IMAGE PROCESSING AND MORE CUDA
IMAGE PROCESSING, DIGITAL IMAGE PROCESSING, MULTIPLE VIEW GEOMETRY, CUDA

ERNEST YEUNG ERNESTYALUMNI@GMAIL.COM

Contents

Abstract.

Part 1. Embedded Linux: toolchains, bootloaders

1. Toolchains

cf. Vasquez and Simmonds (2021) [1]

1.1. crosstool-ng.

1.1.1. *Using menuconfig of crosstool-ng.* Do either
`./ct-ng menuconfig` or `bin/ct-ng menuconfig` to enter the menu system. Vasquez and Simmonds (2021) [1] then refers to Ch. 4 "Configuring and Building the Kernel" for more on menuconfig.

Specific to building a toolchain for Beaglebone Black,
For crosstool-ng-1.22.0, the 2 configuration changes recommended are

- In **Paths and misc options**, disable **Render the toolchain read-only** (`CT_INSTALL_DIR_RO`)

2. How Computers Store Data

Part 2. Docker

3. References

This lecture on "Containers, Dockers, and Kubernetes" by Raj Jain for CSE 570-18 led me to this book: N. Poulton, "Docker Deep Dive," Oct 2017, ISBN: 9781521822807 which was bolded "Highly Recommended". Apparently there's a 2020 edition as well.

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References

[1] Frank Vasquez, Chris Simmonds. **Mastering Embedded Linux Programming** - Third Edition. May 2021. Packt
[2] W. Richard Stevens, Bill Fenner, Andrew M. Rudoff. **UNIX Network Programming: The Sockets Networking API**. Volume 1. Third Edition. 2004. ISBN: 0-13-141155-1