Using MMX™ Instructions to Compute the 2x2 Haar Transform

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From Intel® Developer Services
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March 1996

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1.0. INTRODUCTION

The Intel Architecture (IA) media extensions include single-instruction, multi-data (SIMD) instructions. This application note presents a code sample that computes the 2x2 Haar transform. The 2x2 Haar transform is computed by adding and subtracting adjacent image or array elements. MMX code can speed up calculations of the Haar transform significantly because MMX instructions permit eight 16-bit additions or subtractions in a single clock.

The forward transform code shows how changing the order of sums and differences permits single instruction multiple data (SIMD) operations without reordering data. Also, the forward transform code demonstrates use of the multiply-and-accumulate instruction, PMADDWD, which has a latency of three clocks even when one of the operands is in memory.
2.0. 2X2 HAAR TRANSFORM

The 2x2 Haar transform is used to decompose an image into four bands whose spatial frequencies and information contents differ. These differences allow sub-band compression methods to control the bit rate by quantizing bands differently and to control the decode time by removing one or more bands from the bit stream. The 2x2 Haar transform is identical to Daubechies' wavelet with a degree-2 scaling function. Therefore, this function is sometimes referred to as a wavelet.

The input of the forward transform code is the address of the input image buffer, the number of rows and columns, and the addresses of the output band buffers. The data size of the input image is one byte and the data size of the output bands is two bytes. The number of rows must be divisible by two and the number of columns must be divisible by eight.

The input of the inverse transform is the addresses of the four band buffers, the address of the reconstructed image, and the number of rows and columns of the reconstructed image. Like the forward transform, the data size of the bands is two bytes, and the data size of the reconstructed image is one byte, the number of rows must be divisible by two, and the number of columns must be divisible by eight.

2.1. Forward 2x2 Haar Transform Algorithm

The one-dimensional (1D) Haar transform replaces adjacent elements with their sums and differences. A two-dimensional (2D) transformation of an array executes the transform along rows followed by columns as shown in Example 1. Each of the four results of the 2D transformation of a block represents a different band. Example 1 shows bands following a 2D transformation. The implementation presented here stores the four bands in separate buffers.

**Example 1. Forward 2D Haar Transformation with 1D Transform**

<table>
<thead>
<tr>
<th>Band 0</th>
<th>Band 1</th>
<th>Band 2</th>
<th>Band 3</th>
</tr>
</thead>
<tbody>
<tr>
<td>Band 0 = (P₀ + P₁) + (P₂ + P₃)</td>
<td>Conventional order of calculations for the Haar transform</td>
<td>Order of calculations which permit SIMD operations with MMX</td>
<td>Instructions</td>
</tr>
<tr>
<td>P₀ P₁</td>
<td>P₀+P₁</td>
<td>P₀-P₁</td>
<td>P₀+P₁</td>
</tr>
<tr>
<td>P₀ P₁</td>
<td>P₀-P₁</td>
<td>P₀-P₁</td>
<td>P₀-P₁</td>
</tr>
<tr>
<td>(P₀+P₁)</td>
<td>(P₀-P₁)</td>
<td>(P₀+P₁)</td>
<td>(P₀-P₁)</td>
</tr>
<tr>
<td>(P₀+P₁)</td>
<td>(P₀-P₁)</td>
<td>(P₀+P₁)</td>
<td>(P₀-P₁)</td>
</tr>
<tr>
<td>Band 0: (P₀ + P₁) + (P₂ + P₃)</td>
<td>Band 1: (P₀ - P₁) - (P₂ + P₃)</td>
<td>Band 2: (P₀ - P₁) + (P₂ - P₃)</td>
<td>Band 3: (P₀ - P₁) - (P₂ - P₃)</td>
</tr>
</tbody>
</table>

Example 1 shows how the 1D Haar function transforms a 2D array with two passes. A 2D array can be transformed in a single pass with operations that combine all four of the elements of a 2x2 block. The first set of equations in Example 2 shows how bands are computed using results of Example 1. However, sums and differences in this order do not permit SIMD operations without reordering the data. Therefore, the calculations are made in the order shown in the second set of equations in Example 2. These equations perform adjacent row operations before adjacent column operations, which is the more conventional method.

**Example 2. Forward 2x2 Haar Transform Equations Which Permit SIMD Operations**

| Band 0 = (P₀ + P₁) + (P₂ + P₃) | Conventional order of calculations for the Haar transform |
| Band 1 = (P₀ + P₁) - (P₂ + P₃) | Order of calculations which permit SIMD operations with MMX |
| Band 2 = (P₀ - P₁) - (P₂ + P₃) | Instructions |
| Band 3 = (P₀ - P₁) - (P₂ - P₃) |
2.2. Forward 2x2 Haar Core

The core of the forward 2x2 Haar transform is listed in Example 3. Eight one-byte values from row₀ (four pairs of P₀ P₀) and row₁ (four pairs of P₁ P₁) are loaded in lines 1 and 3. The PUNPCKLBW and PUNPCKHBW instructions expand the data into 16-bit words. When instruction 10 completes, the first four values loaded from row₀ are in MMX register MM0, and the first four values loaded from row₁ are in MM1. These are data for two 2x2 blocks. Also, the second four values from row₀ are in MM4, and the second four values from row₁ are in MM5. These are data for two additional 2x2 blocks.

Four 2x2 blocks of data are decomposed into four bands in lines 11 through 33 using the second set of equations in Example 2. The sums and differences in parentheses are computed with the PADDW and PSUBW instructions. These instructions cannot be used for the final sum or difference because addends are in the same register, and subtrahends and minuends are in the same register. Therefore, the PMADDWD instruction is used to calculate these sums and differences. For example, when subtracting a 16-bit word from an adjacent 16-bit word in an MMX register, the PMADDWD instruction multiplies the minuend by 1 and the subtrahend by -1 and adds the products. The 32-bit results are reduced to 16-bit results with the PACKSSWD instruction. Results of the forward transform are stored with four 64-bit MOVQ instructions. Each MOVQ writes results for four 2x2 blocks for a single band.

Example 3. Forward 2x2 Haar Transform Core

fwave:
1 movq mm0, [eax] ; get row₀
2 pxor mm7, mm7 ; 0 in mm7
3 movq mm1, [ebx] ; get row₁
4 movq mm4, mm0 ; copy row₀
5 punpcklbw mm0, mm7 ; unpack low row₀
6 movq mm5, mm1 ; copy row₁
7 punpckhbw mm4, mm7 ; unpack high row₀ in mm4
8 movq mm2, mm0 ; copy unpacked row₀
9 punpcklbw mm1, mm7 ; unpack low row₁
10 punpckhbw mm5, mm7 ; unpack high row₁
11 paddw mm0, mm1 ; row₀ + row₁
12 psubw mm2, mm1 ; row₀ - row₁
13 movq mm1, mm0 ; copy row₀ + row₁
14 pmaddwd mm0, TAPS0 ; low b₀
15 movq mm3, mm2 ; copy row₀ - row₁
16 pmaddwd mm2, TAPS1 ; low b₁
17 movq mm6, mm4 ; copy high row₀
18 pmaddwd mm1, TAPS2 ; low b₂
19 paddw mm4, mm5 ; row₀ + row₁ high
20 pmaddwd mm3, TAPS3 ; low b₃
21 subw mm6, mm5 ; row₀ - row₁ high
22 movq mm5, mm4 ; copy row₀ + row₁ high
23 movq mm7, mm6 ; copy row₀ - row₁ high
24 pmaddwd mm4, TAPS0 ; high b₀
25 pmaddwd mm5, TAPS2 ; high b₂
26 add eax, 8 ; increment row₀ counter
27 add ebx, 8 ; increment row₁ address
28 pmaddwd mm6, TAPS1 ; high b₁
29 packssdw mm0, mm4 ; pack low and high b₀
30 add ecx, 8 ; increment b₀ address
31 add edx, 8 ; increment b₁ address
32 pmaddwd mm7, TAPS3 ; high b₃
33 packssdw mm1, mm5 ; pack low and high b₂
34 movq [ecx], mm0 ; store b₀
35 packssdw mm2, mm6 ; pack low and high b₁
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36  add     edi, 8   ;inc b2 address early
37  add     esi, 8   ;inc b3 address early
38  movq    [edx], mm2  ;store b1
39  packssdw mm3, mm7  ;pack low and high b3
40  movq    [edi], mm1  ;store b2
41  movq    [esi], mm3  ;store b3
42  cmp     eax, ILOOP  ;row0 addr = in loop lim?
43  jnz     fwave   ;jump if not end of row

2.3. Inverse 2x2 Haar Core

Equations for the inverse 2x2 Haar transform are given in Example 4. The core of the inverse 2x2 Haar transform code which implements these equations is listed in Example 5.

Example 4. Inverse 2x2 Haar Transform Equations

\[
\begin{align*}
P_0 &= (\text{Band}_0 + \text{Band}_1) + (\text{Band}_2 + \text{Band}_3)/4 \\
P_1 &= (\text{Band}_0 - \text{Band}_1) + (\text{Band}_2 - \text{Band}_3)/4 \\
P_2 &= (\text{Band}_0 - \text{Band}_1) - (\text{Band}_2 + \text{Band}_3)/4 \\
P_3 &= (\text{Band}_0 + \text{Band}_1) - (\text{Band}_2 - \text{Band}_3)/4
\end{align*}
\]

The inverse transform uses band data to construct 2x2 blocks as described in Section 2.1. The code begins by loading band data. Each MOVQ instruction loads four 16-bit values from a single band. For this reason, unlike the forward transform, there are no calculations which involve data in the same register. In other words, all sums and differences are computed with PADDW and PSUBW instructions. The PSRAW shift-right instruction is used to normalize the results by dividing them by four. Results are clamped to 255, the maximum value for one byte, with the PACKUSWB instruction.

Although the output data size is one byte, the clamping operation moves all \(P_i\) results into the lower 32-bits of MM0 and MM3, respectively, and \(P_0\) and \(P_2\) results to the upper 32-bits of MM0 and MM3, respectively. Since \(P_i\) must be interleaved with \(P_{i+1}\) and \(P_{i+2}\) interleaved with \(P_i\), the data is reordered. The reorder operation uses the PUNPCKHBW, PUNPCKLBW, and PADDW instructions. Finally, eight values of \(row_0\) and eight values of \(row_1\) are written with MOVQ instructions.

Example 5. Inverse 2x2 Haar Transform Cor

iwave:

\[
\begin{align*}
1 & \text{movq mm0, [eax]} & ;\text{load 4 b0's} \\
2 & \text{pxor mm6, mm6} & ;0 \text{ in mm8} \\
3 & \text{movq mm1, [ebx]} & ;\text{load 4 b1's} \\
4 & \text{movq mm4, mm0} & ;\text{copy b0 into mm4} \\
5 & \text{movq mm2, [ecx]} & ;\text{load 4 b2's} \\
6 & \text{paddw mm0, mm1} & ;b0 + b1 in \\
7 & \text{movq mm3, [edx]} & ;\text{load 4 b3's} \\
8 & \text{movq mm5, mm2} & ;\text{copy b2 into mm5} \\
9 & \text{psubw mm4, mm0} & ;b0 - b1 in mm4 \\
10 & \text{paddw mm2, mm3} & ;b2 + b3 in mm2 \\
11 & \text{movq mm1, mm0} & ;b0 + b1 in mm1 \\
12 & \text{psubw mm5, mm3} & ;b2 - b3 in mm5 \\
13 & \text{paddw mm0, mm2} & ;p0 = (b0+b1) + (b2+b3) \\
14 & \text{movq mm3, mm4} & ;p2 = (b0-b1) + (b2+b3) \\
15 & \text{psubw mm1, mm2} & ;p1 = (b0+b1) - (b2+b3) \\
16 & \text{psraw mm0, 2} & ;p0/4 \\
17 & \text{psraw mm3, 2} & ;p2/4 \\
18 & \text{psubw mm4, mm5} & ;p3 = (b0-b1)-(b2-b3) \\
19 & \text{add eax, 8} & ;\text{inc b0 index} \\
20 & \text{psraw mm3, 2} & ;p2/4 \\
21 & \text{psraw ebx, 8} & ;\text{inc b1 index}
\end{align*}
\]
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23    psraw     mm4,  2 ;p3/4
24    add       ecx,  8 ;inc b2 index
25    packuswb  mm0, mm1 ;clamp p0 and p1
26    pxor       mm2, mm2 ;0 in mm2
27    packuswb  mm3, mm4 ;clamp p2 and p3
28    movq      mm1, mm0 ;clamped p0 and p1 in mm1
29    punpcklbw mm0, mm2 ;reorder with b0 in low byte
30    movq      mm4, mm3 ;clamped p2 and p3 into mm4
31    punpckhbw mm2, mm1 ;reorder with p1 in high byte
32    paddw     mm0, mm2 ;reordered p0 and p1 in mm0
33    punpcklbw mm3, mm6 ;reorder with p2 in low byte
34    add       esi,  8 ;inc p2 and p3 index
35    punpckhbw mm6, mm4 ;reorder with p3 in high byte
36    movq      [edi], mm4 ;store 8 bytes p0 and p1
37    paddw     mm3, mm6 ;reordered p2 and p3 in mm2
38    add       edx,  8 ;inc b3 index
39    add       edi,  8 ;inc p0 and p1 index
40    movq      [esi], mm3 ;store 8 bytes p2 and p3
41    sub       ebp,  8 ;row0 addr = in loop lim?
42    jnz        iwave ;jump if not end of row
3.0. PERFORMANCE GAINS

This section describes the performance improvement compared with traditional IA scalar code executing one operation per instruction.

There is approximately a 200 percent performance gain for MMX code. Results presented here assume all data is in the L1 cache. Performance gains are reduced if there are cache misses.

3.1. Scalar Performance

The total number of instructions required to compute the forward 2x2 Haar transform is:

\[ 4x (\text{read} + \text{copy} + \text{add} + \text{subtract} + \text{write} ) \]

Since each instruction can be paired, the total number of clocks for four pixels is 10, or 2.5 clocks per pixel. The inverse transform requires four additional shift instructions. If these shifts are paired with other instructions the total number of clocks for four pixels is 12, or 3.0 clocks per pixel.

3.2. MMX™ Code Performance

The MMX code version of the forward transform executes in 24 clocks. Since this version processes four 2x2 blocks, the number of clocks per pixel is 1.5, which is a performance gain of 1.7. The inverse transform executes in 22 clocks, or 1.4 clocks per pixel. The resulting performance gain is 2.2.

The performance gain can be attributed to the following:

- The MMX code version uses 64-bit registers rather than 32-bit registers.
- The MMX code version uses instructions that facilitate multiple operations with a single instruction.
4.0. CODE LISTINGS

The code listings in this section are for the forward and reverse 2x2 Haar transform.

4.1 Forward 2x2 Haar Transform

;Calling program prototype is:
;void fwavemmx(
;   char * input,
;   int nrows,
;   int ncols,
;   short int * out0,
;   short int * out1,
;   short int * out2,
;   short int * out3
;)

TITLE fwavemmx
.486P
.model FLAT
PUBLIC _fwavemmx

DATA SEGMENT
NCOL DD ?
NCOLM2 DD ?
NROW DD ?
ILOOP DD ?
OLOOP DD ?
ASIZE DD ?
ALIGN 8
TAPS0X dw 1,1,1,1
TAPS1X dw 1,1,1,1
TAPS2X dw 1,-1,1,-1
TAPS3X dw 1,-1,1,-1
TAPS0 dd ?,?
TAPS1 dd ?,?
TAPS2 dd ?,?
TAPS3 dd ?,?

DATA ENDS

TEXT SEGMENT
inPtr$  = 8 ;input pointer
rows$  = 12 ;number rows
cols$  = 16 ;number columns
out0Ptr$ = 20 ;b0 pointer
out1Ptr$ = 24 ;b1 pointer
out2Ptr$ = 28 ;b2 pointer
out3Ptr$ = 32 ;b3 pointer

fwavemmx PROC NEAR
    push ebx
    mov ebp, esp
    push eax
    push ebx
    push ecx
    push edx
    push esi
    push edi
    lea eax, TAPS0X
    movq mm0, [eax]
    movq TAPS0, mm0
    lea eax, TAPS1X
    movq mm0, [eax]
    movq TAPS1, mm0
    lea eax, TAPS2X

    push ebx
    mov ebx, esp
    pop ecx
    pop edx
    pop esi
    pop edi
    pop ebp
    pop ebx
    ret

fwavemmx ENDP

END

END OF PROGRAM
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```
movq mm0, [eax]
movq TAPS2, mm0
lea eax, TAPS3X
movq mm0, [eax]
movq TAPS3, mm0
mov eax, __rows$[ebp] ;number rows
mov ebx, __cols$[ebp] ;number columns
mov NROW, eax ;store number rows
mov NCOL, ebx ;store number columns
mul ebx ;input array size
shl ebx, 1 ;double number columns
mul NCOLM2, ebx ;store 2Xncol
mov eax, __inPtr$[ebp] ;pointer to input array
mov ebx, eax ;copy input pointer
add ebx, NCOL ;address next row
mov ILOOP, ebx ;addr next row=end inner loop
mov ecx, eax ;copy addr first row
add ecx, ASIZE ;make end outer loop
mov OLOOP, ecx ;store end outer loop
mov ecx, __out0Ptr$[ebp] ;pointer b0 out
mov edx, __out1Ptr$[ebp] ;pointer b1 out
mov edi, __out2Ptr$[ebp] ;pointer b2 out
mov esi, __out3Ptr$[ebp] ;pointer b3 out
sub ecx, 8
sub edx, 8
sub edi, 8
sub esi, 8
fwave:
movq mm0, [eax] ;get row0
pxor mm7, mm7 ;0 in mm7
movq mm1, [ebx] ;get row1
movq mm4, mm0 ;copy row0
punpcklbw mm0, mm7 ;unpack low row0
movq mm5, mm1 ;copy row1
punpckhbw mm4, mm7 ;unpack high row0 in mm4
movq mm2, mm0 ;copy unpacked row0
punpcklbw mm1, mm7 ;unpack low row1
punpckhbw mm5, mm7 ;unpack high row1
paddw mm0, mm1 ;row0 + row1
psubw mm2, mm1 ;row0 - row1
movq mm1, mm0 ;copy row0 + row1
pmaddwd mm0, TAPS0 ;low b0
movq mm3, mm2 ;copy row0 - row1
pmaddwd mm2, TAPS1 ;low b1
movq mm6, mm4 ;copy high row0
pmaddwd mm1, TAPS2 ;low b2
paddw mm4, mm5 ;row0 + row1 high
pmaddwd mm3, TAPS3 ;low b3
psubw mm6, mm5 ;row0 - row1 high
movq mm5, mm4 ;copy row0 + row1 high
movq mm7, mm6 ;copy row0 - row1 high
pmaddwd mm4, TAPS0 ;high b0
pmaddwd mm5, TAPS2 ;high b2
add eax, 8 ;increment row0 counter
add ebx, 8 ;increment row1 address
pmaddwd mm6, TAPS1 ;high b1
packssdw mm0, mm4 ;pack low and high b0
add ecx, 8 ;increment b0 address
add edx, 8 ;increment b1 address
pmaddwd mm7, TAPS3 ;high b3
packssdw mm1, mm5 ;pack low and high b2
movq [ecx], mm0 ;store b0
packssdw mm2, mm6 ;pack low and high b1
```
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```
add       edi,  8  ;inc b2 address early
add       esi,  8  ;inc b3 address early
movq      [edi], mm2  ;store b1
packssdw  mm3, mm7  ;pack low and high b3
movq      [esi], mm3  ;store b3
movq      [edi], mm1  ;store b2
movq      [esi], mm1  ;store b2
cmp       eax, ILOOP  ;row0 addr = in loop lim?
jnz       fwave   ;jump if not end of row
add       eax, NCOL  ;new row inc row0 addr
add       ebx, NCOL  ;new row inc row0 addr
mov      ebp, ILOOP  ;old in loop lim
add    ebp, NCOLM2  ;new in loop lim
mov      ILOOP, ebp  ;store new in loop lim
cmp      eax, OLOOP  ;row0 addr = out loop lim?
jnz      fwave
pop        edi
pop        esi
pop        edx
pop        ecx
pop        ebx
pop        eax
pop      ebp
ret       0
fwavemnx ENDP
```

TEXT ENDS
END

4.2. Inverse 2x2 Haar Transform

;Inverse Haar wavelet transform for 2x2 block for composition
;Code reads four streams of 16-bit words and writes two quad-words,
each with 8 byte values for two adjacent rows
;Calling program prototype is:
;void iwaveasm(
;    char * out,
;    int nrows,
;    int ncols,
;    short int * in0,
;    short int * in1,
;    short int * in2,
;    short int * in3
;)
TITLE
.486P
.model FLAT
PUBLIC _iwavemmx
DATA SEGMENT
    NCOL   DD  ?
    NROW   DD  ?
    OLOOP  DD  ?
    ASIZE  DD  ?
    L2CNT  DD  ?
DATA ENDS
TEXT SEGMENT
    outPtr$  = 8
    rows$    = 12
    cols$    = 16
    in0Ptr$  = 20
    in1Ptr$  = 20
    in2Ptr$  = 24
    in3Ptr$  = 32
_iwavemmx PROC NEAR
    push    ebp
    mov     ebp, esp
```
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push eax
push ebx
push ecx
push edx
push esi
push edi

mov eax, _rows$[ebp] ;number rows
mov ebx, _cols$[ebp] ;number columns
mov NROW, eax  ;store number rows
mov NCOL, ebx  ;store number columns
mul ebx   ;output array size
mov ASIZE, eax  ;store output array size
shl eax,1   ;L2 count is twice row*col
mov L2CNT, eax  ;factor 2 bytes in short int
mov eax, _in0Ptr$[ebp] ;pointer to output array
mov ebx, _in1Ptr$[ebp] ;pointer b1 output
mov ecx, _in2Ptr$[ebp] ;pointer b2 output
mov edx, _in3Ptr$[ebp] ;pointer b3 output
mov edi, _outPtr$[ebp] ;pointer to input array
mov esi, edi  ;copy input pointer
add esi, NCOL  ;address next row
mov ebp, edi  ;copy addr first row
add ebp, ASIZE  ;make end outer loop
mov OLOOP, ebp  ;store end outer loop
mov ebp, NCOL  ;inner loop counter
sub esi, 8  ;adjust row pointer

iwave:

movq  mm0,  [eax]  ;load 4 b0's
pxor  mm6, mm6  ;0 in mm6
movq  mm1, [ebx]  ;load 4 b1's
movq  mm4, mm0  ;copy b0 into mm4
movq  mm2, [ecx]  ;load 4 b2's
paddw mm0, mm1  ;b0 + b1 in mm0
movq  mm3, [edx]  ;load 4 b3's
movq  mm5, mm2  ;copy b2 into mm5
psubw mm4, mm1  ;b0 - b1 in mm4
paddw mm2, mm3  ;b2 + b3 in mm2
movq  mm1, mm0  ;b0 + b1 in mm1
psubw mm5, mm2  ;b0 - b1 in mm4
paddw mm3, mm4  ;b2 + b3 in mm3
movq  mm3, mm2  ;p1 = (b0+b1) + (b2+b3)
paddw mm0, mm1  ;p0 = (b0+b1) + (b2+b3)
paddw mm4, mm5  ;p2 = (b0-b1) + (b2-b3)
paddw mm0, mm1  ;p0 = (b0+b1) + (b2+b3)
psubw mm2, mm1  ;p1 = (b0+b1) - (b2+b3)
add eax, 8  ;inc b0 index
psraw mm0, 2  ;p0/4
psraw mm3, 2  ;p2/4
add ebx, 8  ;inc b1 index
psraw mm4, 2  ;p3/4
add ecx, 8  ;inc b2 index
packuswb mm0, mm1 ;clamp p0 and p1
pxor mm2, mm2  ;0 in mm2
packuswb mm3, mm4 ;clamp p2 and p3
movq mm1, mm0  ;clamped p0 and p1 in mm1
punpcklbw mm0, mm2 ;reorder with b0 in low byte
movq mm4, mm3  ;clamped p2 and p3 into mm4
punpckhbw mm2, mm1 ;reorder with p1 in high byte
paddw mm0, mm2  ;reordered p0 and p1 in mm0
punpcklbw mm3, mm6 ;reorder with p2 in low byte
add esi, 8  ;inc p2 and p3 index
punpckhbw mm6, mm4 ;reorder with p3 in high byte
movq [edi], mm0  ;store 8 bytes p0 and p1
paddw mm3, mm6  ;reordered p2 and p3 in mm2
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March 1996

add edx, 8 ;inc b3 index
add edi, 8 ;inc p0 and p1 index
movq [esi], mm3 ;store 8 bytes p2 and p3
sub ebp, 8 ;row0 addr = in loop lim
add edi, NCOL ;jump if not end of row
add esi, NCOL ;new row inc row0 addr
mov ebp, NCOL ;new row inc row1 addr
cmp edi, OLOOP ;old in loop lim
Jnz iwave ;row0 addr = oout loop lim
pop edi
pop esi
pop edx
pop ecx
pop ebx
pop eax
pop ebp
ret 0

_iwavemmx ENDP
_TEXT
END