OS Lab

Laboratory-6

What is ppm file?

- ppm Portable Pixmap Image
- 24-bit color image formatted using text format.
- Pixel value 0 to 255

ppm image format

```
P3
44
255
0 0 0
                  100 0 0
                                    0 0 0
                                                      255 0 255
                                    0 0 0
0 0 0
                  0 255 175
                                                      0 0 0
0 0 0
                  0 0 0
                                   0 15 175
                                                      0 0 0
255 0 255
                  0 0 0
                                    0 0 0
                                                      255 255 255
```

Image Header

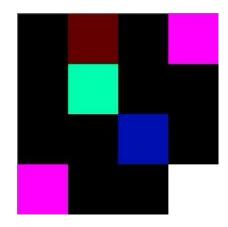
P3 - ppm Image format

4 4 - Number of columns and rows

255 - Maximum color value

Image body

```
P3
44
255
[0 0 0]
                    [100 0 0]
                                       [0 0 0]
                                                           [255 0 255]
[0 0 0]
                   [0 255 175]
                                       [0 0 0]
                                                           [0 0 0]
[0 0 0]
                   [0 0 0]
                                       [0 15 175]
                                                           [0 0 0]
                                       [0 0 0]
[255 0 255]
                   [0 0 0]
                                                           [255 255 255]
```



each pixel values is represented by red, green, and blue (RGB)

[r g b]

[0 0 0] -> Represents black

[255 255 255] -> represent white

Lab-5

Part-1

- read this file and store the pixel information in a matrix
- Perform two transformations(T1 and T2) such as "RGB to grayscale", "edge detection", "image blur", etc
- Write the resultant pixel matrix to a new ppm file
- \$ time ./a.out <path-to-original-image> <path-to-transformed-image>

Part-2

- 1. T1 and T2 are performed by **2 different threads** of the same process. They communicate through the process' address space itself.
 - a. Synchronization using atomic operations
 - b. Synchronization using semaphores
- 2. T1 and T2 are performed by **2 different processes** that communicate via **shared memory**. Synchronization using semaphores.
- 3. T1 and T2 are performed by **2 different processes** that communicate via **pipes**.

Report

- Briefly describe the chosen image transformations in your report.
- Devise a method to prove in each case that the pixels were received as sent, in the sent order. Describe the method in your report.
- Study the run-time and speed-up of each of the approaches and discuss.
- Discuss the relative ease/ difficulty of implementing/ debugging each approach.

Reference links

- https://en.wikipedia.org/wiki/Netpbm#:~:text=The%20P4%20binary%20format%20of,to%20fill%20a%20whole%20byte.
- http://netpbm.sourceforge.net/doc/ppm.html
- https://www.cs.swarthmore.edu/~soni/cs35/f13/Labs/extras/01/ppm info.html