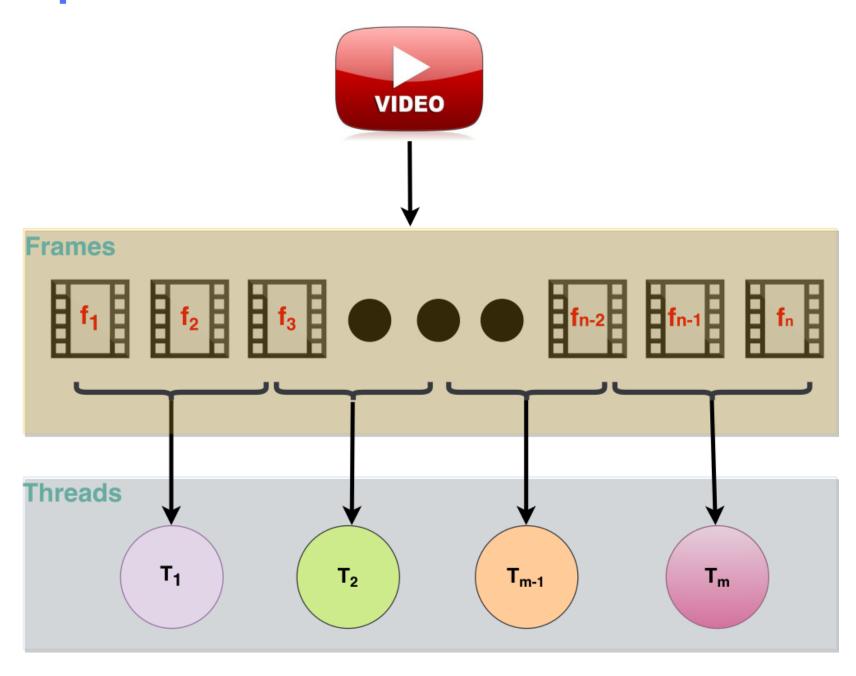
# Estabilização de vídeo

Leandro Souza da Silva 29 de Junho de 2017

#### Perfilamento

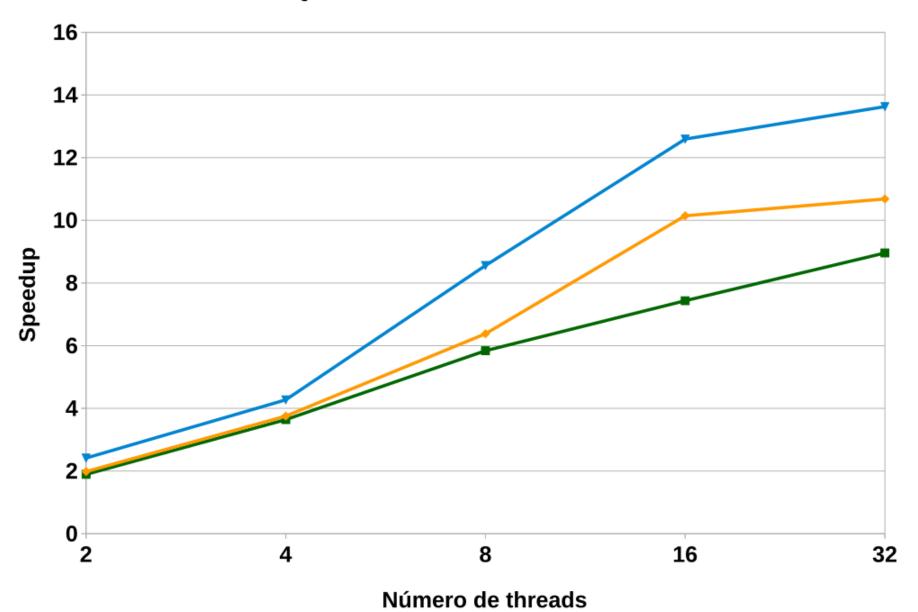
Basic Hotspots Hotspots by CPU Usage viewpoint (change)			
🔻 🚟 Collection Log \; 🕀 Analysis Target 🔥 An	alysis Type 🐧 Summary 🔌 Bottom-up	Caller/Callee	♠ Top-down Tree
Function	CPU Time: Total ▼		
	Effective Time by Utilization  Idle Poor Ok Ideal Over	Spin Time	Overhead Time
_start	89.5%	1.1%	0.0%
libc_start_main	89.5%	1.1%	0.0%
[stack]	89.5%	1.1%	0.0%
main	89.4%	1.1%	0.0%
transformationFrame	81.6%	0.0%	0.0%
cv::goodFeaturesToTrack	57.9%	0.0%	0.0% 2
cv::calcOpticalFlowPyrLK	19.5%	0.0%	0.0%
clone	9.3%	0.0%	0.0%
func@0x4fc740	9.3%	0.0%	0.0%
start_thread	9.3%	0.0%	0.0%
func@0x24f058	9.1%	0.0%	0.0%
func@0x29db40	8.7%	0.0%	0.0%
func@0x2a2730	8.7%	0.0%	0.0%
readFrames	4.1%	1.1%	0.0%
cv::VideoCapture::operator>>	3.9%	1.1%	0.0%
[Unknown stack frame(s)]	4.2%	0.0%	0.0%
cv::cvtColor	3.7%	0.0%	0.0%
	•		

## Arquitetura Paralela

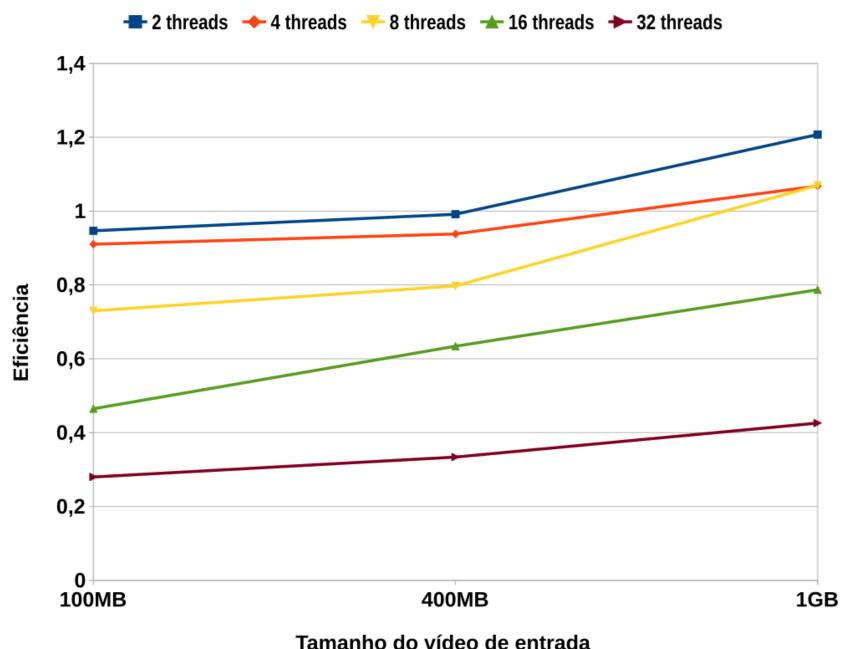


#### Speedup e Eficiência Pthread

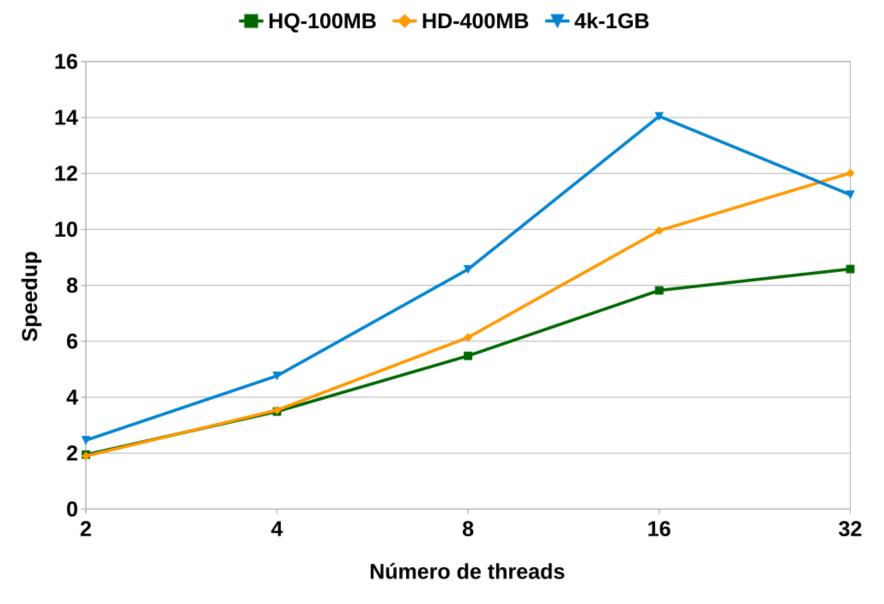




## Speedup e Eficiência Pthread

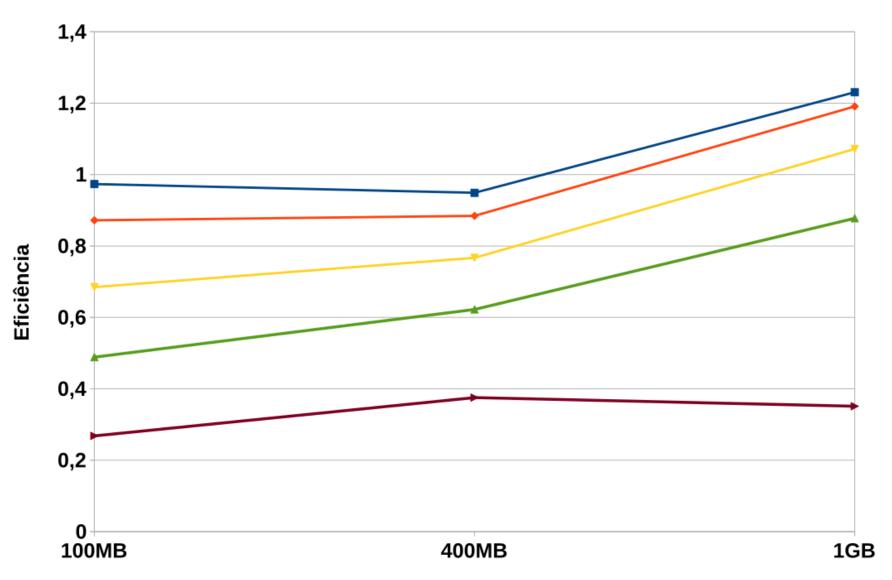


### Speedup e Eficiência OpenMP



### Speedup e Eficiência OpenMP

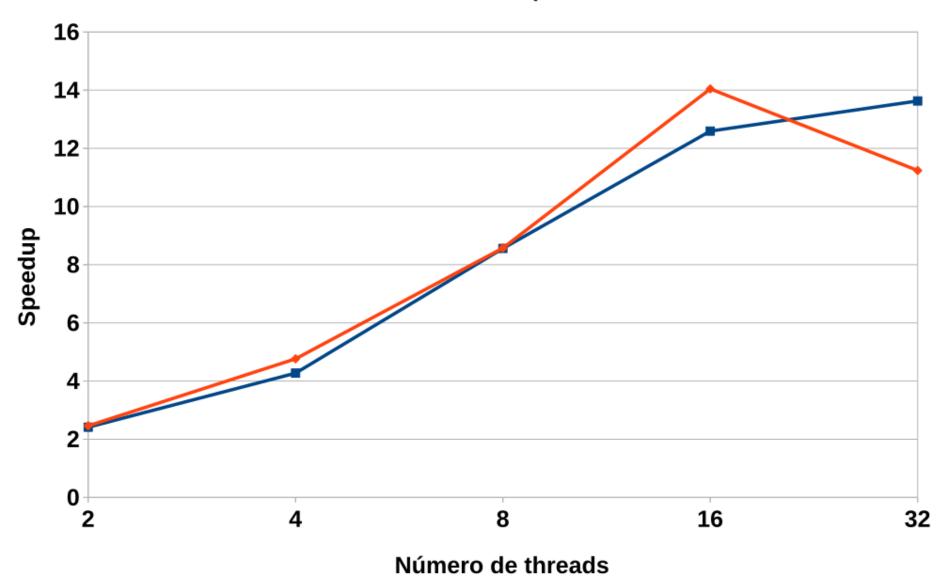
**2** threads **→** 4 threads **→** 8 threads **→** 16 threads **→** 32 threads



Tamanho do vídeo de entrada

#### Speedup, Pthread vs OpenMP





#### Dificuldades

#### As principais dificuldades encontradas foram:

- Construção de um conjunto de dados adequado.
- Gasto de tempo elevado para realizar os testes.
- Diferenças entre as aquiteturas cuda e OpenCV.