

APLIKASI DETEKSI KUZUSHIJI

Ancient Japanese Handwritten Characters

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EL4138 – SISTEM PERANCANGAN VLSI

PENDAHULUAN

Pada tugas kali ini, akan digunakan tensorflow sebagai *platform* untuk melatih sistem *Convolutional Neural Network* (CNN) yang dibuat agar dapat dihasilkan suatu filter *Machine Learning*. Tujuan akhir dari kegiatan ini yaitu didapatkannya data berupa *weights* sebagai kernel yang akan digunakan untuk melakukan CNN pada FPGA.

DATASET KUZUSHIJI - KMNIST

Aplikasi dari tugas ini yaitu untuk klasifikasi karakter yang biasa digunakan pada manuskrip Jepang kuno. Dataset yang digunakan diambil dari website github berikut.

<https://www.kaggle.com/anokas/kuzushiji>

Isi dari dataset tersebut adalah 70000 gambar grayscale yang terdiri dari 10 kelas dan berukuran 28x28 piksel.

DATASET KUZUSHIJI - KMNIST

10 kelas, 60.000 training dataset, 10.000 test dataset

Class Map :

0 = お

1 = き

2 = す

3 = つ

4 = な

5 = は

6 = ま

7 = や

8 = れ

9 = を

HOW DO WE LOAD DATASET?

- Download from kaggle the “.npz”
- Using the load function from numpy library

```
data = np.load('/content/drive/My Drive/Colab Notebooks/kmnist-test-imgs.npz')
test_images = data['arr_0']
data = np.load('/content/drive/My Drive/Colab Notebooks/kmnist-test-labels.npz')
test_labels = data['arr_0']
data = np.load('/content/drive/My Drive/Colab Notebooks/kmnist-train-imgs.npz')
train_images = data['arr_0']
data = np.load('/content/drive/My Drive/Colab Notebooks/kmnist-train-labels.npz')
train_labels = data['arr_0']
```

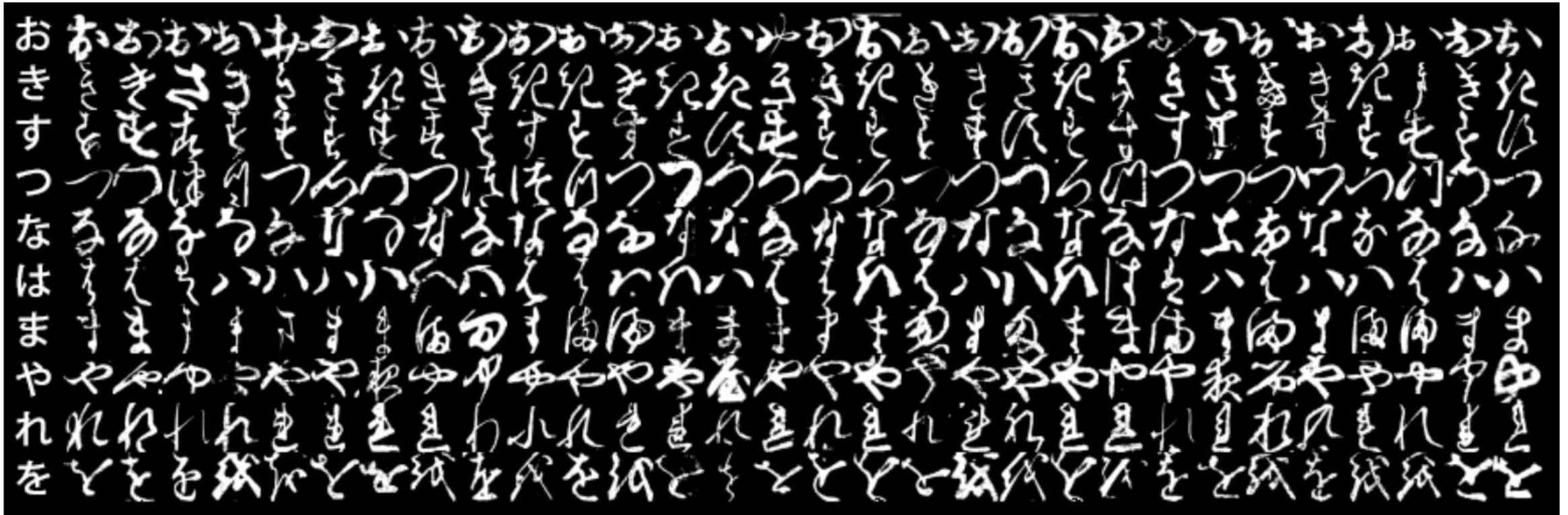
- Testing shape :

```
print(test_images.shape)
print(test_labels.shape)
print(train_images.shape)
print(train_labels.shape)
```

```
(10000, 28, 28)
(10000,)
(60000, 28, 28)
(60000,)
```

DATASET

KUZUSHIJI - MNIST



DEEP LEARNING MODEL

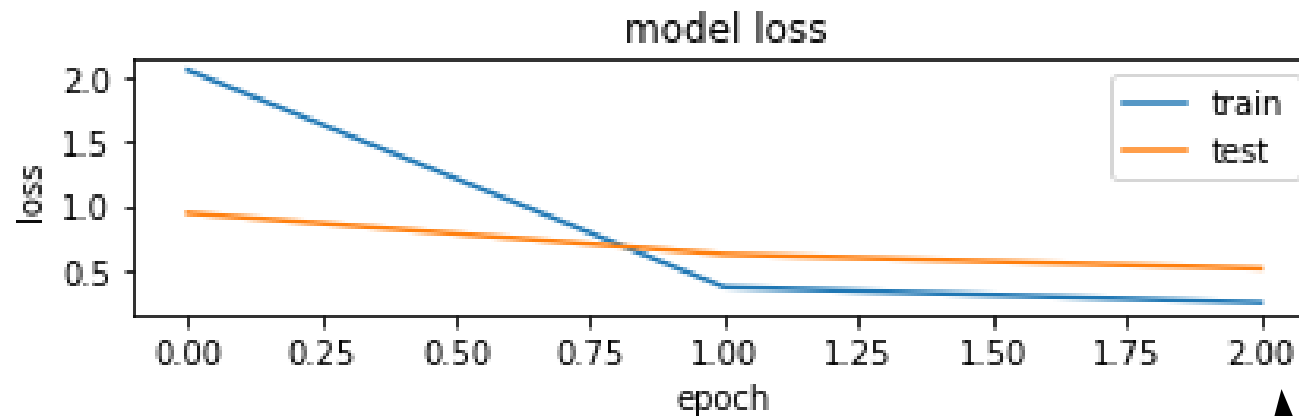
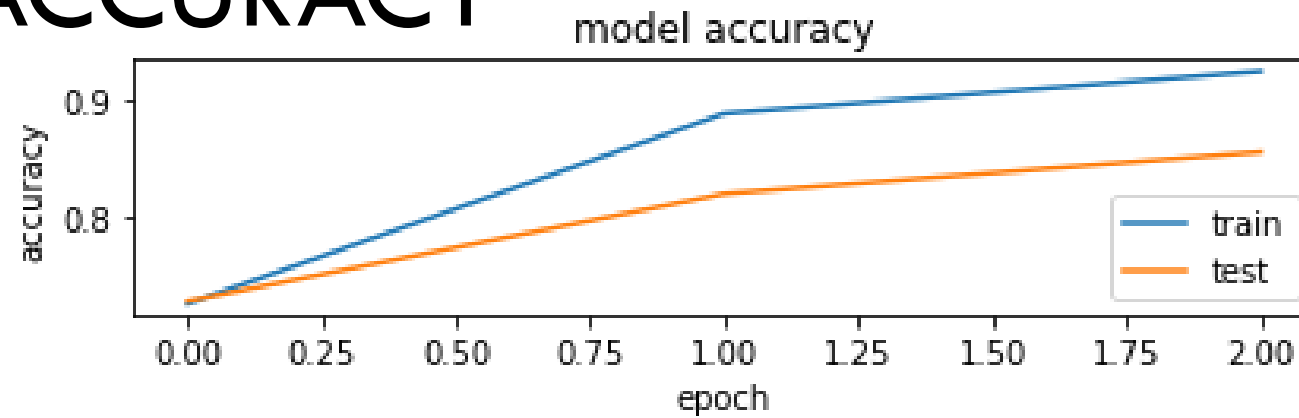
1. Layer 1 : CNN, 6 Kernel, 3x3, act_f = relu, no_bias
2. Maxpooling : 2x2
3. Layer 2 : CNN, 6 Kernel, 3x3, act_f = relu, no_bias
4. Maxpooling : 2x2
5. Flatten
6. Layer 3 : Dense Layer, 64 kernel, act_f = relu
7. Layer output : Dense Layer, 10 kernel, act_f = relu

MODEL SUMMARY

Layer (type)	Output Shape	Param #
layer_1 (Conv2D)	(None, 26, 26, 6)	54
max_pooling2d_2 (MaxPooling2D)	(None, 13, 13, 6)	0
layer_2 (Conv2D)	(None, 11, 11, 6)	324
max_pooling2d_3 (MaxPooling2D)	(None, 5, 5, 6)	0
flatten_1 (Flatten)	(None, 150)	0
layer_3 (Dense)	(None, 64)	9600
layer_Output (Dense)	(None, 10)	640
Total params: 10,618		
Trainable params: 10,618		
Non-trainable params: 0		

MODEL ACCURACY

0.8556



MODEL LOSS

WEIGHT SHAPE

```
print(layer_1_data.shape)  
print(layer_2_data.shape)  
print(layer_3_data.shape)  
print(layer_out_data.shape)
```

```
(3, 3, 1, 6)  
(3, 3, 6, 6)  
(150, 64)  
(64, 10)
```

TEST ACCURACY OF QUANTIZED WEIGHT AND IMAGES

```
val_num_keras_model : 8556  
val_num_quantized_model : 8558  
val val_num_keras_model : 85.56 %  
val quantized : 85.58 %
```

```
[[[[-1. 13. -36.]
      [ 7. 12. -54.]
      [ 4. 51.  1.]]]
 [[[18. 26. 44.]
      [27. -2. -31.]
      [ 4. 17. 25.]]]
 [[[-1. -24. -70.]
      [-69. 24. -20.]
      [52. -69. -3.]]]
 [[[ 4. 37. -33.]
      [29. 10. -44.]
      [-29. 37. -12.]]]
 [[[-21. -75. -17.]
      [14. -35. 26.]
      [-12.  0. 17.]]]
 [[[25. -20. -19.]
      [-9. 31. -20.]
      [25. -1. 10.]]]]]
```

```
[[[ 15. -15. -14.]
   [  6. -54.  19.]
   [ 25. -19. -12.]]
 [[ 26.  28.  -6.]
  [-20.  -4.  -1.]
  [-16.  10. -53.]]
 [[-26. -26.  -5.]
   [ 25.  36. -31.]
   [ -8.  58.  16.]]
 [[-12.  31.  37.]
  [-41.  25. -19.]
  [-41.  -3. -14.]]
 [[ 24.  -7.   6.]
  [-40. -13.  15.]
  [-23.  10.   0.]]
 [[ 14.   6. -28.]
  [-12.  17.  10.]
   [  5. -35.   7.]])
```

APLIKASI DETEKSII KUZUSHIJI

```

[[ 10.   8.  23.  11.   0.  17. -15. -19.  14.  -1. -13.  -6.   5.   7.
  -20. -10.  -3.  18.  -5.  25.  16. -14. -17.  -9.  19.  14. -17. -13.
  -15. -19.   1. -29.   1.  -8.   7.   8.  14. -21. -19.  11.  23. -17.
   26. -20.  11. -15.  -8.   0. -11. -13.  -6.  -9.   6.  18.  23.  19.
  -18.  -1. -16.   1.  12.  20.   9.  -7.])
[[  9.   8.  -3. -14.   3. -20.  19. -21.  -6.   1. -16.   3.  -4.  21.
   -3.  18. -21.   5.   2.  11.  14.  18. -19. -15.  -3.  19. -23. -21.
  -17. -29. -13.   7. -15.  12.  28.   4.  -5.  16.  -8.  13.   7.   8.
    3.   5.  10.   9.  -5. -26. -16.   8.  19. -20.  -5. -31.  12.  -4.
   -5. -16.  -1. -19.   7.   6. -20.  16.])
[[ -14. -16.  24. -29.   8. -22.  -8. -29.  -8.  -7. -10.  13. -12. -12.
  -21. -16.  33.   1. -21.  -1.  12. -15.   7. -24.  18.  -8.  -9.  -1.
    9. -18.  -4. -10.  20. -22. -12.   5.  -7.  15.  -2. -27.   3. -23.
   -6.   7.   0.   3. -11.  -9.  10. -30.  -5.  21.  17.   7.   3. -19.
  -13.  -6.   5. -14.   3.  -2.  11.   6.])

```

```
[ [-7. 23. -35. 9. -28. -13. -36. 4. -7. -42.]
 [ 4. -18. 12. 23. -27. 35. -11. 2. 43. -29.]
 [-20. -24. 23. 0. -8. 25. 31. 23. -15. 23.]
 [-49. 41. -19. 4. -32. 40. -4. -46. 54. -8.]
 [-12. 3. -18. 11. -32. -39. -2. -32. -23. 34.]
 [ 19. 13. 4. 28. 19. -14. 41. 45. 13. 14.]
 [ 37. -29. -10. -35. -29. 23. -11. 11. -2. 11.]
 [ 35. 54. 11. -30. 31. -15. -39. 3. 27. 2.]
 [-41. -22. -27. -6. -14. 0. -41. -15. 11. -27.]
 [ 24. -42. -20. 14. -43. -53. 32. -42. -36. 28.]
 [ 14. -12. 50. 24. -32. 3. 47. 19. -29. 2.]
 [ 33. -21. 33. 1. 34. 19. 0. 19. -17. -15.]
 [ 19. -10. -37. 5. -12. 36. 25. 11. 10. -9.]
 [ 38. 15. 17. 29. -11. -40. -49. 42. -3. -16.]
 [ 28. -4. -2. -9. -35. -31. -47. -50. 21. -33.]
 [-24. 7. -33. 20. 51. -36. -1. 1. 4. -24.]
```

Testing with image from user

```
#Train from file Label 3
```

```
indata = timg3/255
```

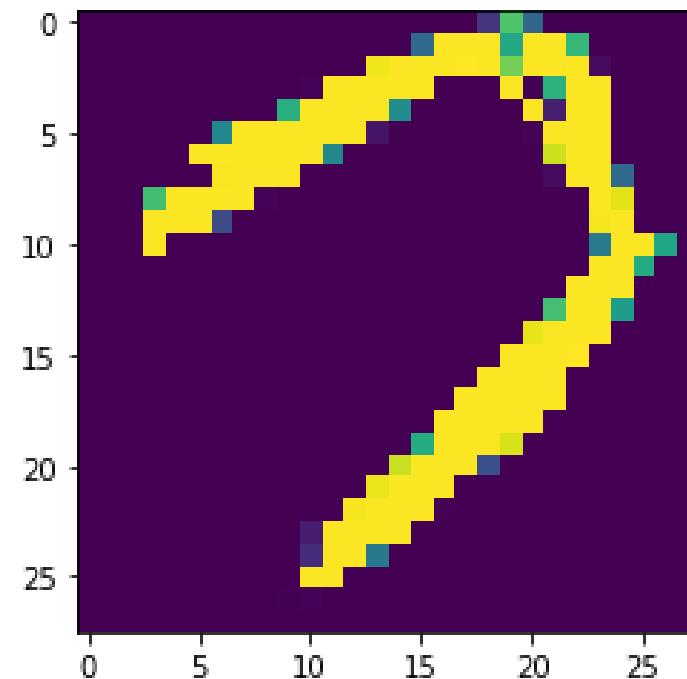
```
res = Model2(indata.reshape(1,28,28))
```

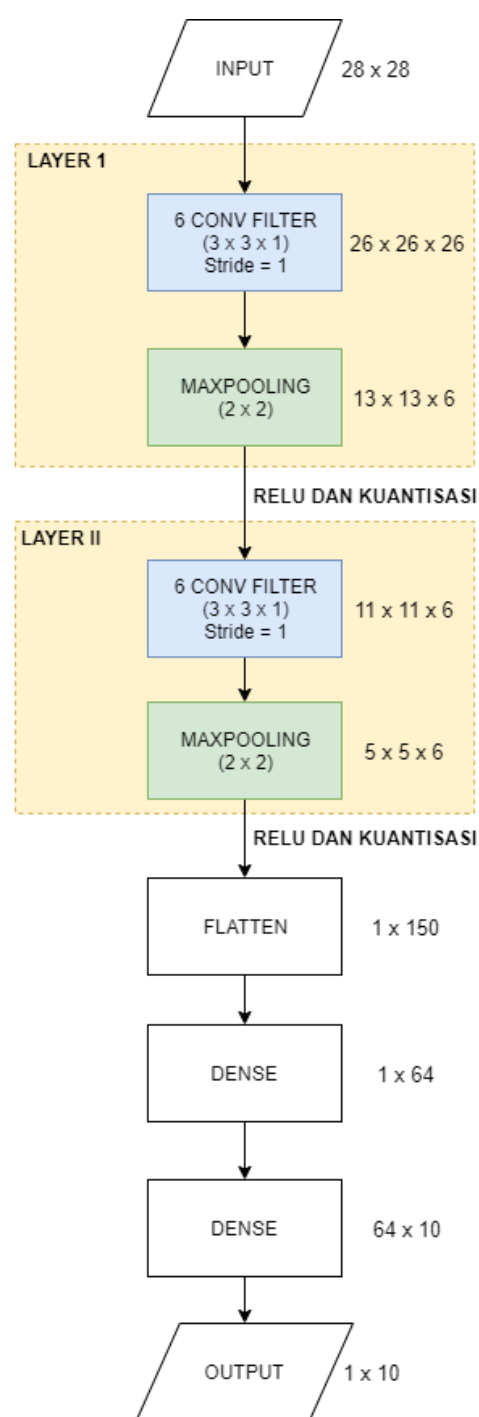
```
plt.imshow(timg3)
```

```
print("Gambar ini diklasifikasikan sebagai :")
```

```
print(np.argmax(res))
```

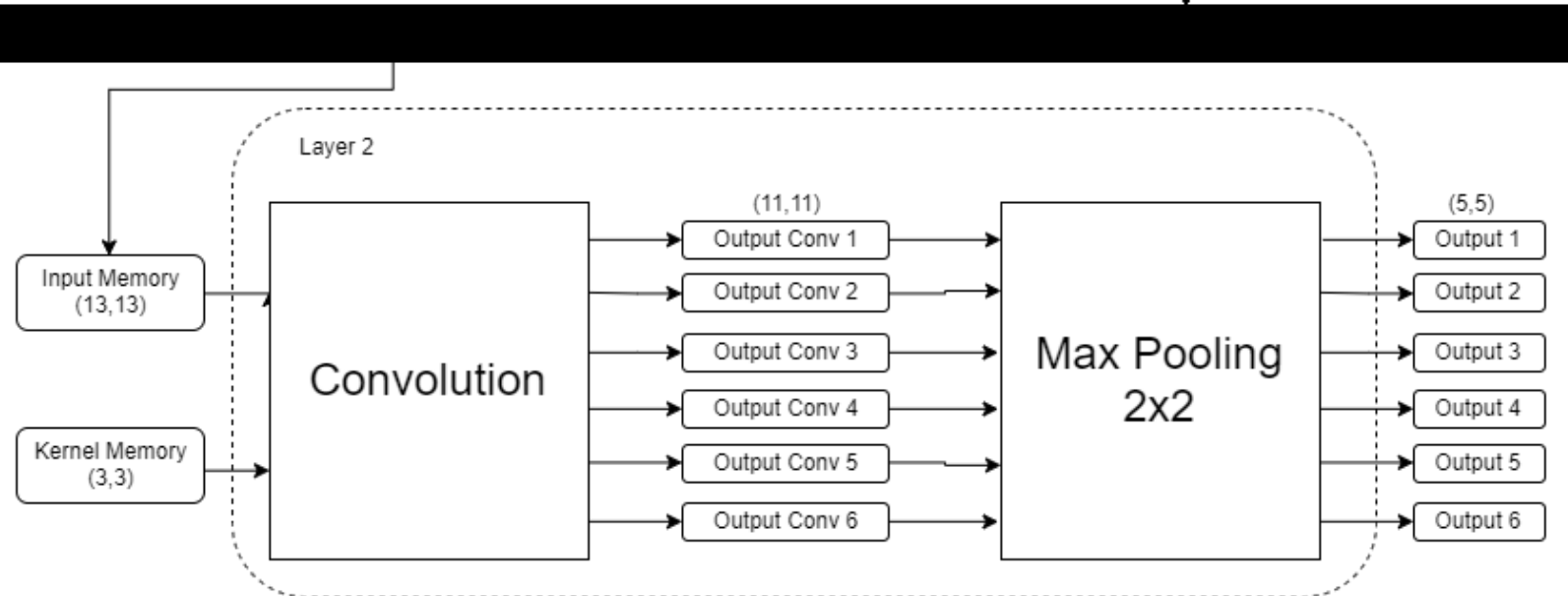
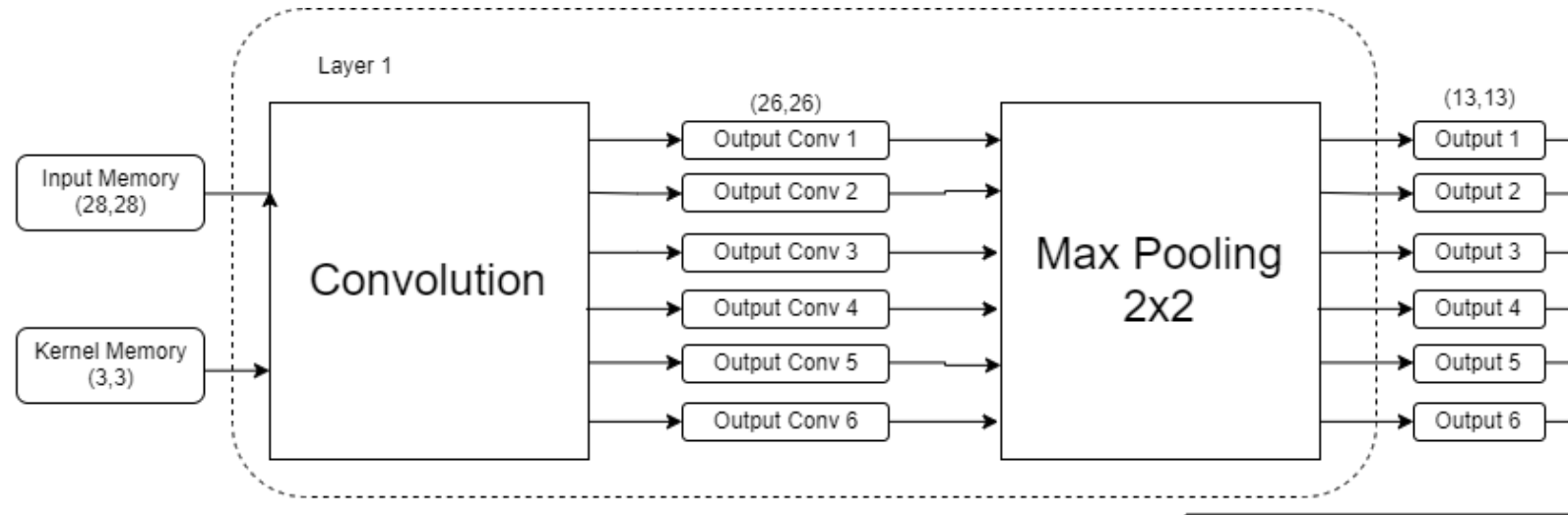
Gambar ini diklasifikasikan sebagai :
3



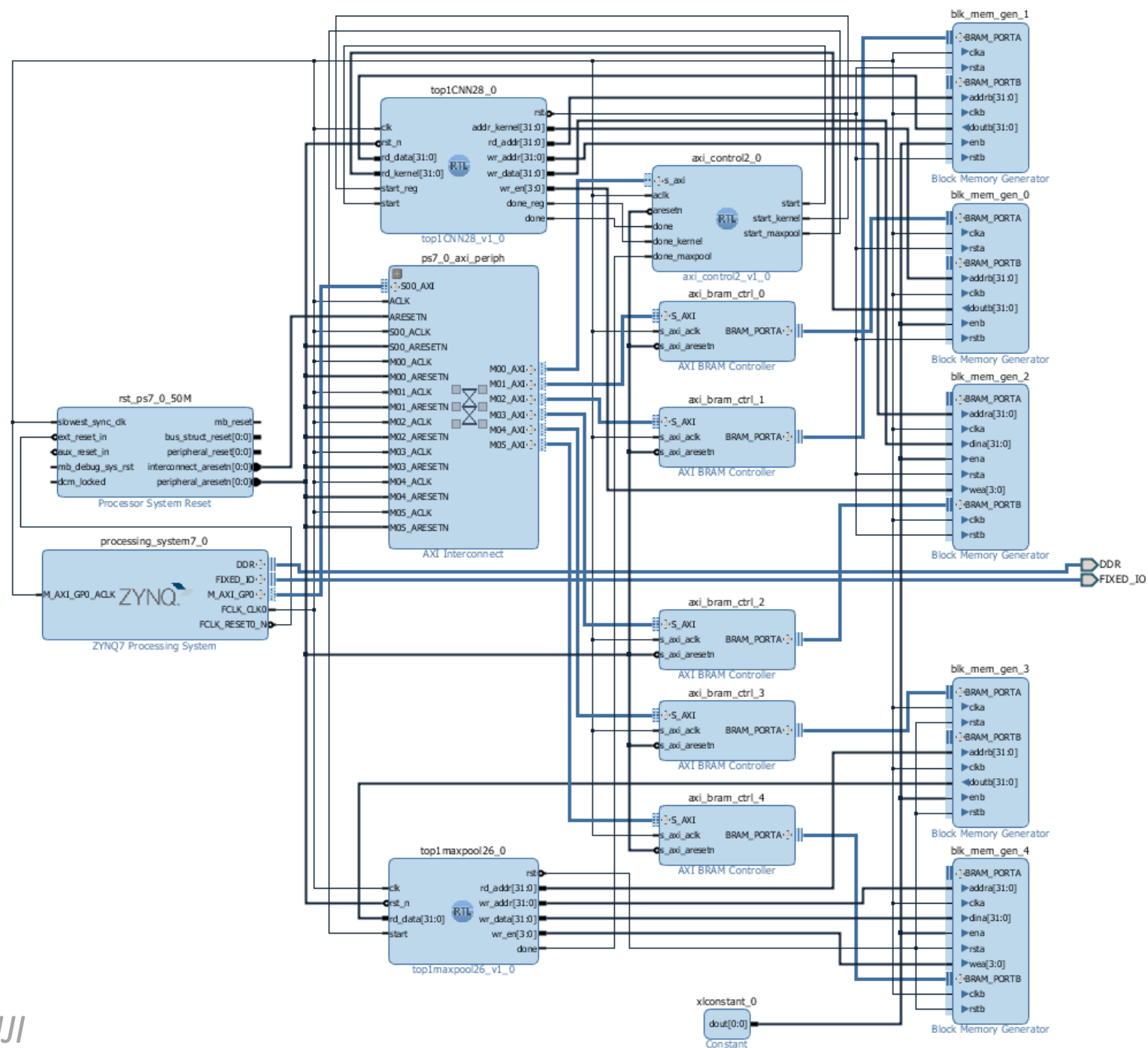


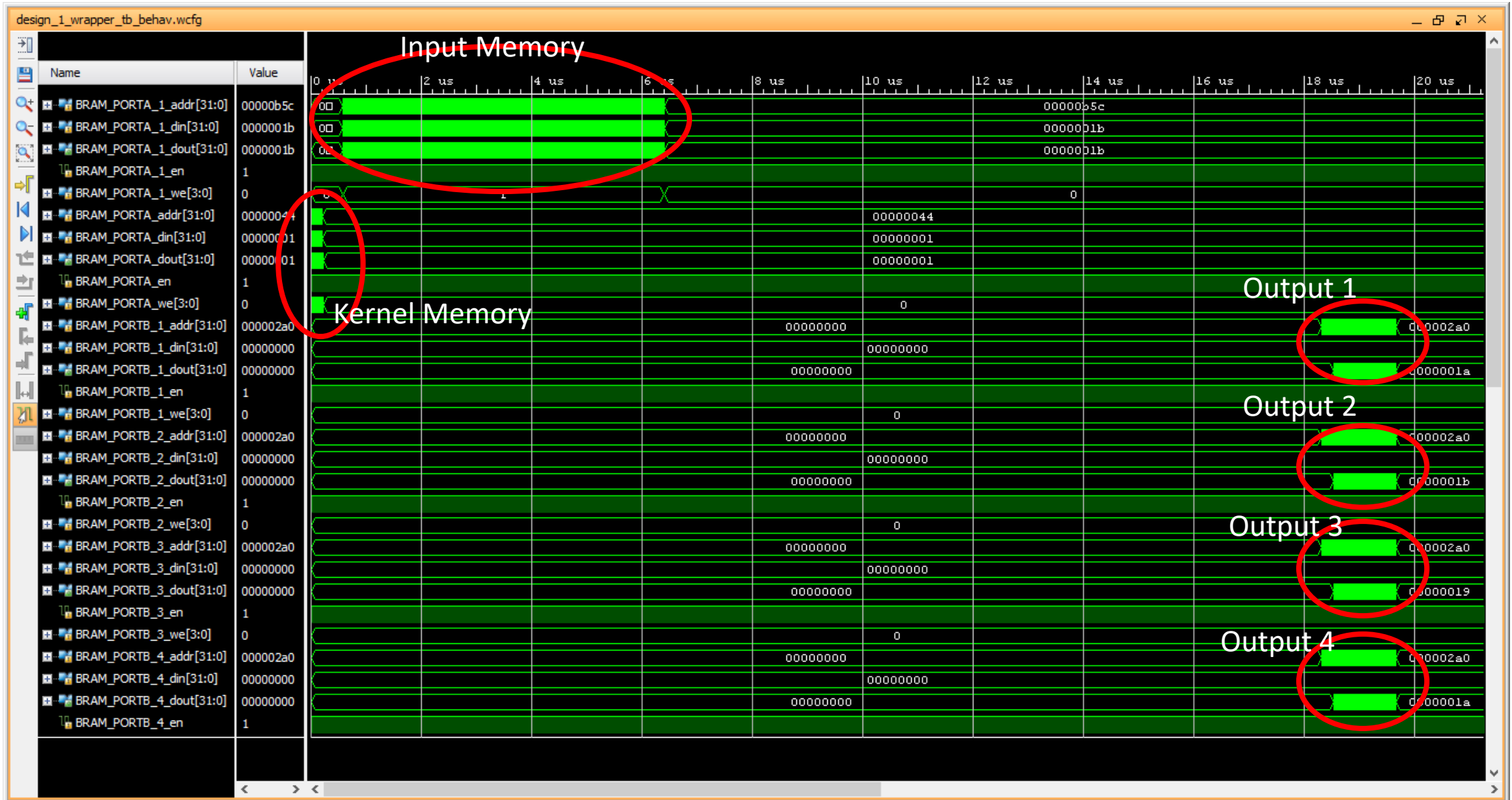
FLOWCHART

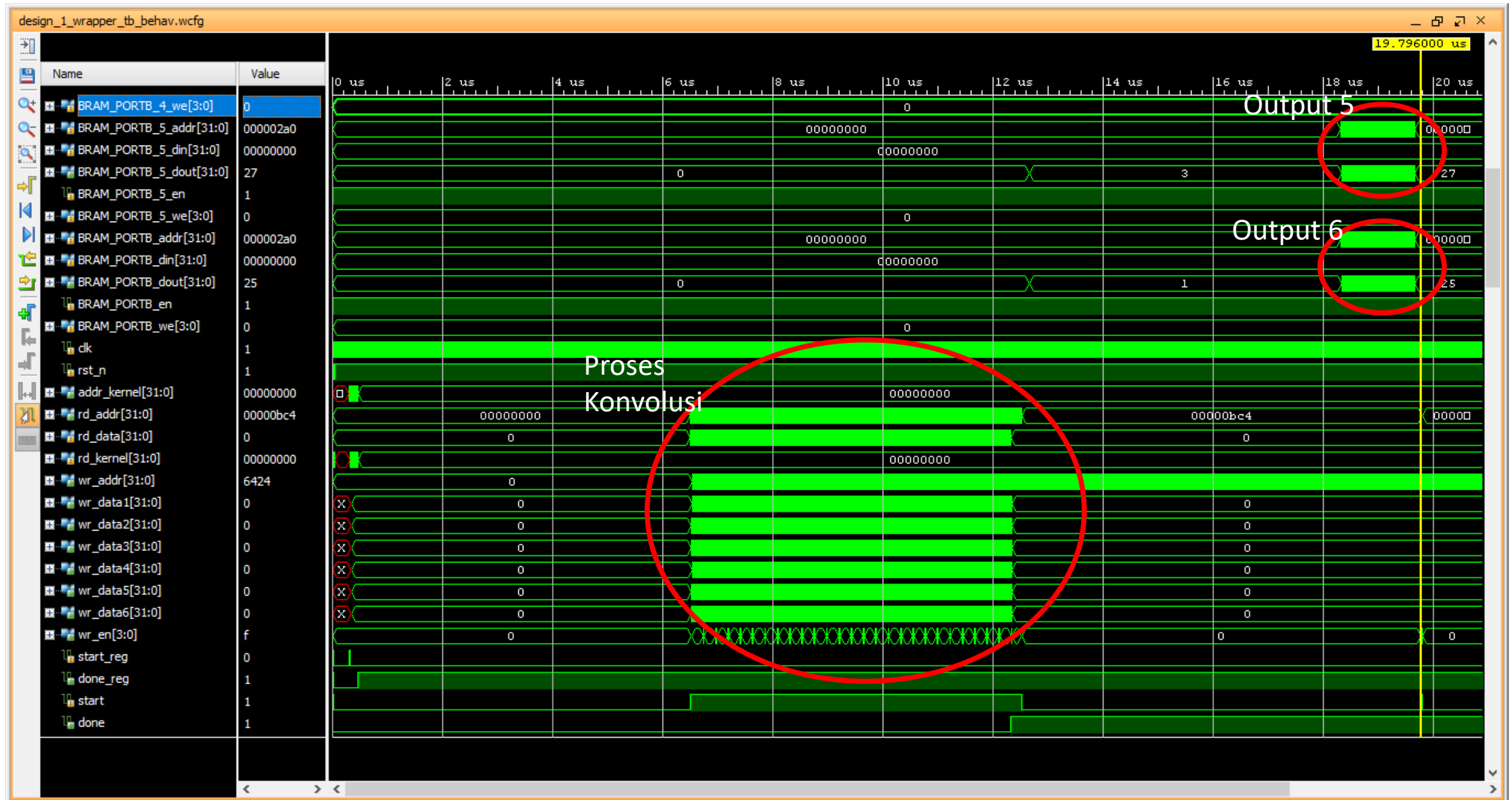
DESAIN 1 PARALLEL



BLOCK DIAGRAM







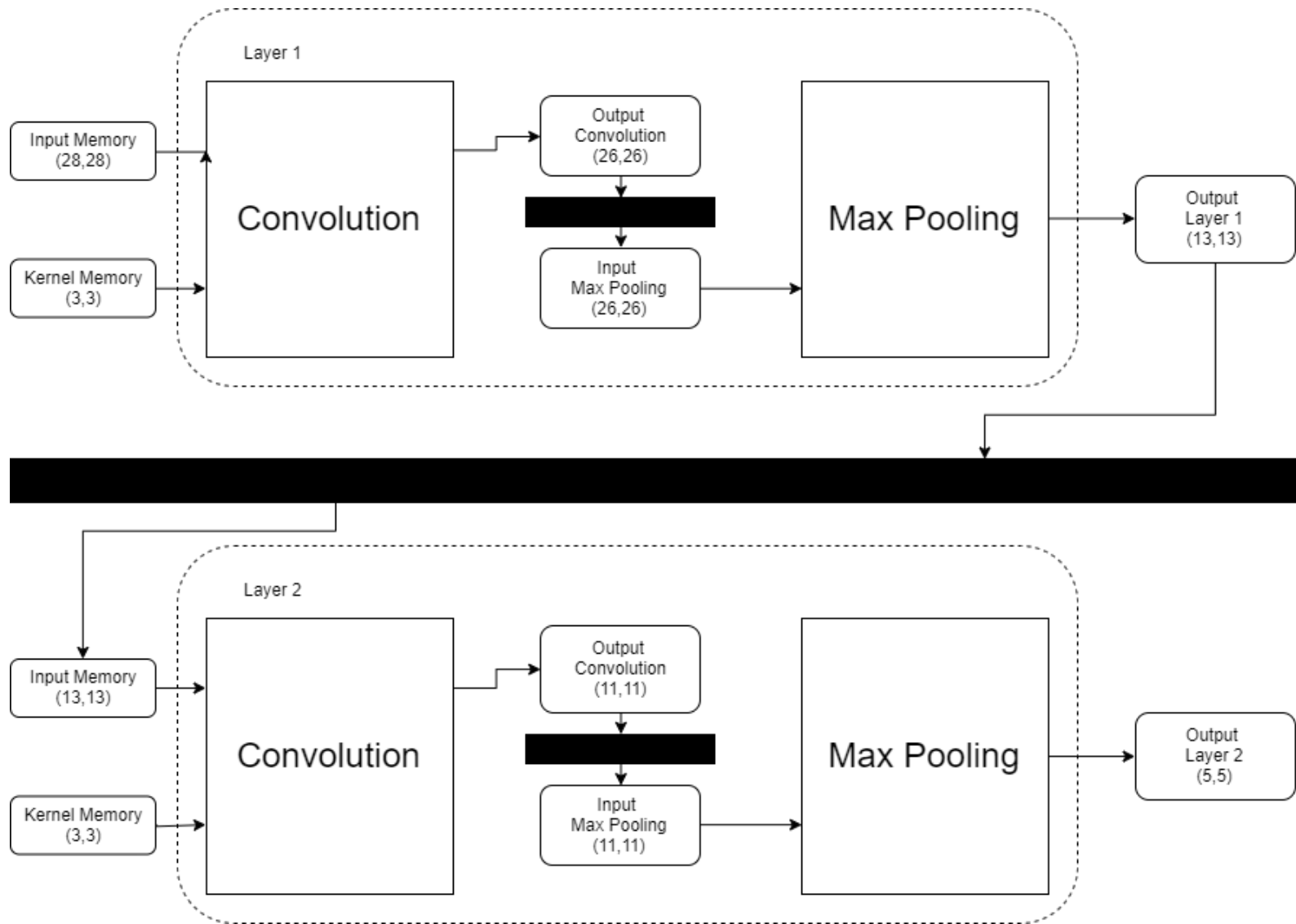
```
00000000
filter 1: 000001 | 000000 | 000000 | 000000 | 000000 | 000000 | 000000 | 000000 | 000000
filter 2: 000000 | 000001 | 000000 | 000000 | 000000 | 000000 | 000000 | 000000 | 000000
filter 3: 000000 | 000000 | 000001 | 000000 | 000000 | 000000 | 000000 | 000000 | 000000
filter 4: 000000 | 000000 | 000000 | 000000 | 000000 | 000000 | 000001 | 000000 | 000000
filter 5: 000000 | 000000 | 000000 | 000000 | 000000 | 000000 | 000000 | 000001 | 000000
filter 6: 000000 | 000000 | 000000 | 000000 | 000000 | 000000 | 000000 | 000000 | 000001
```

```
filter 1: 010000 | 000000 | 000000
filter 2: 000100 | 000000 | 000000
filter 3: 000001 | 000000 | 000000
filter 4: 000000 | 000000 | 010000
filter 5: 000000 | 000000 | 000100
filter 6: 000000 | 000000 | 000001
00000008
00000008
```

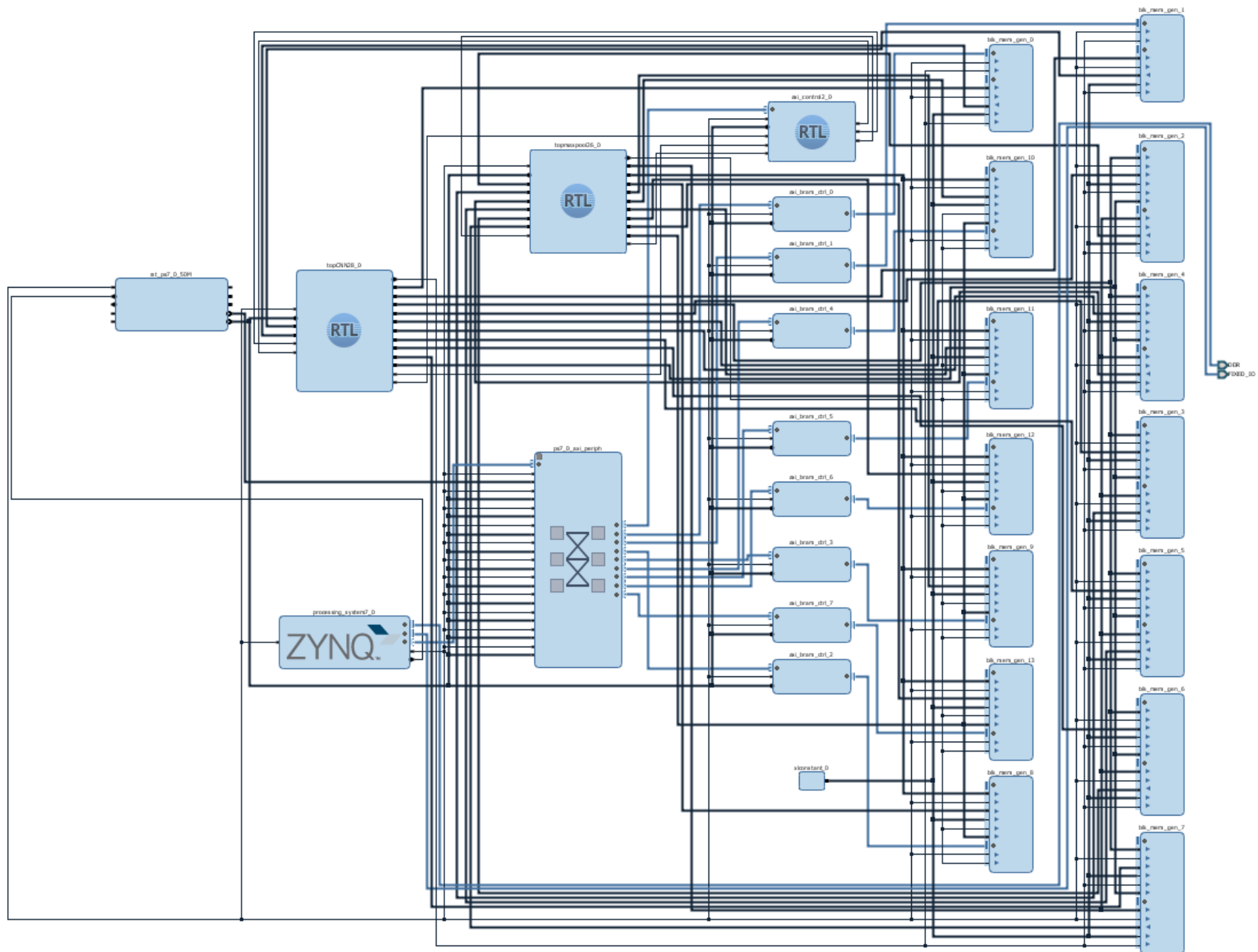
[illegible]

[illegible][illegible][illegible][illegible][illegible][illegible]

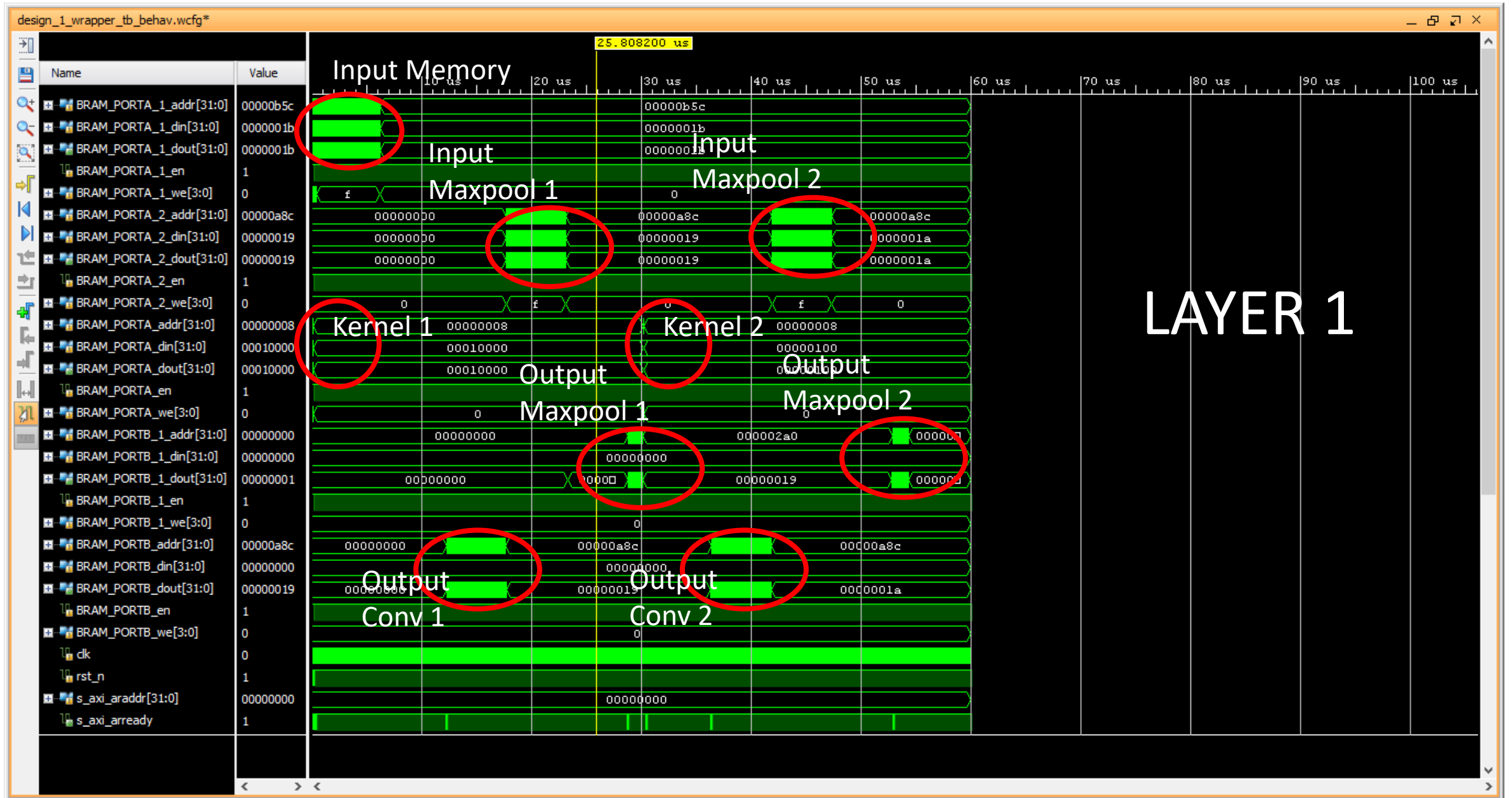
| DESAIN 2 |



BLOCK DIAGRAM



APLIKASI DETEKSI KUZUSHIJI



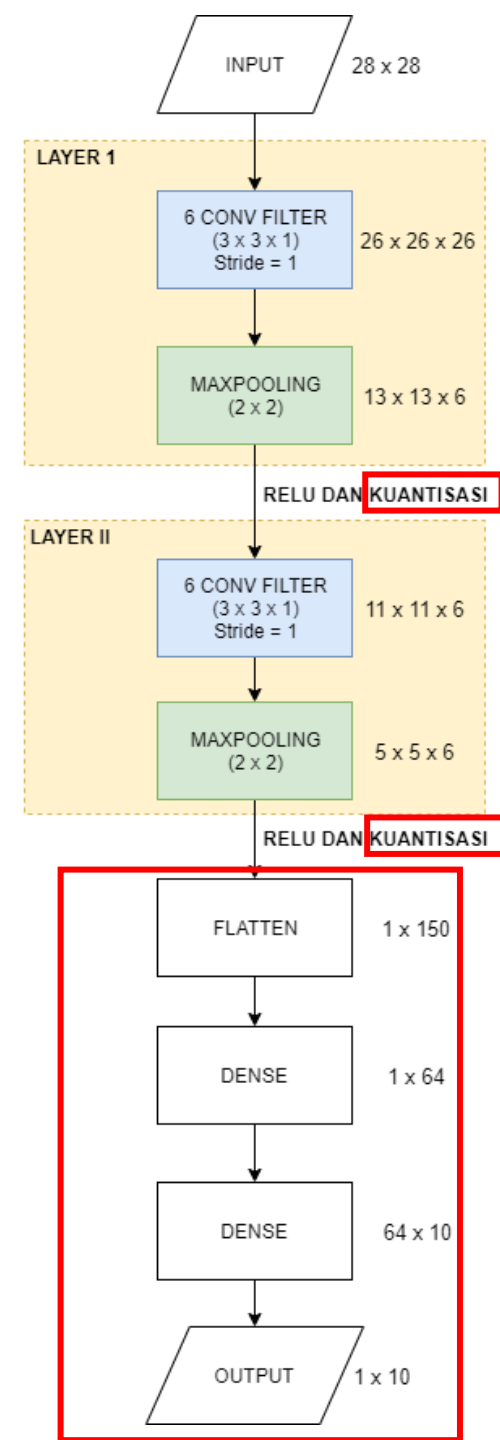
[illegible]

```
010000 | 000000 | 000000 |
00000008
00000008
```

[illegible]

Software Xilinx SDK (C)

Bagian yang dibuat di software ditandai dengan kotak merah



```

#include <stdio.h>
#include <stdlib.h>
#include <math.h>
#include "weights.h"
#include "cnfunction.h"
#include "data.h" //untuk simulasi

int main(void)
{
    //Output Layer
    float layer_3_out[64];
    float layer_last_out[10];
    float result[10];
    int hasil;
    float max_hasil=0;
    //Konstanta pengali untuk output layer sebelum masuk kuantisasi untuk input testing gambar 3
    float Scale_w1 =0.0032400540479524866;
    float Scale_d1 =0.007874015748031496;
    float Scale_w2 =0.004680760732785923;
    float Scale_d2=0;
    float Scale_w3 =0.006520035698657899;
    float Scale_d3=0;
    float Scale_w4 =0.005369161526987872;
    float Scale_d4=0;
    //Variabel input layer terkuantisasi
    //sebelum masuk layer 2
    int quantized_d2[6*13*13];
    int quantized_d3[150]; //sebelum masuk layer 3
    int quantized_d4[64]; //sebelum masuk layer 4
    float flat[150];
    int i,j,k;
    //Keluaran layer 1 dari HW (abis max pooling) masuk ke pengali skala
    scale3D(layer_1_out,Scale_d1,Scale_w1,1);

```

```

// Kuantisasi Output Layer 2
    kuantisasi_float3d(layer_1_out,7,quantized_d2,6,13,13,&Scale_d2);
    // Passing ke HW hasil kuantisasi
    // Keluaran layer 2 dari HW (abis max pooling) masuk ke pengali skala
    scale3D(layer_2_out,Scale_d2,Scale_w2,2);
    int count=0;
    //Flatten
    for(i=0;i<5;i++){
        for(j=0;j<5;j++){
            for(k=0;k<6;k++){
                flat[count] = layer_2_out[i*5+j*k*25];
                count++;
            }
        }
    }
    //Quantize Flatten
    kuantisasi_float1d(flat,7,quantized_d3,150,&Scale_d3);
    //Perhitungan Layer 3 (Dense 1)
    matmul(quantized_d3,quantized_w3,150,64,Scale_d3,Scale_w3,layer_3_out);
    //Kuantisasi Output Layer 3
    kuantisasi_float1d(layer_3_out,7,quantized_d4,64,&Scale_d4);
    //Perhitungan Layer Output (Dense 2)

    matmul(quantized_d4,quantized_w4,64,10,Scale_d4,Scale_w4,layer_last_out);
    softmax(layer_last_out,result);
    printf("\nProbabilitas setiap kelas :\n");
    for(i=0;i<10;i++){
        if(result[i] > max_hasil){
            hasil = i;
            max_hasil = result[i];
        }
        printf("Kelas ke-%d : ",i);
        printf("%.4f\n", result[i]);
    }
    printf("Jadi gambar ini di klasifikasikan menjadi kelas = %d\n",hasil);
}

```

```
#include <math.h>
//Fungsi kuantisasi untuk matriks 3 dimensi
void kuantisasi_float3d(float *data_lama, int bits, int* output, int length1, int length2, int length3, float *scale){
    float max, min, temp;
    float range_real;
    int data_baru;
    int l,m,n;

    // float scale;
    max = 0;
    min = 9999;
    //Cari maksimum
    for ( l =0; l<length1; l++){
        for ( m =0; m<length2; m++){
            for(n=0;n<length3;n++){
                if (*(data_lama + n + (m*length3) + (l*length2*length3)) > max){
                    max = *(data_lama + n + (m*length3) + (l*length2*length3));
                }
            }
        }
    }
    //Cari minimum
    for ( l =0; l<length1; l++){
        for ( m =0; m<length2; m++){
            for(n=0;n<length3;n++){
                if (*(data_lama + n + (m*length3) + (l*length2*length3)) < min){
                    min = *(data_lama + n + (m*length3) + (l*length2*length3));
                }
            }
        }
    }

    //Cari Range
    range_real = max - min;
    if (range_real == 0)

    {
        range_real = 1;
    }
    //Cari Skala
    *(scale) = (range_real/(pow(2,bits)-1));

    //Kuantisasi
    for ( l =0; l<length1; l++){
        for ( m =0; m<length2; m++){
            for(n=0;n<length3;n++){
                *(output + n +
(m*length3) + (l*length2*length3)) = round(*(data_lama + n + (m*length3) +
(l*length2*length3))/(*(scale)));
            }
        }
    }
}
```

```
//Fungsi untuk kuantisasi matriks 1 dimensi (sesudah flattening)
void kuantisasi_float1d(float *data_lama, int bits, int *output, int length1, float *scale){
    float max, min;
    float range_real;
    int data_baru;
    int l,m,n;

    // float scale;
    max = 0;
    min = 9999;
    //Cari maximum
    for (l=0;l<length1;l++){
        if (*(data_lama + l) > max){
            max = *(data_lama + l);
        }
        for ( l=0;l<length1; l++){
            if (*(data_lama + l)< min){
                min = *(data_lama + l);
            }
        }
    }
    //Cari Range
    range_real = max - min;
    if(range_real == 0){
        range_real = 1;
    }
    //Cari Skala
    *(scale) = (range_real/(pow(2,bits)-1));
    //Kuantisasi
    for ( l =0; l<length1; l++){
        *(output + l) = round(*(data_lama + l)/(*(scale)));
    }
}

//Fungsi softmax
void softmax(float layer_last_out[10], float *output){
    float expo[10]= {0};
    float expo_sum=0;
    for(int i = 0;i<10;i++){
        expo[i]=exp(layer_last_out[i]);
        expo_sum += expo[i];
    }
    for(int i = 0;i<10;i++){
        *(output + i) = expo[i]/expo_sum;
    }
}

//Fungsi Rectifier Linear Unit
void relu(float *input){
    if(*input<0){
        *input=0;
    }
}
```

```
//Fungsi Matrix Multiplication
void matmul(int *quantized_d, int *quantized_w, int sizein, int sizeout, float Scale_d, float Scale_w, float *out){
    int i,j;
    for(i=0;i<sizeout;i++){
        float temp = 0;
        for(j=0;j<sizein;j++){
            temp = temp + (*(quantized_d + j) * *(quantized_w + i + (j * sizeout)));
        }
        if(sizein == 150){
            relu(&temp);
            *(out + i) = temp * Scale_d * Scale_w;
        }
        else{
            *(out + i) = temp * Scale_d * Scale_w;
        }
    }
}

//Fungsi Perkalian Skalar
void scale3D(float *input, float scale_d, float scale_w, int layer){
    int l,m,n;
    int length1,length2,length3;
    if (layer == 1){
        length1= 6;
        length2= 13;
        length3= 13;
    }
    else if(layer ==2){
        length1= 6;
        length2= 5;
        length3= 5;
    }
    for(l=0;l<length1;l++){
        for(m=0;m<length2;m++){
            for(n=0;n<length3;n++){
                *(input + n + (m*length3) + (l*length3*length2)) = *(input + n +
(m*length3) + (l*length3*length2)) * scale_d * scale_w;
            }
        }
    }
}
```

cnnfunction.c

Quantized_d2 dari input keluaran dari layer 1 di zybo

main.c

```
[Running] cd "c:\Users\rober\OneDrive\Tubes\" && gcc helloworld.c -o helloworld && "c:\Users\rober\OneDrive\Tubes\"helloworld
0      0      0      0      1      49      49      16      17      20      76      58      0
0      0      23      51      31      13      0      15      0      0      25      82      0
0      1      26      16      0      13      5      0      0      0      0      82      1
1      35      0      0      11      5      0      0      0      0      0      73      10
0      0      4      13      0      0      0      0      0      0      0      80      58
0      12      0      0      0      0      0      0      0      1      1      39      15
0      0      0      0      0      0      0      0      1      12      0      28      3
0      0      0      0      0      0      0      1      1      0      47      18      0
0      0      0      0      0      0      1      1      0      0      33      0      0
0      0      0      0      0      1      14      0      0      18      0      0      0
0      0      0      0      5      1      0      18      10      0      0      0      0
0      0      0      0      0      0      14      18      0      0      0      0      0
0      0      0      0      0      11      4      0      0      0      0      0      0
```

0	0	0	0	24	40	52	70	91	85	99	57	0
0	0	31	42	70	104	108	109	83	105	93	85	0
0	24	87	121	102	108	88	8	0	41	116	94	1
17	84	96	109	107	29	0	0	0	38	75	94	34
24	109	109	48	0	0	0	0	0	0	53	106	76
42	25	0	0	0	0	0	0	0	17	53	104	95
0	0	0	0	0	0	0	0	24	42	97	111	31
0	0	0	0	0	0	0	24	54	121	127	67	0
0	0	0	0	0	0	15	53	120	121	69	0	0
0	0	0	0	0	23	38	95	106	108	17	0	0
0	0	0	0	25	53	103	111	77	4	0	0	0
0	0	0	0	54	99	109	67	0	0	0	0	0
0	0	0	0	66	92	27	0	0	0	0	0	0

[illegible]

Tensorflow

[[0.	0.	0.	0.	1.	49.	49.	16.	17.	20.	76.	58.	0.]
[0.	0.	23.	51.	31.	13.	0.	15.	0.	0.	25.	82.	0.]
[0.	1.	26.	16.	0.	13.	5.	0.	0.	0.	0.	82.	1.]
[1.	35.	0.	0.	11.	5.	0.	0.	0.	0.	0.	73.	10.]
[0.	0.	4.	13.	0.	0.	0.	0.	0.	0.	0.	80.	58.]
[0.	12.	0.	0.	0.	0.	0.	0.	0.	1.	1.	39.	15.]
[0.	0.	0.	0.	0.	0.	0.	0.	1.	12.	0.	28.	3.]
[0.	0.	0.	0.	0.	0.	0.	1.	1.	0.	47.	18.	0.]
[0.	0.	0.	0.	0.	0.	1.	1.	0.	0.	33.	0.	0.]
[0.	0.	0.	0.	0.	1.	14.	0.	0.	18.	0.	0.	0.]
[0.	0.	0.	0.	5.	1.	0.	18.	10.	0.	0.	0.	0.]
[0.	0.	0.	0.	0.	0.	14.	18.	0.	0.	0.	0.	0.]
[0.	0.	0.	0.	0.	11.	4.	0.	0.	0.	0.	0.	0.]

[0.	0.	0.	0.	24.	40.	52.	70.	91.	85.	99.	57.	0.]
[0.	0.	31.	42.	70.	104.	108.	109.	83.	105.	93.	85.	0.]
[0.	24.	87.	121.	102.	108.	88.	8.	0.	41.	116.	94.	1.]
[17.	84.	96.	109.	107.	29.	0.	0.	0.	38.	75.	94.	34.]
[24.	109.	109.	48.	0.	0.	0.	0.	0.	0.	53.	106.	76.]
[42.	25.	0.	0.	0.	0.	0.	0.	0.	17.	53.	104.	95.]
[0.	0.	0.	0.	0.	0.	0.	0.	24.	42.	97.	111.	31.]
[0.	0.	0.	0.	0.	0.	0.	24.	54.	121.	127.	67.	0.]
[0.	0.	0.	0.	0.	0.	15.	53.	120.	121.	69.	0.	0.]
[0.	0.	0.	0.	0.	23.	38.	95.	106.	108.	17.	0.	0.]
[0.	0.	0.	0.	25.	53.	103.	111.	77.	4.	0.	0.	0.]
[0.	0.	0.	0.	54.	99.	109.	67.	0.	0.	0.	0.	0.]
[0.	0.	0.	0.	66.	92.	27.	0.	0.	0.	0.	0.	0.]

[illegible]

Quantized_d3 hasil dari flattening dan keluaran zybo dari layer 2 :

main.c

```
[Running] cd "c:\Users\rober\OneDrive\Tubes\" && gcc helloworld.c -o helloworld && "c:\Users\rober\OneDrive\Tubes\"helloworld
0 0 127 0 24 65 0 0 122 0 43 0 62 17
73 0 93 0 51 81 0 0 80 0 42 0 0 0
95 0 30 5 83 0 61 0 71 45 0 0 90 0
80 47 0 0 83 0 39 53 4 0 38 25 0 10
6 0 36 55 86 45 0 0 56 0 88 35 0 0
34 0 0 0 17 0 0 26 0 0 74 0 15 90
0 0 99 0 35 86 0 0 0 0 0 0 0 0
17 0 0 26 0 0 54 0 13 75 0 0 114 0
16 96 26 0 89 0 89 0 0 0 0 0 0 0
0 0 47 0 30 88 0 0 105 0 16 76 7 0
64 0 76 0 51 57 0 0 99 0
```

Tensorflow

```
[ 0. 0. 127. 0. 24. 65. 0. 0. 122. 0. 43. 0. 62. 17.
73. 0. 93. 0. 51. 81. 0. 0. 80. 0. 42. 0. 0. 0.
95. 0. 30. 5. 83. 0. 61. 0. 71. 45. 0. 0. 90. 0.
80. 47. 0. 0. 83. 0. 39. 53. 4. 0. 38. 25. 0. 10.
6. 0. 36. 55. 86. 45. 0. 0. 56. 0. 88. 35. 0. 0.
34. 0. 0. 0. 17. 0. 0. 26. 0. 0. 74. 0. 15. 90.
0. 0. 99. 0. 35. 86. 0. 0. 0. 0. 0. 0. 0. 0.
17. 0. 0. 26. 0. 0. 54. 0. 13. 75. 0. 0. 114. 0.
16. 96. 26. 0. 89. 0. 89. 0. 0. 0. 0. 0. 0. 0.
0. 0. 47. 0. 30. 88. 0. 0. 105. 0. 16. 76. 7. 0.
64. 0. 76. 0. 51. 57. 0. 0. 99. 0.]
```

Hasil Klasifikasi

```
[Running] cd "c:\Users\rober\OneDrive\Tubes\" && gcc helloworld.c -o helloworld && "c:\Users\rober\OneDrive\Tubes\"helloworld

Probabilitas setiap kelas :
Kelas ke-0 : 0.0988
Kelas ke-1 : 0.0975
Kelas ke-2 : 0.0982
Kelas ke-3 : 0.1070
Kelas ke-4 : 0.1018
Kelas ke-5 : 0.1008
Kelas ke-6 : 0.1009
Kelas ke-7 : 0.0997
Kelas ke-8 : 0.0955
Kelas ke-9 : 0.0997
Jadi gambar ini di klasifikasikan menjadi kelas = 3

[Done] exited with code=0 in 1.556 seconds
```

```
filter 1: 010101 | 010101 | 010101 |
filter 2: 000100 | 000000 | 000000 |
filter 3: 010001 | 000100 | 010001 |
filter 4: 010000 | 010000 | 010000 |
filter 5: 000100 | 000100 | 000100 |
filter 6: 000001 | 000001 | 000001 |
00000008
```

[illegible][illegible]

00000038

[illegible]


```

Output 1:
000000 | 000000 | 000000 | 000000 | 000000 | 000000 | 000000 | 000000 | 000000 | 000000 | 000000 | 000000 | 000000 | 000000 | 000000 | 000000 |
000000 | 000000 | 000000 | 000000 | 000000 | 000000 | 000000 | 000000 | 000000 | 000000 | 000000 | 000000 | 000000 | 000000 | 000000 | 000000 |
000000 | 000000 | 000000 | 000000 | 000000 | 000000 | 000000 | 000000 | 000000 | 000000 | 000000 | 000000 | 000000 | 000000 | 000000 | 000000 |
000000 | 000000 | 000000 | 000000 | 000000 | 000000 | 000000 | 000000 | 000000 | 000000 | 000000 | 000000 | 000000 | 000000 | 000000 | 000000 |
000000 | 000000 | 000000 | 000000 | 000000 | 000000 | 000000 | 000000 | 000000 | 000000 | 000000 | 000000 | 000000 | 000000 | 000000 | 000000 |
000000 | 000000 | 000000 | 000000 | 000000 | 000000 | 000000 | 000000 | 000000 | 000000 | 000000 | 000000 | 000000 | 000000 | 000000 | 000000 |
000000 | 000000 | 000000 | 000000 | 000000 | 000000 | 000000 | 000000 | 000000 | 000000 | 000000 | 000000 | 000000 | 000000 | 000000 | 000000 |
000000 | 000000 | 000000 | 000000 | 000000 | 000000 | 000000 | 000000 | 000000 | 000000 | 000000 | 000000 | 000000 | 000000 | 000000 | 000000 |
000000 | 000000 | 000000 | 000000 | 000000 | 000000 | 000000 | 000000 | 000000 | 000000 | 000000 | 000000 | 000000 | 000000 | 000000 | 000000 |
000000 | 000000 | 000000 | 000000 | 000000 | 000000 | 000000 | 000000 | 000000 | 000000 | 000000 | 000000 | 000000 | 000000 | 000000 | 000000 |
000000 | 000000 | 000000 | 000000 | 000000 | 000000 | 000000 | 000000 | 000000 | 000000 | 000000 | 000000 | 000000 | 000000 | 000000 | 000000 |
-----[ cut here ]-----
Kernel BUG at c025fc90 [verbose debug info unavailable]
Internal error: Oops - BUG: 0 [#1] PREEMPT SMP ARM
Modules linked in:
CPU: 1 PID: 21 Comm: kworker/1:1 Not tainted 3.10.0-xilinx-14974-gb286654-dirty #12
Workqueue: events phy_state_machine
PC is at mdiobus_read+0x30/0x68
LR is at 0xde0e7ec8
pc: [<c025fc90>] lr: [<de0e7ec8>] psr: 20000013
sp: de0e7ec8 ip: de0e6008 fp: 00000000
r10: ddb4b5f4 r9: 00000000 r8: 00000000
r7: 00000001 r6: 00000001 r5: de0e6000 r4: ddb4b800
r3: 07ffff00 r2: ffffffff r1: 07fffffe r0: ddb4b800
Flags: nzCv IRQs on FIQs on Mode SVC_32 ISA ARM Segment kernel
Control: 18c5387d Table: 1d94004a DAC: 00000015
Process kworker/1:1 (pid: 21, stack limit = 0xde0e6238)
Stack: (0xde0e7ec8 to 0xde0e8000)
7ec0: c025eabc ddb4b400 ddb4b400 ddb4b644 00000000 c025ea84
7ee0: ddb4b400 c025eac8 c025eabc ddb4b5f4 ddb4b400 ddb4b644 00000000 c025e80c
7f00: de0c8bc0 c09f9500 c09fc400 00000000 00000000 c0036534 de0c8bc0 ddb4b5f4
7f20: 00000001 de0c8bc0 c09f9500 de0c8bd8 c09f9500 00000000 00000000 00000009
7f40: 00000000 c0037224 00000000 de08bebc de0e6000 de0c8bc0 c0037008 00000000
7f60: 00000000 c003bd30 ff98732e 00000000 4adf83f4 de0c8bc0 00000000 00000000
7f80: de0e7f80 de0e7f80 00000000 00000000 de0e7f90 de0e7f90 de0e7fac de08bebc
7fa0: c003bc90 00000000 00000000 c00e298 00000000 00000000 00000000 00000000

```

TERIMA KASIH

