

Sobel Edge Detection Filter Using Images

1 Overview

1.1 Location `$<APPSDKSamplesInstallPath>\samples\opencl\cpp_cl\`

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 `$<APPSDKSamplesInstallPath>\samples\opencl\bin\x86` for 32-bit builds and `$<APPSDKSamplesInstallPath>\samples\opencl\bin\x86_64` for 64-bit builds.

Type the following command(s).

1. `SobelFilterImage`
This applies Sobel edge detection filter on input image using the GPU's texture unit (Images).
2. `SobelFilterImage -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 meaning.
	--device	Devices on which the program is to be run. Acceptable values are <code>cpu</code> or <code>gpu</code> .
-q	--quiet	Quiet mode. Suppresses all text output.
-e	--verify	Verify results against reference implementation.
-t	--timing	Print timing.
	--dump	Dump binary image for all devices.
	--load	Load binary image and execute on device.
	--flags	Specify compiler flags to build the kernel.
-p	--platformId	Select platformId to be used (0 to N-1, where N is the number of available platforms).
-d	--deviceId	Select deviceId to be used (0 to N-1, where N is the number of available devices).
-v	--version	AMD APP SDK version string.
-i	--iterations	Number of iterations for kernel execution.

2 Implementation Details

The input buffer is stored in a 2D image 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.

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