

# Outline

- Internship Assistant Test Engineer of Wafer at **KYEC** (*Wafer chip probing*)
- Course Record Convolution Neural Network, Computer Graphics 3D Rendering, Digital IC Design Practice
- Master thesis  
(MATLAB, ImageJ) Portable Low-Cost Confocal Microscope Based on Pinhole Array and Smartphone  
(*Image processing*)
- Personality

# Underwater image deblurring

Fast Underwater Image Enhancement, FUnIE

## Model: FUnIE-GAN

### ● Neural Network

1. Generator: Using **Unet**
2. Discriminator: Using **PatchGAN**

### ● Loss function

1. Loss\_G

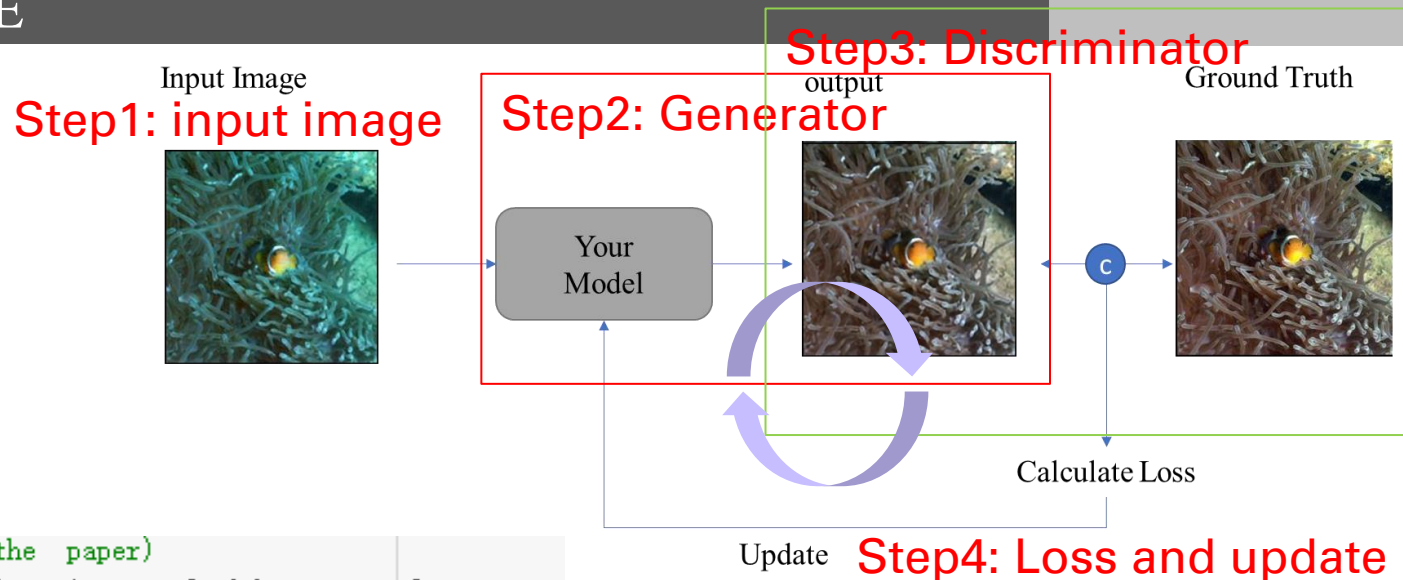
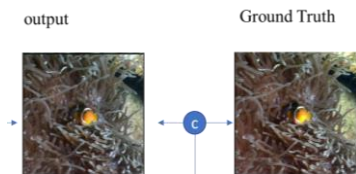
```
# Total loss (Section 3.2.1 in the paper)
loss_G = loss_GAN + lambda_1 * loss_1 + lambda_con * loss_con
```
2. Loss\_D

```
# Total loss: real + fake (standard PatchGAN)
loss_D = 0.5 * (loss_real + loss_fake) * 10.0 # 10x scale
```

### ● PyTorch

### ● Results

1. 515 sample
2. SSIM : range[0, 1] , **SSIM=0.8**
3. PSNR : range[20dB, 40dB] , **PSNR=26dB**



Input Image

Output Image

Ground Truth



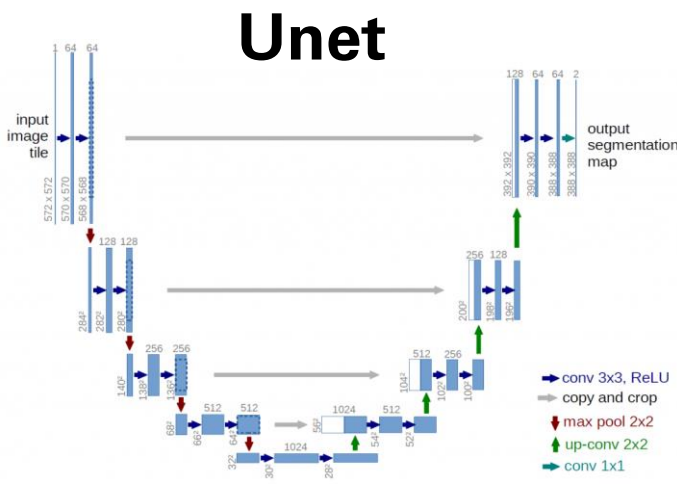
# Underwater image deblurring

Fast Underwater Image Enhancement, FUnIE

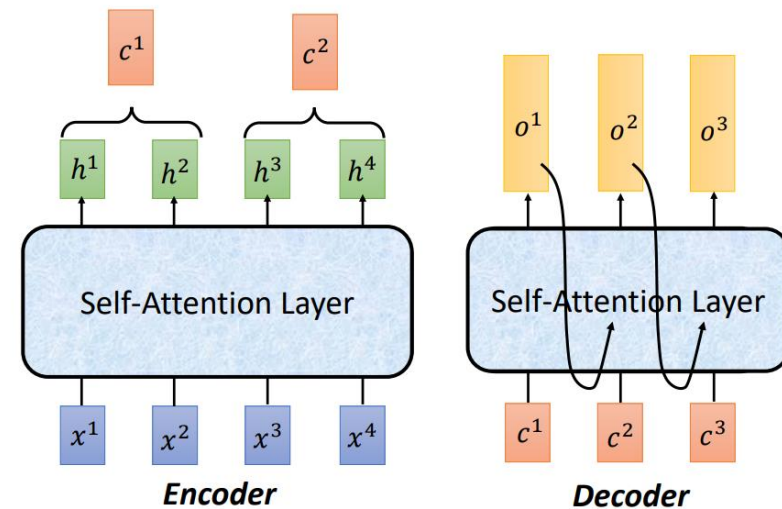
## FUnIE-GAN

### ● Neural Network

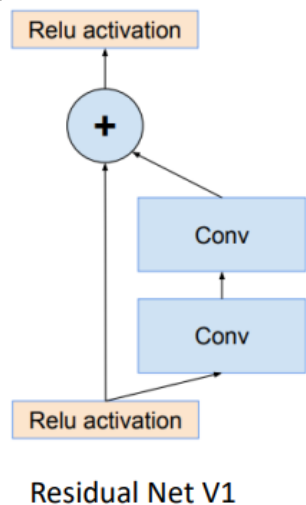
1. Generator: Using **Unet**
2. Discriminator: Using **PatchGAN**



## Seq2seq with Attention



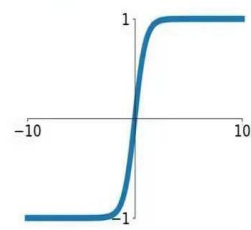
## Skip Connection



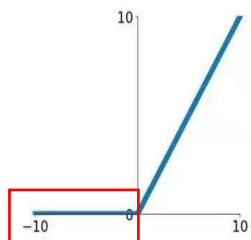
$$H(x) = F(x) + x$$

## Vanishing gradient problem

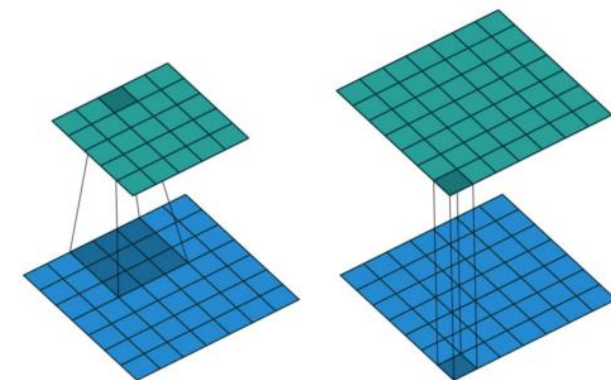
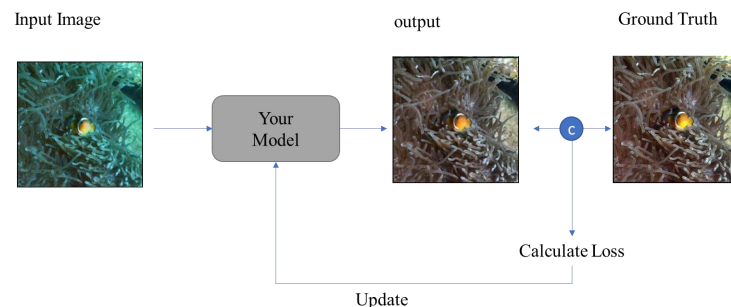
**tanh**  
 $\tanh(x)$



**ReLU**  
 $\max(0, x)$



$x \leq 0, f'(x) = 0$



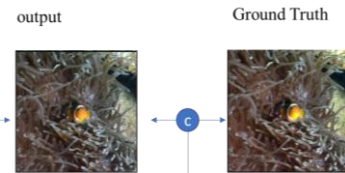
left: with kernel of size 3x3  
right: with kernel of size 1x1



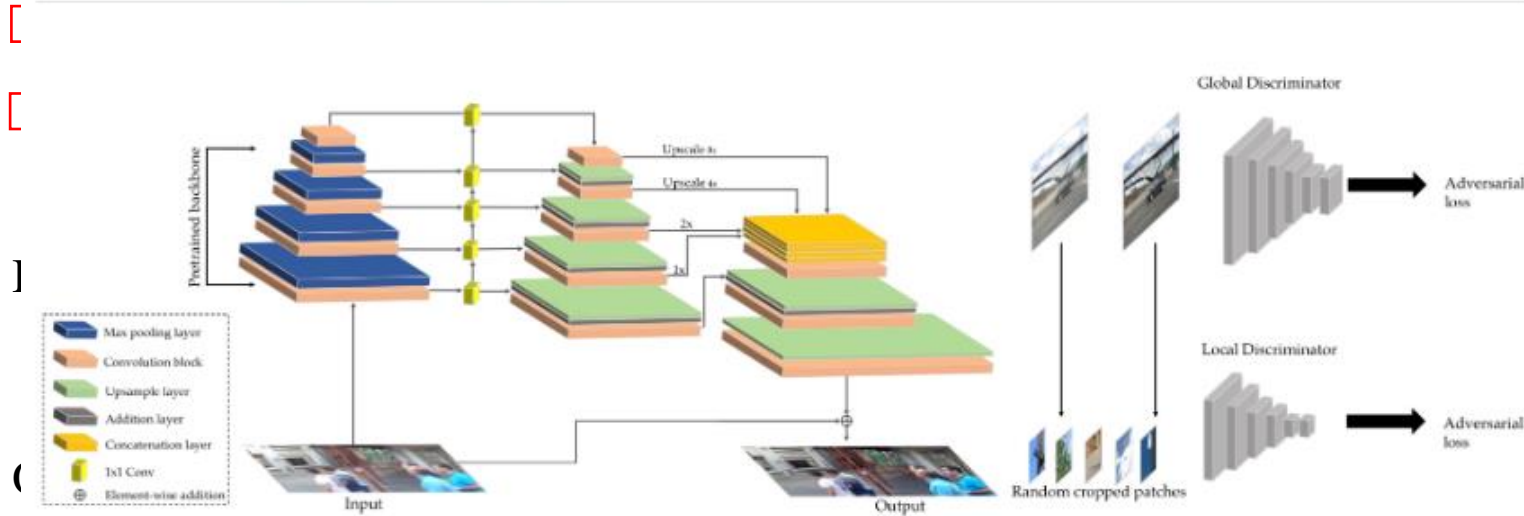
# Underwater image deblurring

## Results

1. SSIM : range[0, 1] , **SSIM=0.8**
2. PSNR : range[20dB, 40dB] , **PSNR=26dB**



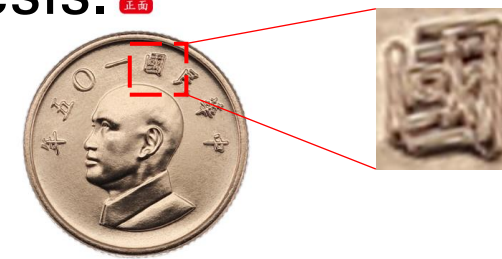
## DeblurGAN-v2 Architecture



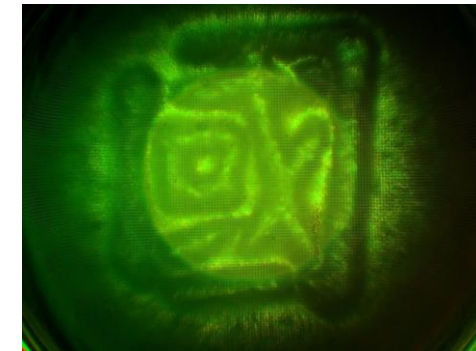
Ground Truth



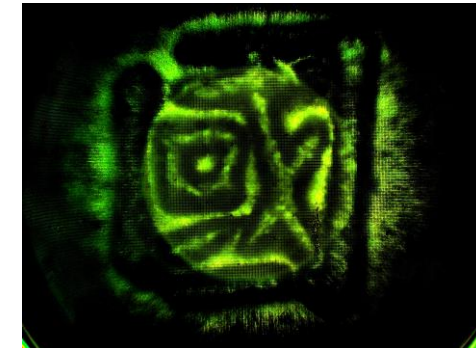
Future work on my master thesis.



Original Image



Output Image



# Computer Graphics 3D rendering

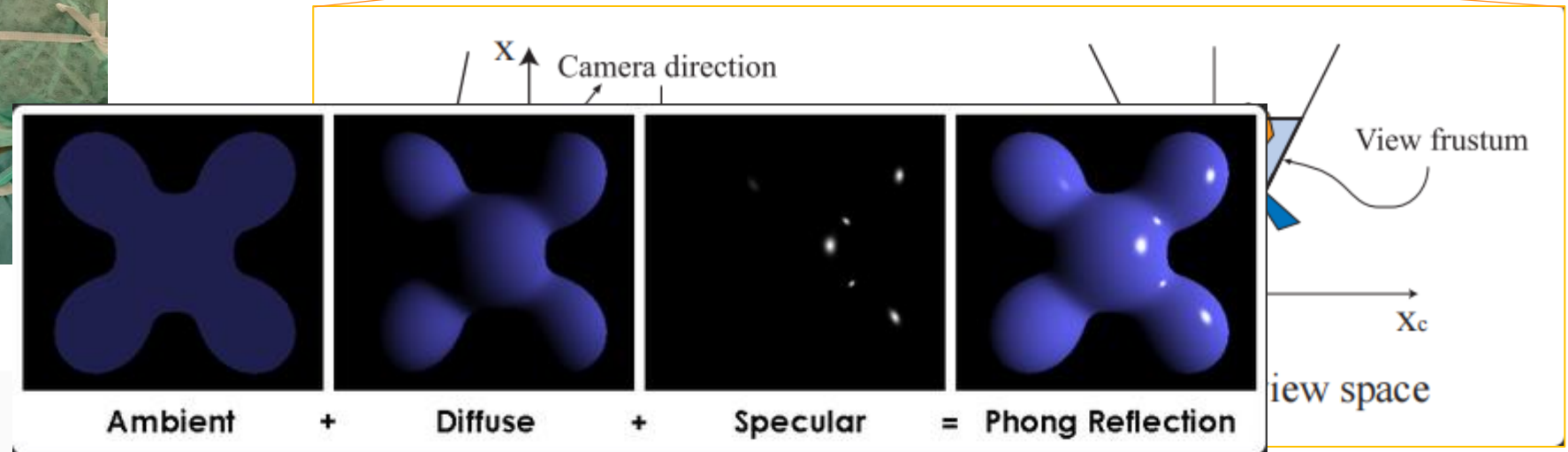


Local

world

view

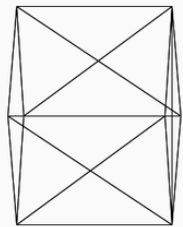
screen



HW3



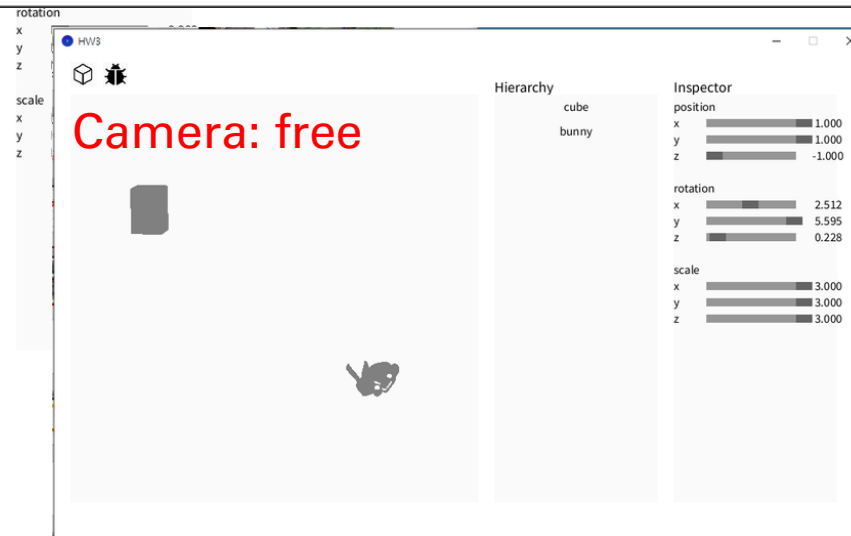
Hierarchy  
cube



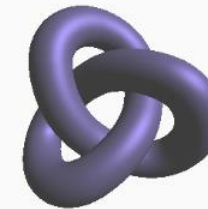
Camera: fixed

Object: xyz Geometric  
(translation、rotation、  
scale)

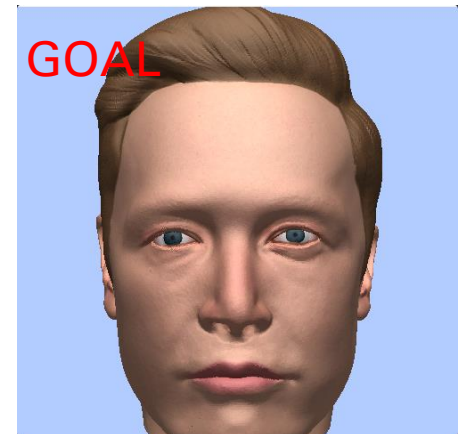
Camera: free



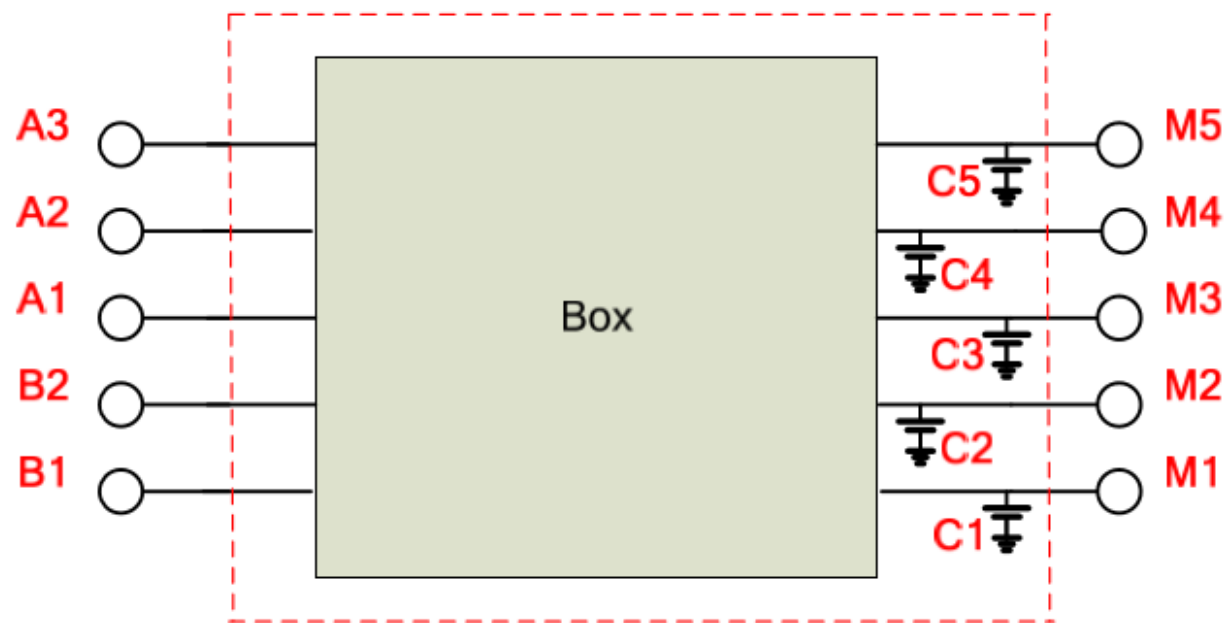
ColorShader



GOAL



# Digital IC Design Practice



圖二 Multplier3x2 內部電路圖

$$\begin{array}{r}
 \begin{array}{r}
 A3 \quad A2 \quad A1 \\
 * \quad B2 \quad B1 \\
 \hline
 \end{array} \\
 \begin{array}{r}
 \begin{array}{c} C1 \\ A3B1 \end{array} \quad \begin{array}{c} C2 \\ A3B2 \end{array} \quad \begin{array}{c} C3 \\ A2B2 \end{array} \quad \begin{array}{c} A2B1 \\ A1B2 \end{array} \quad \begin{array}{c} A1B1 \\ \end{array} \\
 \hline
 M5 \quad M4 \quad M3 \quad M2 \quad M1
 \end{array}$$

$$\begin{aligned}
 M5 &= C3(M4 \text{ 進位}) \\
 M4 &= C2(M3 \text{ 進位}) + A3B2 \\
 M3 &= C1(M2 \text{ 進位}) + A3B1 + A2B2 \\
 M2 &= A2B1 + A1B2 \\
 M1 &= A1B1
 \end{aligned}$$

方程式一 電路計算方程式

Half\_adder  
Full\_adder  
Half\_adder

Total:  
And: 6  
Half\_adder: 2  
Full\_adder: 1

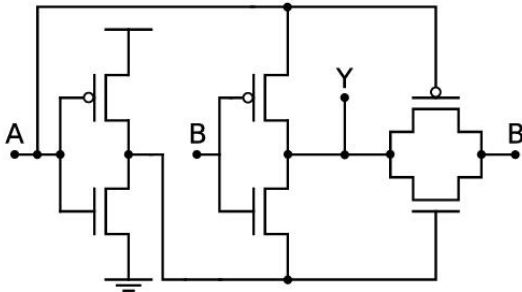


# Digital IC Design Practice

## Model: Mulitplier3x2

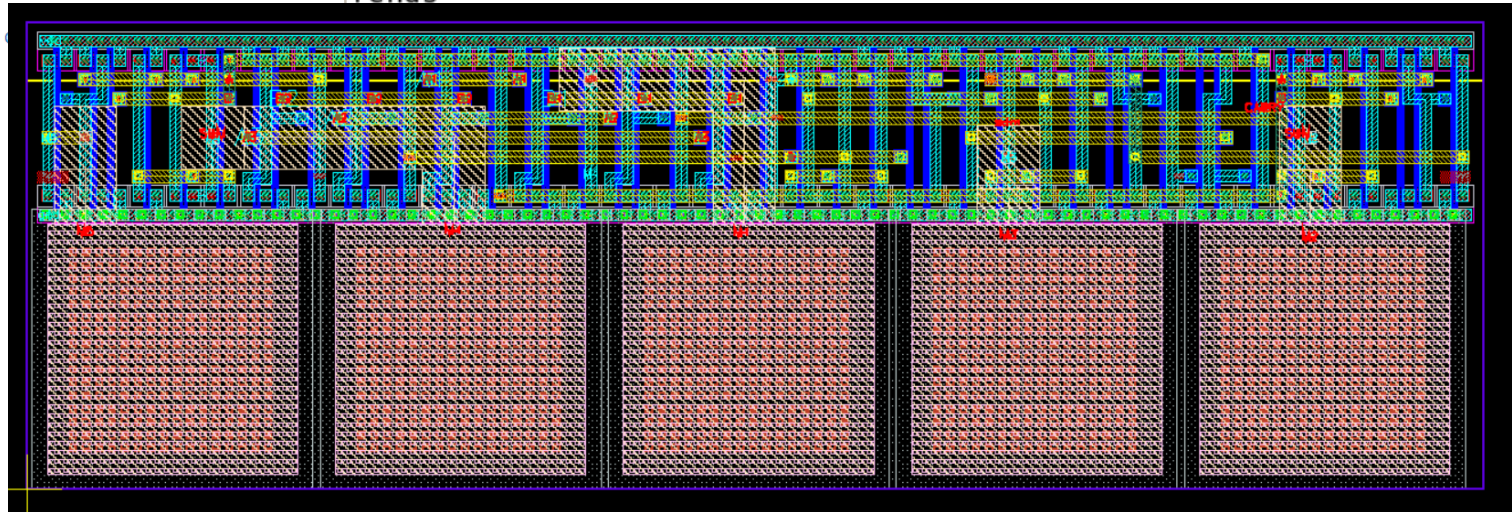
- Verilog
- Hspice
- Results

1. *Layout*
2. *Presim & Posim*
3. *Drc & Lvs*



```
module mulitplier3x2( A3, A2, A1, B2, B1, M5, M4, M3, M2, M1);  
  
    input A3, A2, A1, B2, B1 ;  
    output M5, M4, M3, M2, M1 ;  
  
    wire P0, P1, P2, P3, P4, P5;  
    wire S1, S2, S3;  
    wire C1, C2, C3;  
  
    assign P0 = A1 & B1;  
    assign P1 = A2 & B1;  
    assign P2 = A1 & B2;  
    assign P3 = A3 & B1;  
    assign P4 = A2 & B2;  
    assign P5 = A3 & B2;  
  
    // M1  
    assign M1 = P0;  
  
    // M2 = P1 + P2 half_adder  
    assign S1 = P1 ^ P2;  
    assign C1 = P1 & P2;  
    assign M2 = S1;  
  
    // M3 = P3 + P4 + C1 Full_adder  
    assign S2 = P3 ^ P4 ^ C1;  
    assign C2 = (P3 & P4) | (P3 & C1) | (P4 & C1);  
    assign M3 = S2;  
  
    // M4 = P5 + C2 half_adder  
    assign S3 = P5 ^ C2;  
    assign C3 = P5 & C2;  
    assign M4 = S3;  
  
    // M5 = C3  
    assign M5 = C3;  
  
endmodule
```

```
.subckt Mulitplier3x2  A1 A2 A3 B1 B2 M1 M2 M3 M4 M5 vdd gnd  
Cl1 M1 GND 0.1P $[MIMCAPS]  
Cl2 M2 GND 0.1P $[MIMCAPS]  
Cl3 M3 GND 0.1P $[MIMCAPS]  
Cl4 M4 GND 0.1P $[MIMCAPS]  
Cl5 M5 GND 0.1P $[MIMCAPS]  
x1 A1 B1 M1 vdd gnd / and  
x2 A1 B2 a vdd gnd / and  
x3 A2 B1 b vdd gnd / and  
x4 a b M2 C1 vdd gnd / half_adder  
x5 A3 B1 c vdd gnd / and  
x6 A2 B2 d vdd gnd / and  
x7 c d C1 M3 C2 vdd gnd / fall_adder  
x8 A3 B2 e vdd gnd / and  
x9 e C2 M4 M5 vdd gnd / half_adder  
.ends
```



# Digital IC Design Practice

## ● Results

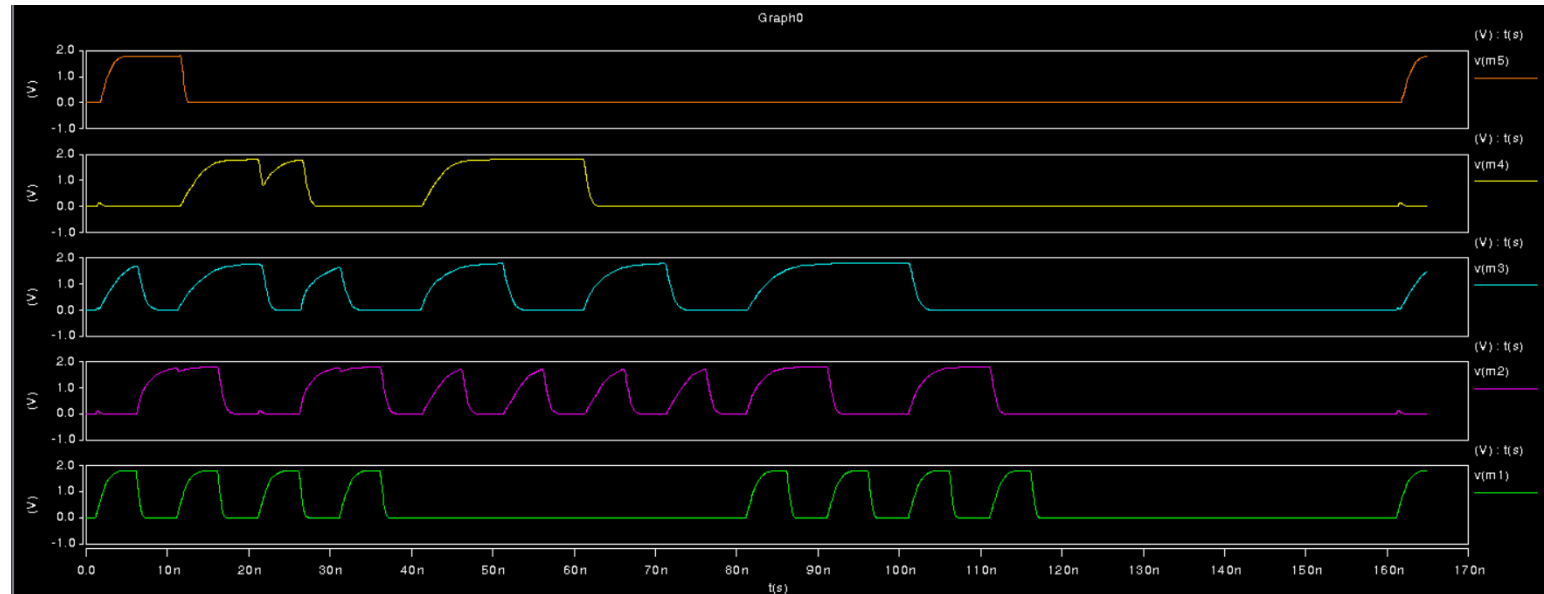
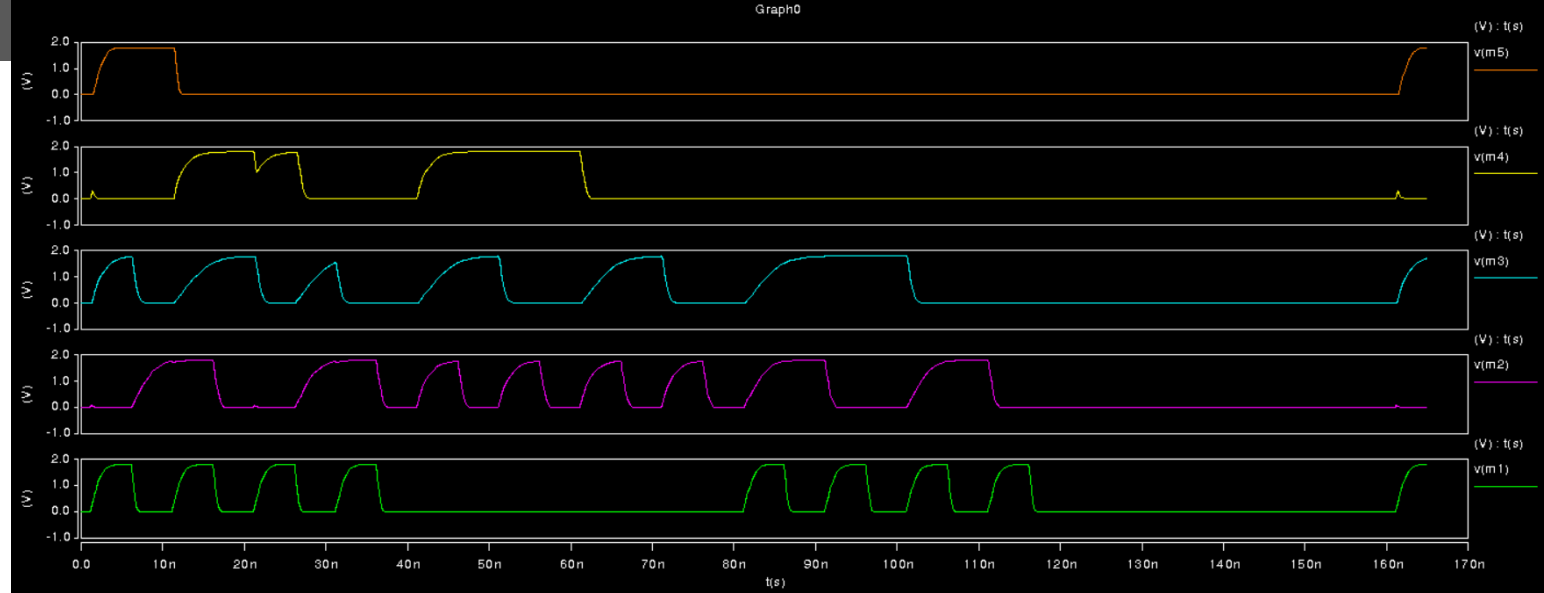
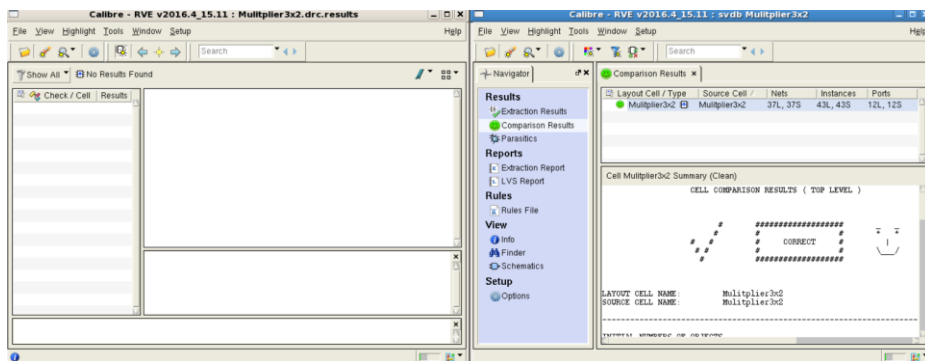
### 1. Layout

### 2. Presim & Posim

- Presim:  $P_{avg} = 63\mu W$ ,  $T_{emp} = 27^\circ C$

- Posim:  $P_{avg} = 75\mu W$ ,  $T_{emp} = 27^\circ C$

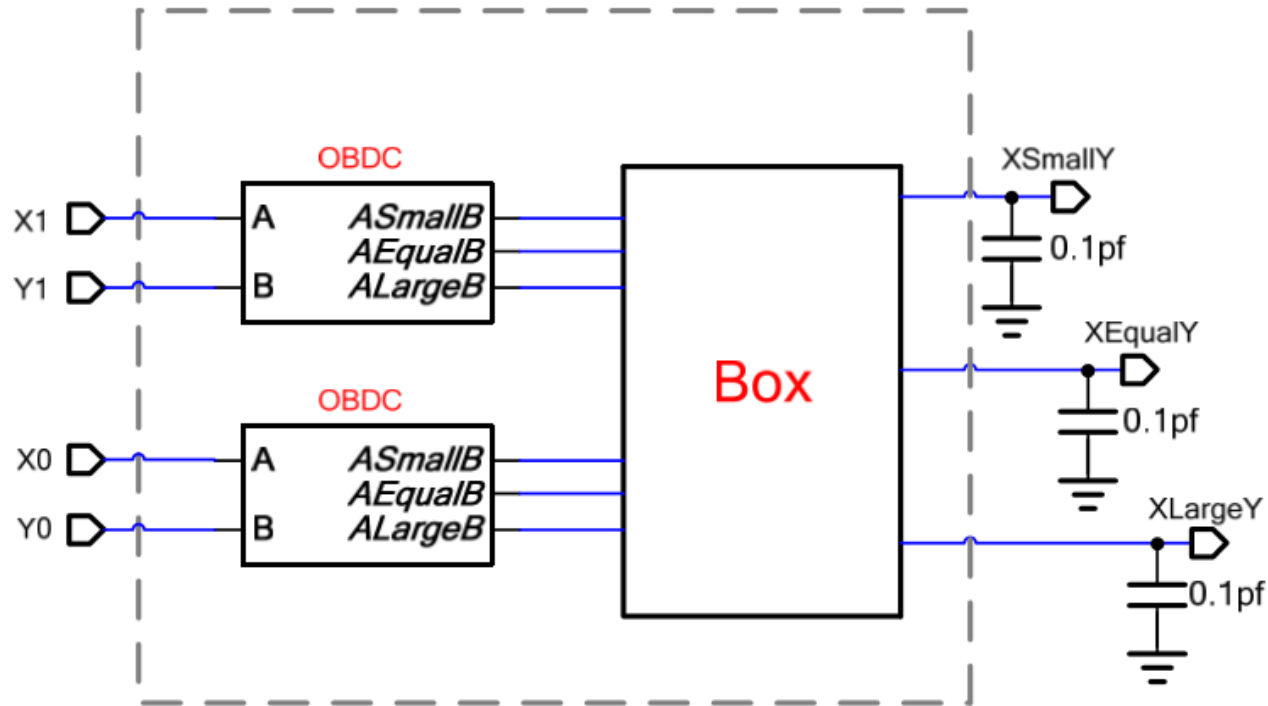
### 3. Drc & Lvs



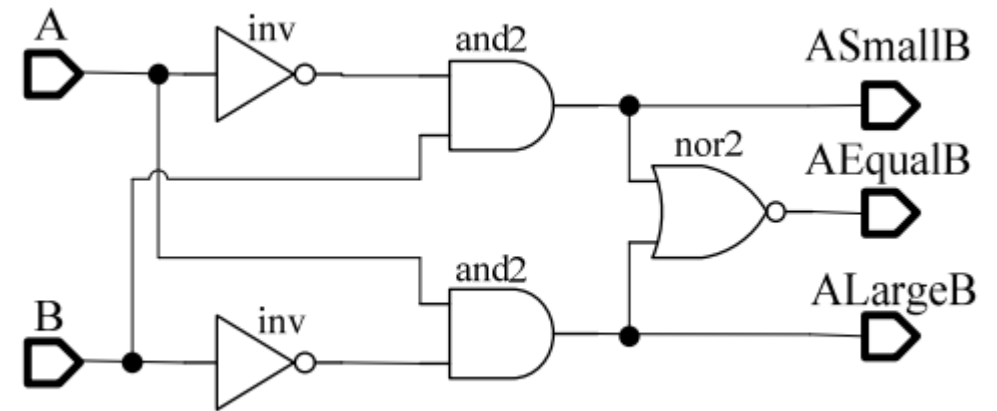


# Digital IC Design Practice

## Model: 2-Bit Digital Comparator



TBDC內部電路圖



圖三 OBDC 內部電路圖

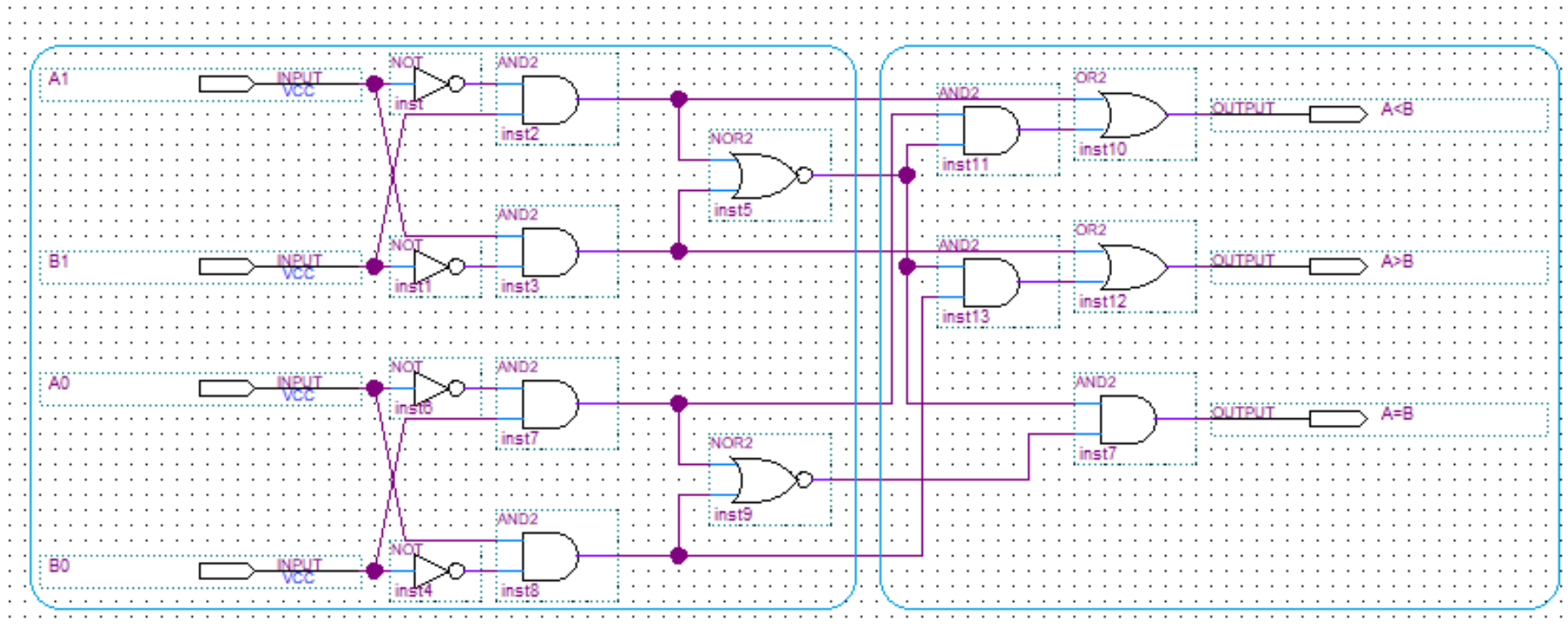
# Digital IC Design Practice

比較A1A0與B1B0，高低位元逐次比較。

$A < B: (A1 < B1) \parallel [(A1 = B1) \&\& (A0 < B0)]$

$A > B: (A1 > B1) \parallel [(A1 = B1) \&\& (A0 > B0)]$

$A = B: (A1 = B1) \&\& (A0 = B0)$



OBDC

BOX

# Digital IC Design Practice

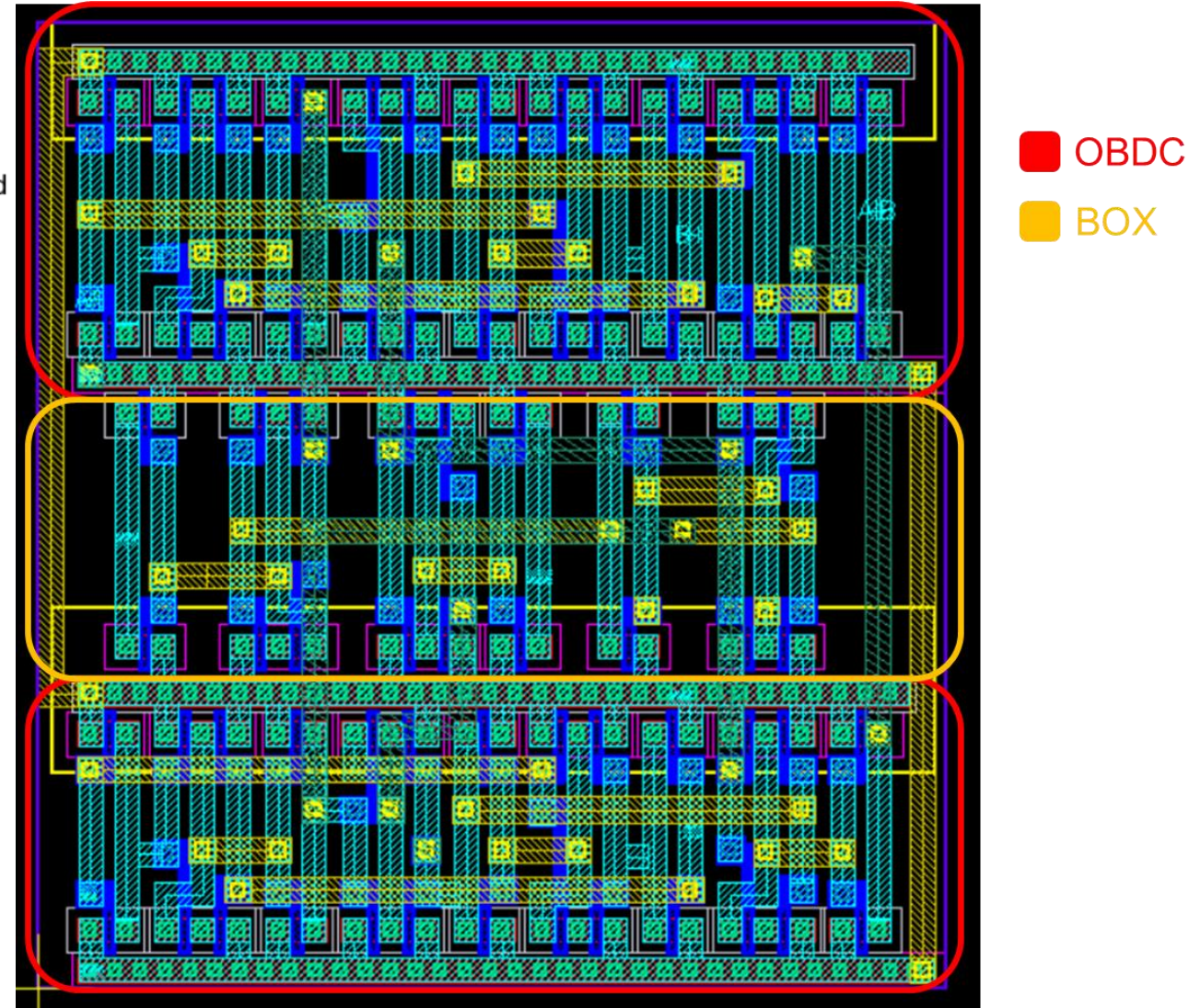
## Model: 2-Bit Digital Comparator

- Hspice

- Results

1. *Layout*
2. *Posim*

```
.subckt Compare A1 B1 A0 B0 AsB AeB AlB vdd gnd
x1 A1 z vdd gnd / inv
x2 B1 b vdd gnd / inv
x3 A0 f vdd gnd / inv
x4 B0 g vdd gnd / inv
x5 z B1 c vdd gnd / and
x6 A1 b d vdd gnd / and
x7 f B0 h vdd gnd / and
x8 A0 g i vdd gnd / and
x9 c d e vdd gnd / nor
x10 h i j vdd gnd / nor
x11 e h k vdd gnd / and
x12 e i l vdd gnd / and
x13 c k AsB vdd gnd / or
x14 e j AeB vdd gnd / and
x15 d l Alb vdd gnd / or
.ends
```





# Digital IC Design Practice

## ● Results :*Posim*

