

*****Draft*****

Pico Lifting Step with CRC and head & tail code.

11/17/21

*****Draft*****

Added control for sending results. Command (1 = Send or 0 = Wait):

The methods bump_head, bump_tail, dec_head, and dec_tail now require modification for receiving single bytes instead of short int.

bump_head, bump_tail, dec_head, and dec_tail code.

For testing head tail bump & dec

```
sleep_ms(50);
```

```
#define DBUG 1
```

```
#define DBUG1 0
```

```
#define DBUG2 0
```

```
#define imgsize 512
```

```
#define DBUG 0
```

```
#define DBUG1 1
```

```
#define DBUG2 0
```

```
#define imgsize 4096
```

```
sleep_ms(8000);
```

```
head = 0x2000114c tail = 0x2000114c end = 0x2000154c top = 0x2000114c
```

```
head = 0x2000114c tail = 0x2000114c 0x2000154c 0x2000114c
```

```
head < endofbuf
```

```
tail < endofbuf
```

```
head < endofbuf
```

```
tail < endofbuf
```

```
head < endofbuf
```

```
tail < endofbuf
```

```
head = 0x20001152 tail = 0x20001152 0x2000154c 0x2000114c
```

```
head < topofbuf
```

```
tail < topofbuf
```

```
head < topofbuf
```

```
tail < topofbuf
```

```
head < topofbuf
```

```
tail < topofbuf
```

```
head = 0x2000114c tail = 0x2000114c 0x2000154c 0x2000114c
```

Add code to do a CRC.

<https://www.pololu.com/docs/0J44/6.7.6>

Simple Example

The following example program shows how to compute a CRC byte in the C language. The outer loop processes each byte, and the inner loop processes each bit of those bytes. In the example main() routine, this is applied to generate the CRC byte in the message 0x83, 0x01, that was used in Section 6.5. The getCRC() function will work without modification in both Arduino and Orangutan programs. "pico-lifting/crc/crc-ex.c"

```
"gcc crc-ex.c -o crc-ex1"
```

```
./crc-ex  
83 1 17  
83 2 45
```

Advanced Example

The following example program shows a more efficient way to compute a CRC in the C language. The increased efficiency is achieved by pre-computing the CRCs of all 256 possible bytes and storing them in a lookup table, which can be in RAM, flash, or EEPROM. These table values are then XORed together based on the bytes of the message to get the final CRC. In the example main() routine, this is applied to generate the CRC byte in the message 0x83, 0x01, that was used in Section 6.5. "pico-lifting/crc/crc-ex-1.c"

The 2 bytes 0xd3, 0x01 result in CRC8 0x4e

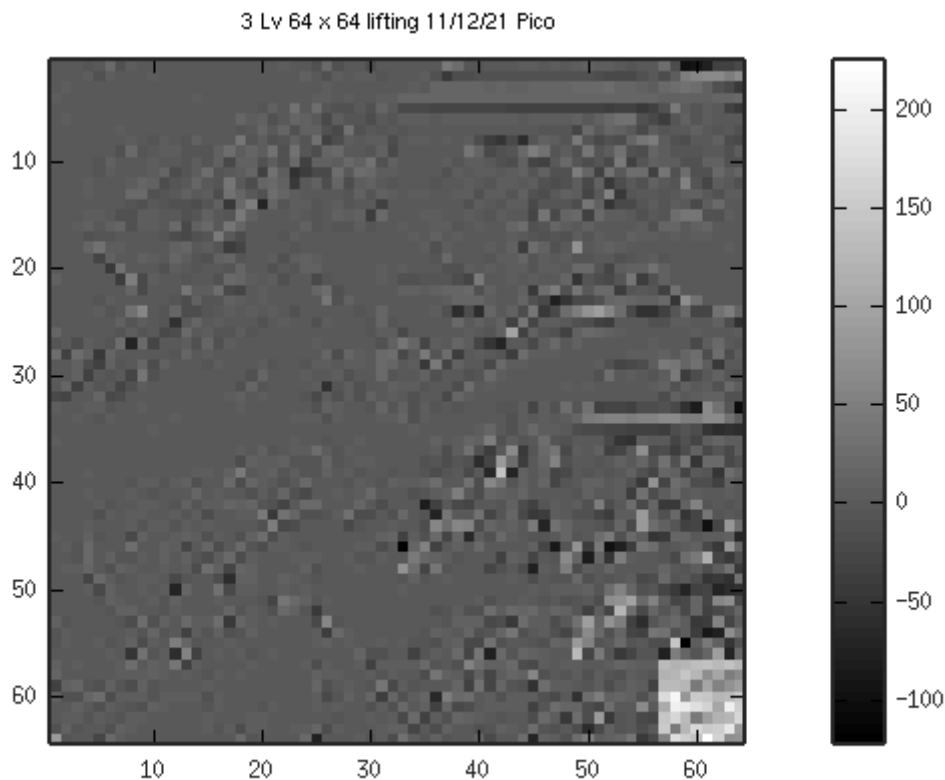
```
message[3] = {0xd3, 0x01, 0x00};
```

```
11001011 10000000 01110100
```

<https://github.com/lammertb/libcrc.git>
lena



The pico computes the 64 x 64 lifting step. In the image below



$\mu_2 = 246.411$

Add the C code to perform the lifting step DWT to the hello_usb.c

```
cp testfiles/64/* .
./buildpi_lift.sh
rm -rf dwt.bin ; ./pi_jpeg 0 1
```

```
octave
GNU Octave, version 4.4.1
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```

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Read <https://www.octave.org/bugs.html> to learn how to submit bug reports.
For information about changes from previous versions, type 'news'.

```
octave:1> rgb
```

Need to find how to insert the 4096 values in the program hello_usb.c
Create 4096 values of 8 bit from the file "r-8.bin" using myformat.

```

00000000 A1 9D 9C 9D 9F A2 A2 A6 AC A5 94 75 5D 5E 5E 5E .....u]^^
00000010 64 68 67 66 64 66 67 6B 6D 6E 6E 6C 6B 6A 69 69 dhgfdfgkmnnlkjii
00000020 66 65 69 66 5E 52 50 54 55 52 4D 42 3C 39 35 34 feif^RPTURMB<954
00000030 34 54 83 7F 52 33 2A 27 28 28 27 4D 5B 48 39 34 4T..R3*('([H94
00000040 9F 9D 9E A0 A1 A3 A7 A6 99 82 63 5C 5F 5F 5D 62 .....c\_]b
00000050 67 67 66 65 63 64 66 67 6A 6B 6A 6A 6A 67 67 6A ggfecdfgkjijggj
00000060 65 62 64 5D 56 4F 4D 4E 50 51 4C 47 43 3C 36 32 ebd]VOMNPQLGC<62
00000070 2F 3B 6C 91 98 95 8C 86 7A 70 6B 6E 7C 69 53 48 /;l.....zpkniSH
00000080 9D 9C 9E 9F A5 A6 9E 89 68 57 5A 5C 5D 5E 5B 60 .....hWZ\)]^`
00000090 65 67 68 66 64 6A 6C 6D 6C 68 66 64 64 63 64 64 eghfdjlmhfdcdcd
000000A0 5F 59 58 52 4C 47 42 3F 45 4A 48 48 4B 4C 5B 55 _YXRLGB?EJHHKL[U
000000B0 48 3F 4E 71 8F 99 9C A0 A1 A1 AA B0 AF A8 B4 BF H?Nq.....
000000C0 9B 9B 9D A4 A8 9F 90 84 7F 7F 80 7F 7D 7E 7B 7A .....}~{z
000000D0 7C 80 7E 7E 80 82 86 85 84 7F 7A 78 78 76 76 74 |.~.....zxxvvt
000000E0 70 6D 6A 65 62 60 5D 5A 65 75 77 75 78 73 77 79 pmjeb`)Zeuwuxswy
000000F0 70 5B 48 46 46 3E 3F 47 4E 59 65 75 82 86 A2 B5 p[HFF>?GNYeu....
00000100 A0 A3 A6 A6 A5 A0 9F A2 A3 A4 A3 A1 9F 9E 9E 9F .....
00000110 9F 9F A2 A3 A3 A4 A5 A5 A3 A4 A2 A1 A2 A1 A0 A1 .....
00000120 A0 A2 A1 A0 9F 9E 9D 9D 9D A0 A1 A2 A3 9F 9B 9C .....
00000130 9D 98 94 95 97 96 96 95 92 8E 8A 88 87 85 85 86 .....
00000140 AA AA A5 A0 9F A1 A3 A5 A6 A7 A8 A7 A6 A5 A4 A7 .....
00000150 A8 AA AE AD AB AD AE AD AC AD AD AD AD AE AF AF .....
00000160 B1 B1 B3 B3 B2 B0 AD AF AD AA AB AE B1 B2 B0 AF .....

.
.
.

00000FB0 55 42 59 68 62 63 68 63 5E 60 60 57 52 45 3D 3D UBYhbhc^`WRE==
00000FC0 8E 35 33 37 36 32 32 34 30 67 95 92 A1 A2 9D 9D .53762240g.....
00000FD0 9B 99 9A 9C 9C 99 98 98 98 98 98 98 97 97 8F 85 .....
00000FE0 88 8C B7 BE C2 CC CC D0 CF D1 D3 D5 D2 CF D1 AC .....
00000FF0 37 55 59 5E 66 66 60 58 5E 52 40 3E 43 3F 3B 5B 7UY^ff`X^R@>C?;[

```

```
gcc myformat.c -o myformat
```

```

./myformat
161,157,156,157,159,162,162,166,172,165,148,117,93,94,94,94,
100,104,103,102,100,102,103,107,109,110,110,108,107,106,105,105,
102,101,105,102,94,82,80,84,85,82,77,66,60,57,53,52,
52,84,131,127,82,51,42,39,40,40,39,77,91,72,57,52,
159,157,158,160,161,163,167,166,153,130,99,92,95,95,93,98,
103,103,102,101,99,100,102,103,106,107,106,106,106,103,103,106,
101,98,100,93,86,79,77,78,80,81,76,71,67,60,54,50,
47,59,108,145,152,149,140,134,122,112,107,110,124,105,83,72,
157,156,158,159,165,166,158,137,104,87,90,92,93,94,91,96,
101,103,104,102,100,106,108,109,108,104,102,100,100,99,100,100,
95,89,88,82,76,71,66,63,69,74,72,72,75,76,91,85,
72,63,78,113,143,153,156,160,161,161,170,176,175,168,180,191,

.
.
.

```

85,66,89,104,98,99,104,99,94,96,96,87,82,69,61,61,
142,53,51,55,54,50,50,52,48,103,149,146,161,162,157,157,
155,153,154,156,156,153,152,152,152,152,152,151,151,143,133,
136,140,183,190,194,204,204,208,207,209,211,213,210,207,209,172,
55,85,89,94,102,102,96,88,94,82,64,62,67,63,59,91,

The following was added to "hello_usb.c"

```
struct PTRs {  
    /*This is the buffer for inp & output  
    2048 x 2048 = 4194304  
    256 x 256 = 65536  
    */  
    short int inbuf[4096*2];  
    short int *inp_buf;  
    short int *out_buf;  
    short int flag;  
    short int w;  
    short int h;  
    short int *fwd_inv;  
    short int fwd;  
    short int *red;  
} ptrs;
```

```
const short int a[] = {161,157,156,157,159,162,162,166,172,165,148,117,93,94,94,94,  
    .  
    .  
    .  
142,53,51,55,54,50,50,52,48,103,149,146,161,162,157,157,  
155,153,154,156,156,153,152,152,152,152,152,151,151,143,133,  
136,140,183,190,194,204,204,208,207,209,211,213,210,207,209,172,  
55,85,89,94,102,102,96,88,94,82,64,62,67,63,59,91};
```

```
for(i = 0; i < 4096;i++) ptrs.inp_buf[i] = a[i];
```

```
cd tmp  
git clone git@github.com:develone/pico-lifting.git  
cd pico-lifting  
cp testfiles/2048/* .  
./buildpi_lift.sh  
rm -f dwt.bin;./pi_jpeg 0 1
```

Next instead of reading the files and writing the results in dwt.bin The goal is use as serial tx & rx to send the data to the program. Then transmit the result over the serial tx.

The folder testfiles/2048/ has the files to perform a 2048 lifting step.
The folder testfiles/256/ has the files to perform a 256 lifting step.

The following command compiles the code ./buildpi_lift.sh

There is a define in pi_jpeg.c that turns off the debug

```
rm -f dwt.bin ; ./pi_jpeg 0 1
0x0 0x22048 0x1022048
ptrs.fwd_inv = 0x2022060
reading r.bin
fwd lifting step only
w = 0x800 ptrs.inp_buf wptr = 0x22048 alt = 0x1022048 ptrs.fwd_inverse = 0x2022060
ptrs.fwd_inverse = 0x1
starting red dwt
finished ted dwt
octave
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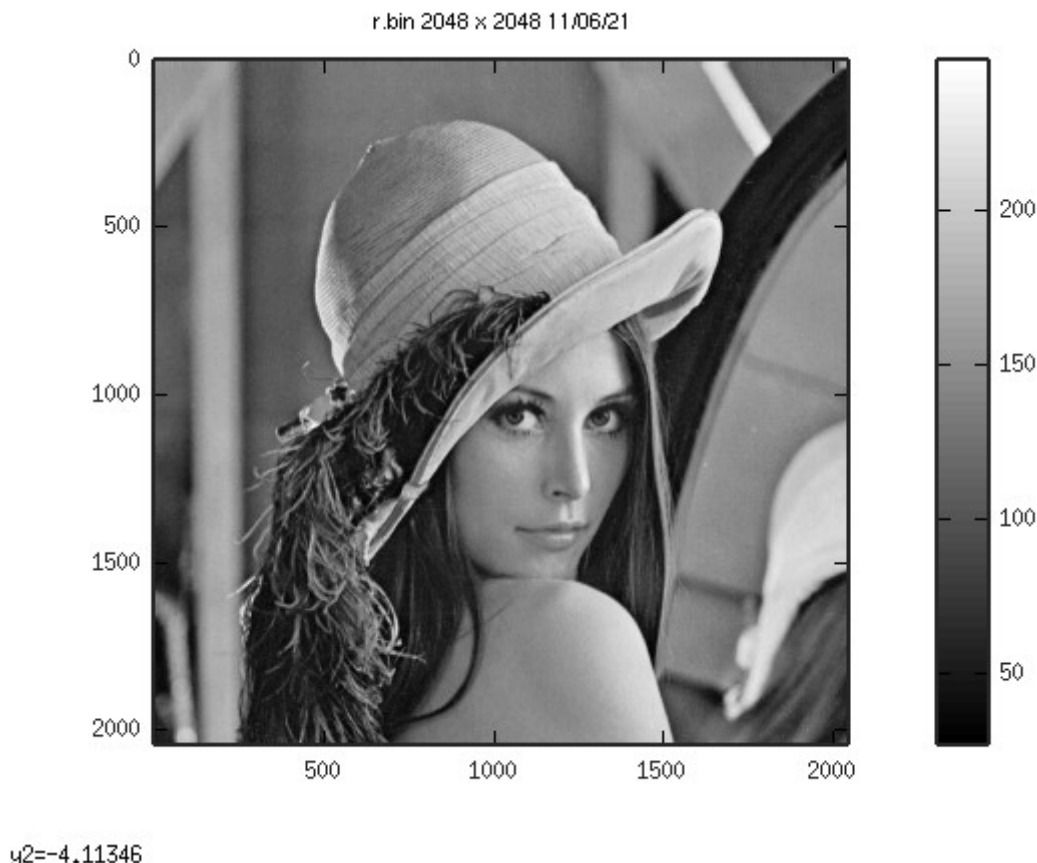
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Read <https://www.octave.org/bugs.html> to learn how to submit bug reports.

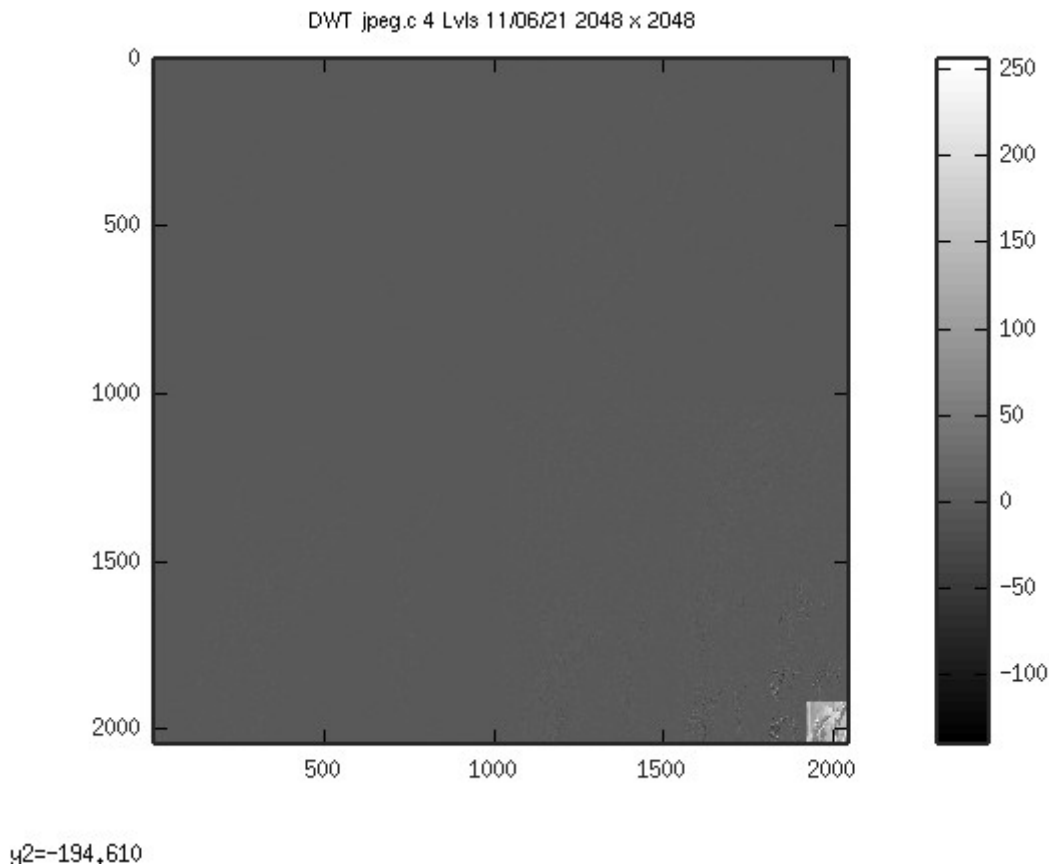
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octave:1> rgb

The input was a pgm file 2048 x 2048



4 lvs 2048 x 2048 lifting step.



```
cp testfiles/256/* .
./buildpi_lift.sh
devel@mypi3-20:~/pico-lifting $ rm -f dwt.bin ; ./pi_jpeg 0 1
0x0 0x22048 0x62048
ptrs.fwd_inv = 0xa2060
reading r.bin
fwd lifting step only
w = 0x100 ptrs.inp_buf wptr = 0x22048 alt = 0x62048 ptrs.fwd_inverse = 0xa2060
ptrs.fwd_inverse = 0x1
starting red dwt
finished ted dwt
```

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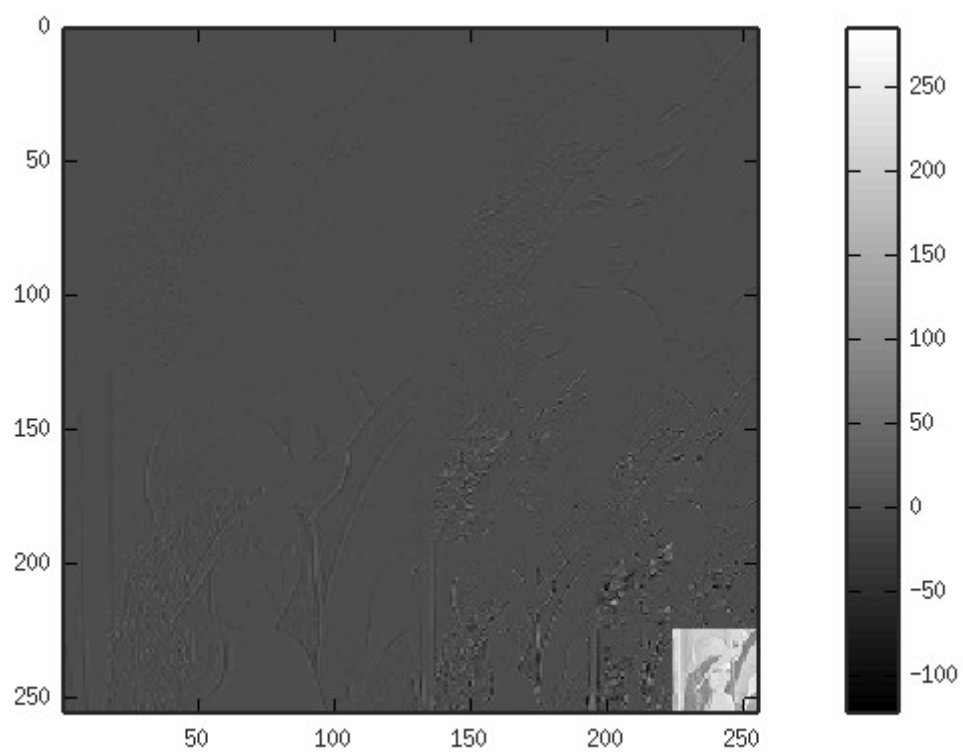
```
octave:1> rgb
```

The input was a pgm file 256 x 256



```
u2= 174.001
```

3 lvs 256 x 256 lifting step.



$\mu_2 = -178.095$