
    {
        for(int idx1=0;idx1<MAX_WIDTH;idx1++)
        {
            for(int idx2=0;idx2<3;idx2++)
            {

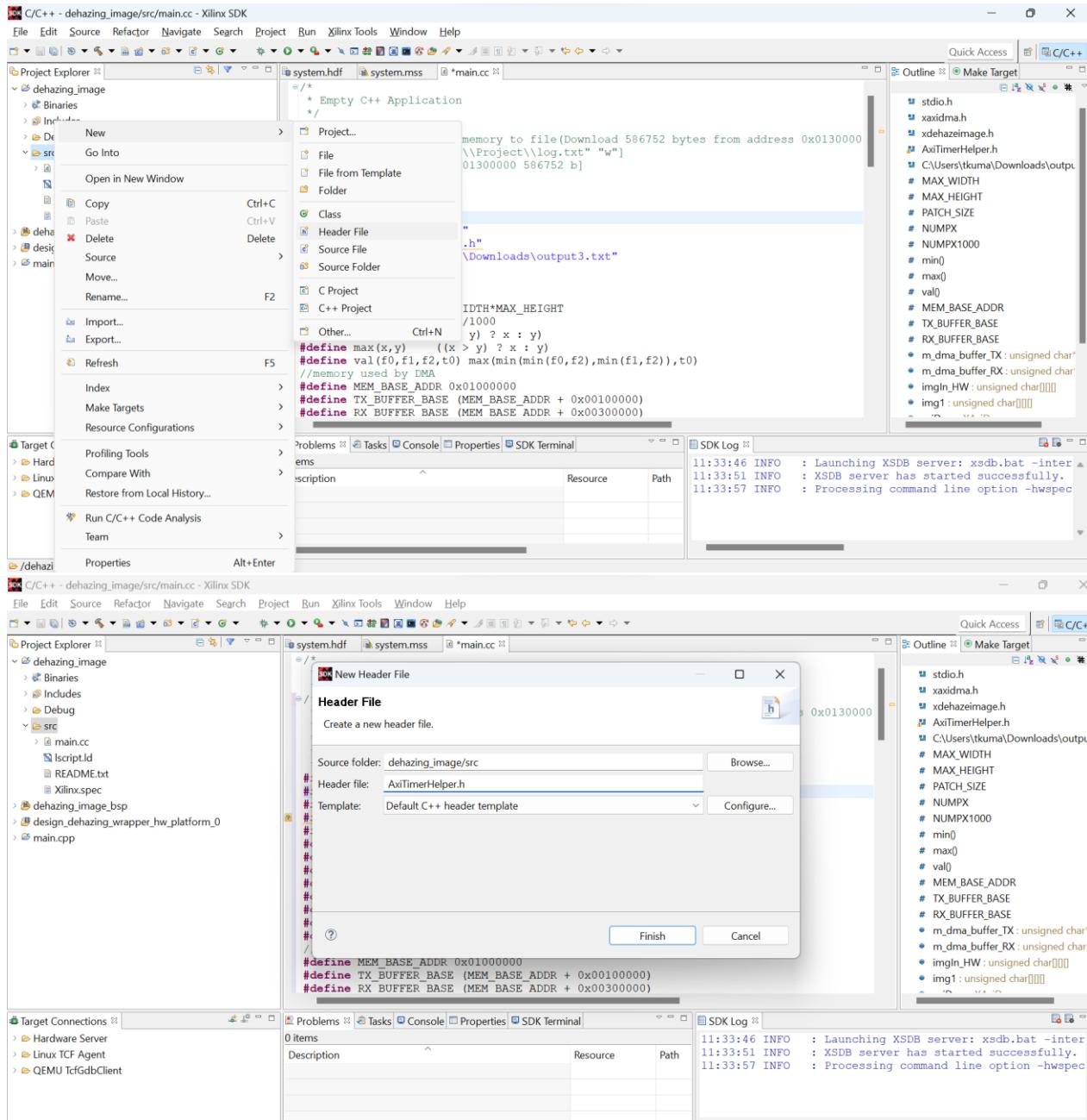
```

```

        imgIn_HW[idx][idx1][idx2]=img[idx][idx1][idx2];
    }
}
}

printf("3\n");
//imgIn_HW=cv::imread("C:\\Users\\tkuma\\Downloads\\haze.png");
AxiTimerHelper axiTimmer;
printf("Starting.....HW\n");
//ask for dehazing
XDehazeImage_Set_t(&dehazelImage,0.1);
XDehazeImage_Set_w(&dehazelImage,0.75);
printf("4\n");
XDehazeImage_Start(&dehazelImage);
printf("5\n");
//do the dma transfer to push and get our image
axiTimmer.startTimer();
printf("6\n");
Xil_DCacheFlushRange((u32)imgIn_HW,MAX_HEIGHT*MAX_WIDTH*3*sizeof(unsigned char));
printf("7\n");
Xil_DCacheFlushRange((u32)m_dma_buffer_RX,MAX_HEIGHT*MAX_WIDTH*3*sizeof(unsigned char));
printf("8\n");
XAxDma_SimpleTransfer(&axiDma,(u32)imgIn_HW,MAX_HEIGHT*MAX_WIDTH*3*sizeof(unsigned
char),XAXIDMA_DMA_TO_DEVICE);
printf("9\n");
XAxDma_SimpleTransfer(&axiDma,(u32)m_dma_buffer_RX,MAX_HEIGHT*MAX_WIDTH*3*sizeof(unsigned
char),XAXIDMA_DEVICE_TO_DMA);
printf("10\n");
Xil_DCACHEInvalidateRange((u32)m_dma_buffer_RX,MAX_HEIGHT*MAX_WIDTH*3*sizeof(unsigned char));
printf("11\n");
axiTimmer.stopTimer();
printf("12\n");
double HW_elapsed = axiTimmer.getElapsedTimerInSeconds();
printf("HW execution time: %f sec\n",HW_elapsed);
return 0;
}

```



Code for AxiTimerHelper.h:

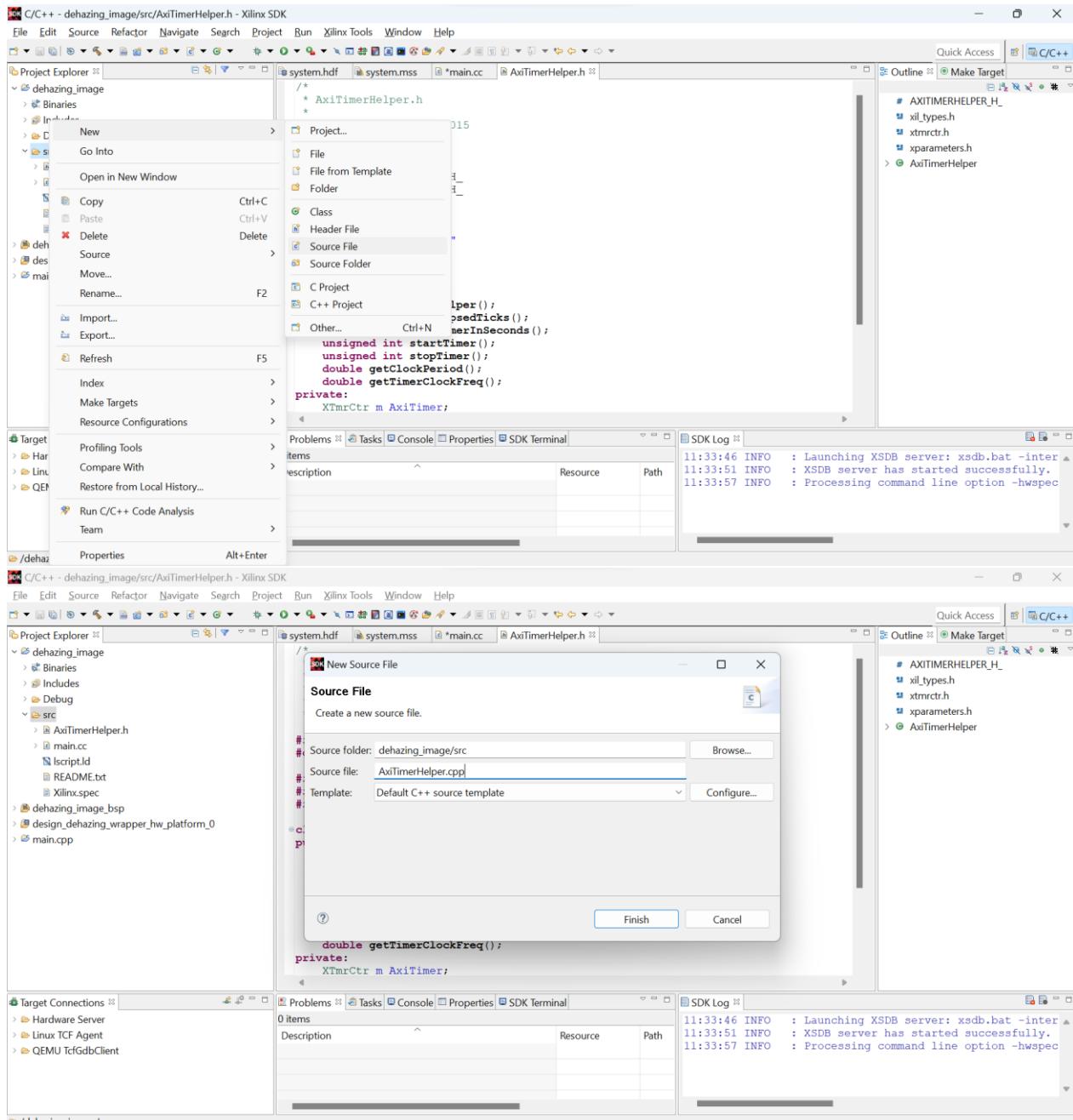
```
/*
 * AxiTimerHelper.h
 *
 * Created on: 06/07/2015
 * Author: laraujo
 */

#ifndef AXITIMERHELPER_H_
#define AXITIMERHELPER_H_

#include "xil_types.h"
#include "xtmrctr.h"
#include "xparameters.h"
```

```
class AxiTimerHelper {
public:
    AxiTimerHelper();
    virtual ~AxiTimerHelper();
    unsigned int getElapsedTicks();
    double getElapsedTimerInSeconds();
    unsigned int startTimer();
    unsigned int stopTimer();
    double getClockPeriod();
    double getTimerClockFreq();
private:
    XTmrCtr m_AxiTimer;
    unsigned int m_tickCounter1;
    unsigned int m_tickCounter2;
    double m_clockPeriodSeconds;
    double m_timerClockFreq;
};

#endif /* AXITIMERHELPER_H_ */
```



Code for AxiTimerHelper.cpp:

```
/*
 * AxiTimerHelper.cpp
 *
 * Created on: 06/07/2015
 * Author: laraujo
 */

#include "AxiTimerHelper.h"

AxiTimerHelper::AxiTimerHelper() {
    // Initialize the timer hardware...
    XTmrCtr_Initialize(&m_AxiTimer, XPAR_TMRCTR_0_DEVICE_ID);
```

```

//XTmrCtr_SetOptions(&m_AxiTimer, 0, XTC_AUTO_RELOAD_OPTION);

// Get the clock period in seconds
m_timerClockFreq = (double) XPAR_AXI_TIMER_0_CLOCK_FREQ_HZ;
m_clockPeriodSeconds = (double)1/m_timerClockFreq;

}

AxiTimerHelper::~AxiTimerHelper() {
    // TODO Auto-generated destructor stub
}

unsigned int AxiTimerHelper::getElapsedTicks() {
    return m_tickCounter2 - m_tickCounter1;
}

unsigned int AxiTimerHelper::startTimer() {
    // Start timer 0 (There are two, but depends how you configured in vivado)
    XTmrCtr_Reset(&m_AxiTimer,0);
    m_tickCounter1 = XTmrCtr_GetValue(&m_AxiTimer, 0);
    XTmrCtr_Start(&m_AxiTimer, 0);
    return m_tickCounter1;
}

unsigned int AxiTimerHelper::stopTimer() {
    XTmrCtr_Stop(&m_AxiTimer, 0);
    m_tickCounter2 = XTmrCtr_GetValue(&m_AxiTimer, 0);
    return m_tickCounter2 - m_tickCounter1;
}

double AxiTimerHelper::getElapsedTimerInSeconds() {
    double elapsedTimelnSeconds = (double)(m_tickCounter2 - m_tickCounter1) * m_clockPeriodSeconds;
    return elapsedTimelnSeconds;
}

double AxiTimerHelper::getClockPeriod() {
    return m_clockPeriodSeconds;
}

double AxiTimerHelper::getTimerClockFreq() {
    return m_timerClockFreq;
}

```

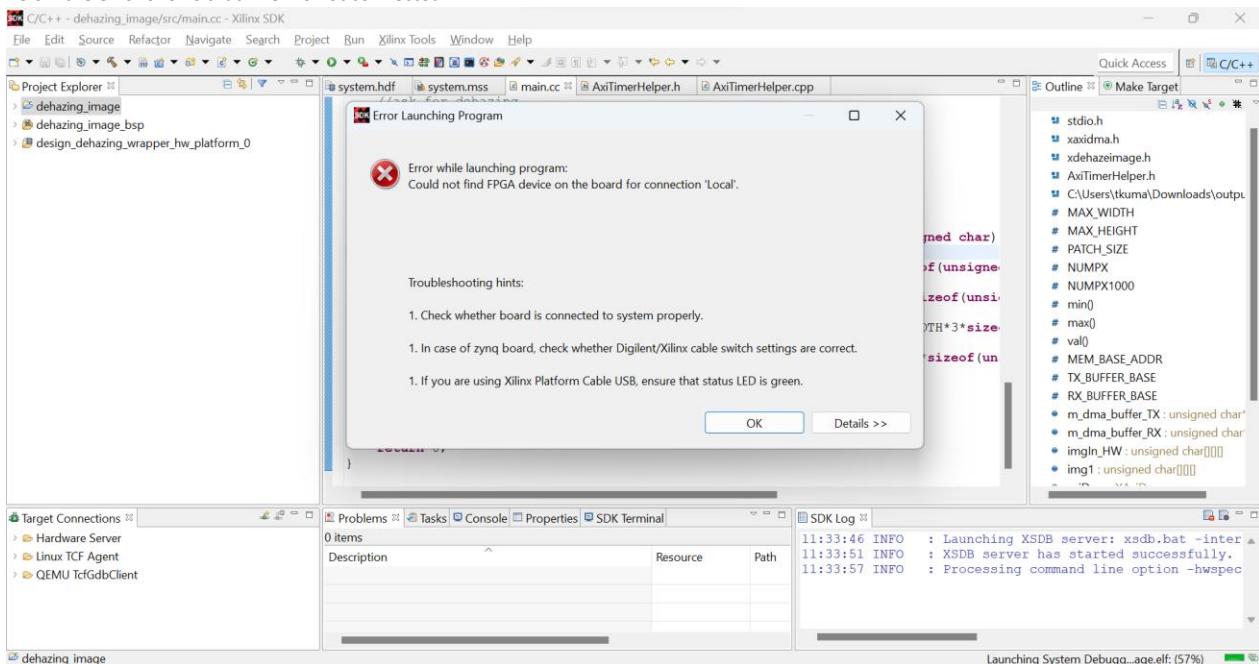
Click on Launch on Hardware to check the results

```

XDehazeImage_Set_t(&dehazeImage, 0.1);
XDehazeImage_Set_w(&dehazeImage, 0.75);
printf("4\n");
XDehazeImage_Start(&dehazeImage);
printf("5\n");
//do the dma transfer to push and get our image
axiTimer.startTimer();
printf("6\n");
Xil_DCacheFlushRange((u32)imgIn_HW,MAX_HEIGHT*MAX_WIDTH*3*sizeof(unsigned char));
printf("\n");
Xil_DCacheFlushRange((u32)m_dma_buffer_RX,MAX_HEIGHT*MAX_WIDTH*3*sizeof(unsigned char));
printf("\n");
XAxiDma_SimpleTransfer(&axiDma,(u32)imgIn_HW,MAX_HEIGHT*MAX_WIDTH*3*sizeof(unsigned char));
printf("\n");
XAxiDma_SimpleTransfer(&axiDma,(u32)m_dma_buffer_RX,MAX_HEIGHT*MAX_WIDTH*3*sizeof(unsigned char));
printf("\n");
Xil_DCacheInvalidateRange((u32)m_dma_buffer_RX,MAX_HEIGHT*MAX_WIDTH*3*sizeof(unsigned char));
printf("\n");
axiTimer.stopTimer();
printf("12\n");
double HW_elapsed = axiTimer.getElapsedTimerInSeconds();
printf("HW execution time: %f sec\n",HW_elapsed);
return 0;
}

```

Below the error shows that FPGA is not connected



After connecting FPGA, below is the result

The screenshot shows the Xilinx IDE interface. On the left, there is a code editor with a file named 'main.cc' containing C++ code for image dehazing. The code includes defines for MAX_WIDTH, MAX_HEIGHT, and PATCH_SIZE, along with various functions like min, max, and val. It also defines memory addresses for TX and RX buffers and DMA. A 'Progress Information' dialog box is open in the center, showing a green progress bar at 15%, 1MB transferred at 1.7MB/s, and an estimated time of 1.7MB/s. On the right, there is a 'Console' tab showing the command 'Program FPGA'.

The second screenshot shows the Xilinx IDE after the project has been successfully compiled. The code editor still displays the 'main.cc' file. The 'Console' tab now shows the output of the TCF Debug Virtual Terminal, which includes the message 'ARM Cortex-A9 MPCore #1'. This indicates that the hardware connection has been established.

After launching on Hardware, Check the Tera term connection for results

Below is the link for drivers, which are to be upgraded for connecting to teraterm:
<https://www.silabs.com/developers/usb-to-uart-bridge-vcp-drivers?tab=downloads>

