

# Kernel Image Processing

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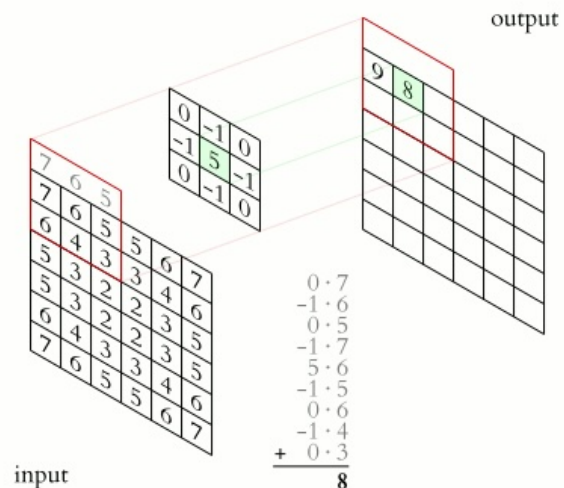
## Abstract

In this paper, I present how to use kernel image processing to modify an image. I explain how kernel image processing works, how I implemented it, and the time results I obtained from running it sequentially, in parallel, and with distributed computing. I compare the results and conclude which method is the best for this specific task.

## 1 Introduction

An image kernel is a small matrix used to apply effects like the ones you might find in popular photo manipulation software, such as blurring, sharpening, outlining, or embossing. They're also used in machine learning for 'feature extraction', a technique for determining the most important portions of an image. In this context, the process is referred to more generally as "convolution".

Setosa. *Image Kernels Explained Visually*. Accessed: 2024-5-16. 2015. URL: <https://setosa.io/ev/image-kernels/>



## 2 Algorithm

The program uses a kernel, which is essentially a small matrix that is applied to each pixel in the image. This kernel works by interacting with the pixel and its surrounding neighbors. The new value of the pixel is calculated through a process where the kernel is multiplied by the surrounding pixels, and the resulting values are summed up.

This technique is used in various image processing tasks, such as blurring, sharpening, edge detection, and more. By systematically applying the kernel across the entire image, the program can achieve the desired transformation or effect.

Wikipedia. *Kernel (image processing)*. Accessed: 2024-7-29. 2019. URL: [https://en.wikipedia.org/wiki/Kernel\\_\(image\\_processing\)](https://en.wikipedia.org/wiki/Kernel_(image_processing))

Figure 1: Speedup comparison between sequential and parallel processing

This process is usually done sequentially, pixel by pixel, row by row. Now imagine that we have a large image with millions of pixels. This process can take a long time. To speed up the process, we can use parallel computing. We can split the image into smaller parts and process them in parallel. This way, we can process the image much faster.

## 3 Implementation

I implemented Kernel Image Processing in Java and used the Swing and AWT libraries to display the images. I ran the program on a single machine and on a cluster of machines to compare the results. I measured the time it took to process the image and compared the results.

I created a class called `ImageProcessor` that contains the methods `applyKernelToPixel`, `applyKernel`, `applyKernelSequential`, and `applyKernelParallel`. The `applyKernelToPixel` method applies the kernel to a single pixel, the `applyKernel` method applies the kernel to the entire image, the `applyKernelSequential` method applies the kernel to the image sequentially, and the `applyKernelParallel` method applies the kernel to the image in parallel.

You can see the pseudocode for the class `ImageProcessor` in the following algorithm.

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**Algorithm 1** Pseudocode for `ImageProcessor.java`


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```

1: Class ImageProcessor
2: Function applyKernelToPixel(image, kernel,
   result, x, y)
3: for each value in the kernel do
4:   Multiply the corresponding pixel color by
   the kernel value
5:   Add the result to r, g, b
6: end for
7: Clamp r, g, b between 0 and 255
8: Set the pixel in the result image to the new
   color
9: End Function
10:
11: Function applyKernel(image, kernel)
12: for each pixel in the image do
13:   Apply the kernel to the pixel
14: end for
15: End Function
16:
17: Function applyKernelSequential(image, kernel)
18: Apply the kernel to the image
19: Return the result image
20: End Function
21:
22: Function applyKernelParallel(image, kernel)
23: Use a ForkJoinPool to apply the kernel to each
   pixel in parallel
24: Return the result image
25: End Function
26: End Class

```

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## 4 Results

I tested the program on my computer in sequential mode and in parallel mode with three pictures of different sizes. Results in sequential mode were following the number of pixels in the image. The results in parallel mode were faster than in sequential mode. The difference was significant. It noted speedups of up to 4x. What surprised me is that the speedup was present with small and large images.

	Sequential	Parallel	Pixels
Coffee Small	93	34	312320
Coffee Medium	972	282	4392000
Coffee Large	3966	1233	18226192

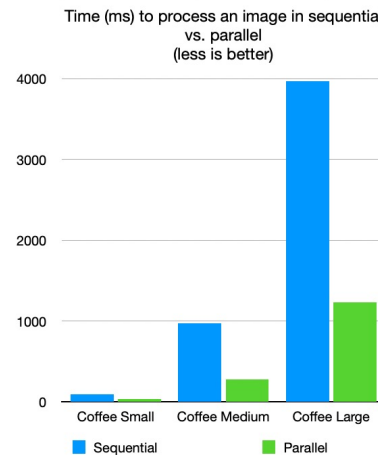


Figure 2: Speedup comparison between sequential and parallel processing

What was even more surprising to me is the fact that the distributed computing was slower than the parallel computing. I expected the distributed computing to be faster, but it was slower. The reason for this is that the overhead of sending the image to the other machines was too high.

## 5 Conclusion

The results of my experiments show that parallel computing using a `ForkJoinPool` provides significant speedup compared to sequential processing. The speedup was observed for both small and large images, indicating that parallel processing is beneficial regardless of image size.

However, the distributed computing approach did not yield better performance compared to parallel computing. The overhead of sending the image to other machines outweighed the potential benefits of distributed processing.

## References

- Setosa. *Image Kernels Explained Visually*. Accessed: 2024-5-16. 2015. URL: <https://setosa.io/ev/image-kernels/>.
- Wikipedia. *Kernel (image processing)*. Accessed: 2024-7-29. 2019. URL: [https://en.wikipedia.org/wiki/Kernel\\_\(image\\_processing\)](https://en.wikipedia.org/wiki/Kernel_(image_processing)).