

02132 ASSIGNMENT 3 REPORT

IMPLEMENTATION OF AN FSMD-BASED HARDWARE ACCELERATOR FOR THE IMAGE EROSION IN CHISEL

Group: 22

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github.com/rwiuff/02132Assignment3 

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1 WORK DISTRIBUTION

Table 1 shows the work distribution for this project.

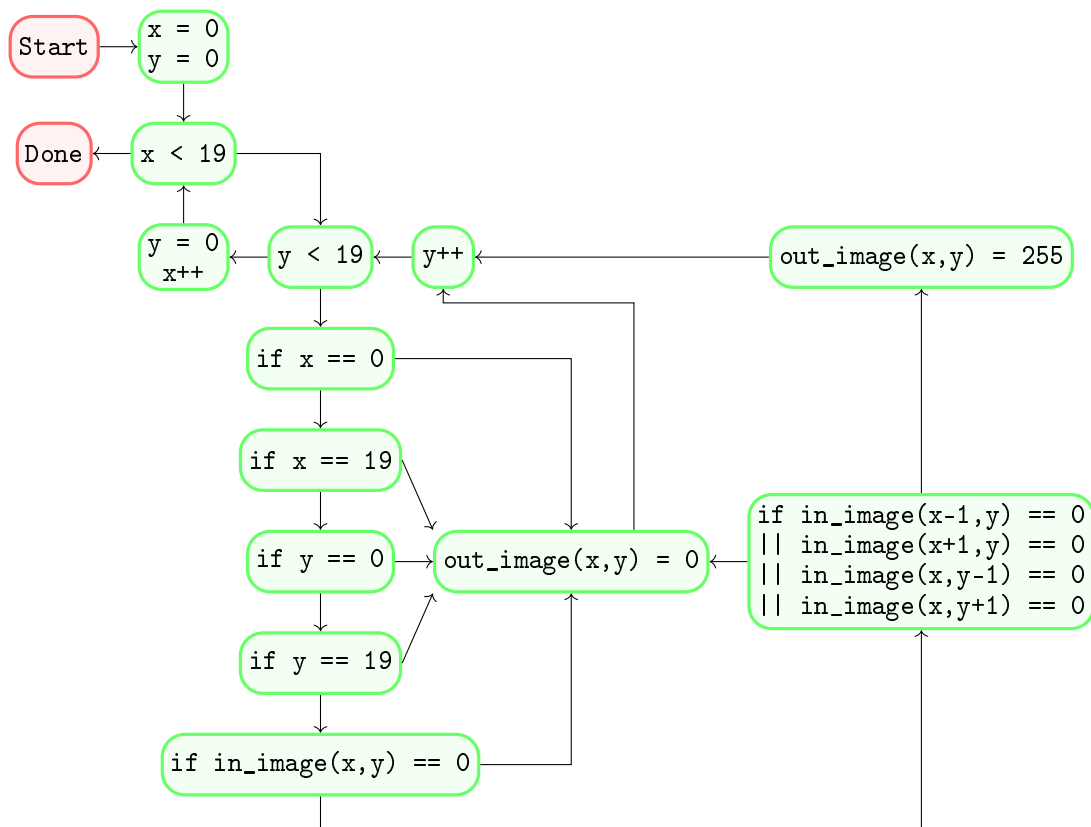
Table 1: Work distribution on the project

Name	Development tasks	Report tasks
Niclas Juul Schæffer		
Rasmus Wiuff		

2 DESIGN

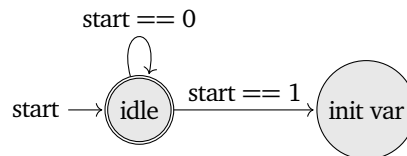
First a CFG was generated from the pseudocode in the assignment material, yielding the graph in Fig. 1.

Figure 1: Control flow graph of erosion algorithm



This gives a good idea of the needed states in the FSM. On the getgo two obvious optimisations can be done here. The y incrementor is constant with both writing operations, and can be split into these. We also see that the bordercases could be replaced by a single state using a more complex logical circuit. The inner pixel check can also be merged into this state as it is still on the same control path and leads to the zerorising of the output pixel or the check for neighbouring pixels. Fig. 2 shows the state diagram.

Figure 2: State diagram of the erosion accelerator FSM



3 IMPLEMENTATION

Briefly discuss the implementation in Chisel of your design. You can include some code snippets if these are relevant to explain certain aspects of the implementation. In other words, try to answer the question “What does a reader need to know about your Chisel implementation?”

4 TEST AND EVALUATION

Report here the results from the test you have carried out. Present how you have tested (paper and pencil testing) the FSM you have designed. Present the tests you have developed (if any). Remember to discuss the results and the test you have carried out, do not just present them, but explain and argue their meaning. Address the design evaluation questions in Task 6 in the Assignment 3 document.