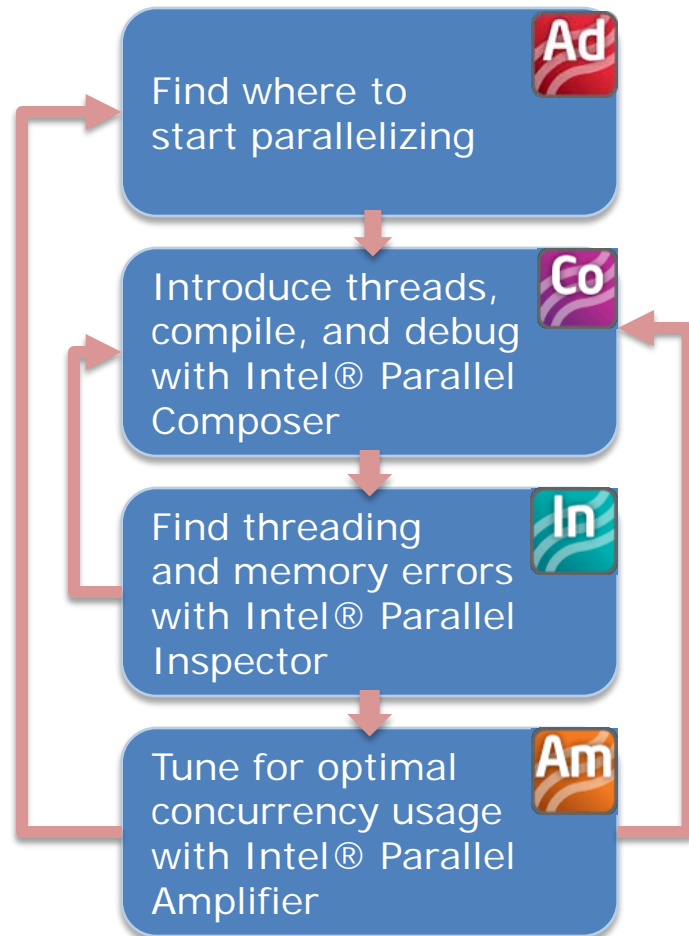




# Image Processing: Stop Developing Code From Scratch

Walt Shands

# Four Steps to a Parallel Application



## **DESIGN – Intel® Parallel Advisor Lite**

Gain insight on where parallelism will most benefit existing source code – usually begins with a “hotspot”

## **CODE, DEBUG – Intel® Parallel Composer**

Develop effective applications with a C/C++ compiler and comprehensive threaded libraries and API’s, and a parallel debugger

## **VERIFY – Intel® Parallel Inspector**

Help ensure application reliability with proactive parallel memory and threading error checking

## **TUNE – Intel® Parallel Amplifier**

Enhance applications with an intuitive performance analyzer and tuner

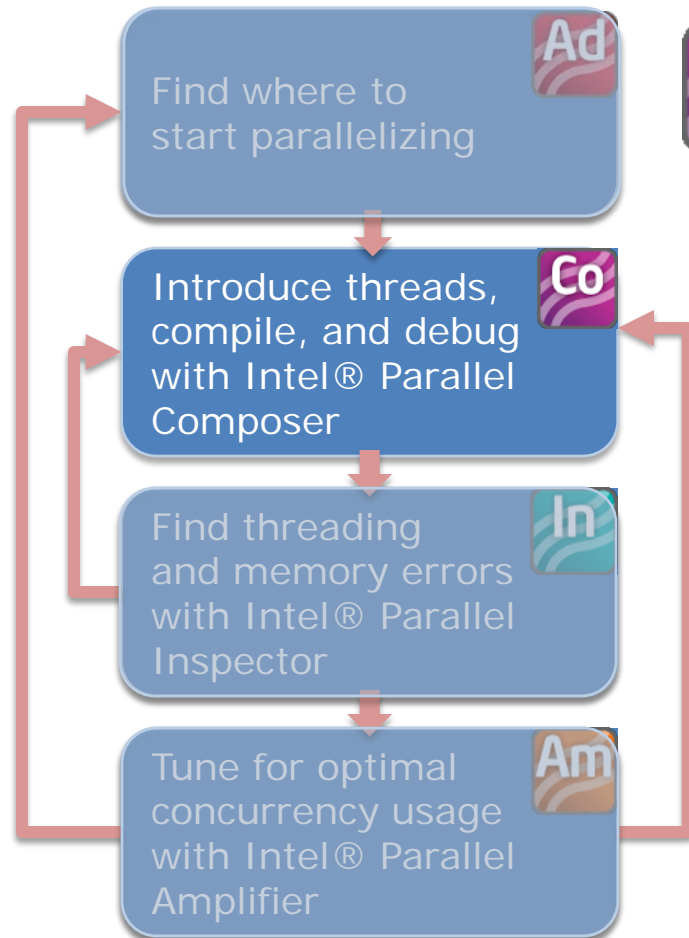


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Get free eval software:  
[intel.com/software/producuts/eval](http://intel.com/software/producuts/eval)

[www.intel.com/go/parallel](http://www.intel.com/go/parallel)





## CODE & DEBUG PHASE

Add parallelism to Windows\* applications more quickly, with better scaling!

- Highly optimizing C/C++ compiler with built-in parallelism features:
  - OpenMP 3.0\*
  - Intel® Threading Building Blocks
  - **Intel® Integrated Performance Primitives**
  - Parallel Debugger Extension

Increase productivity in implementing parallelism

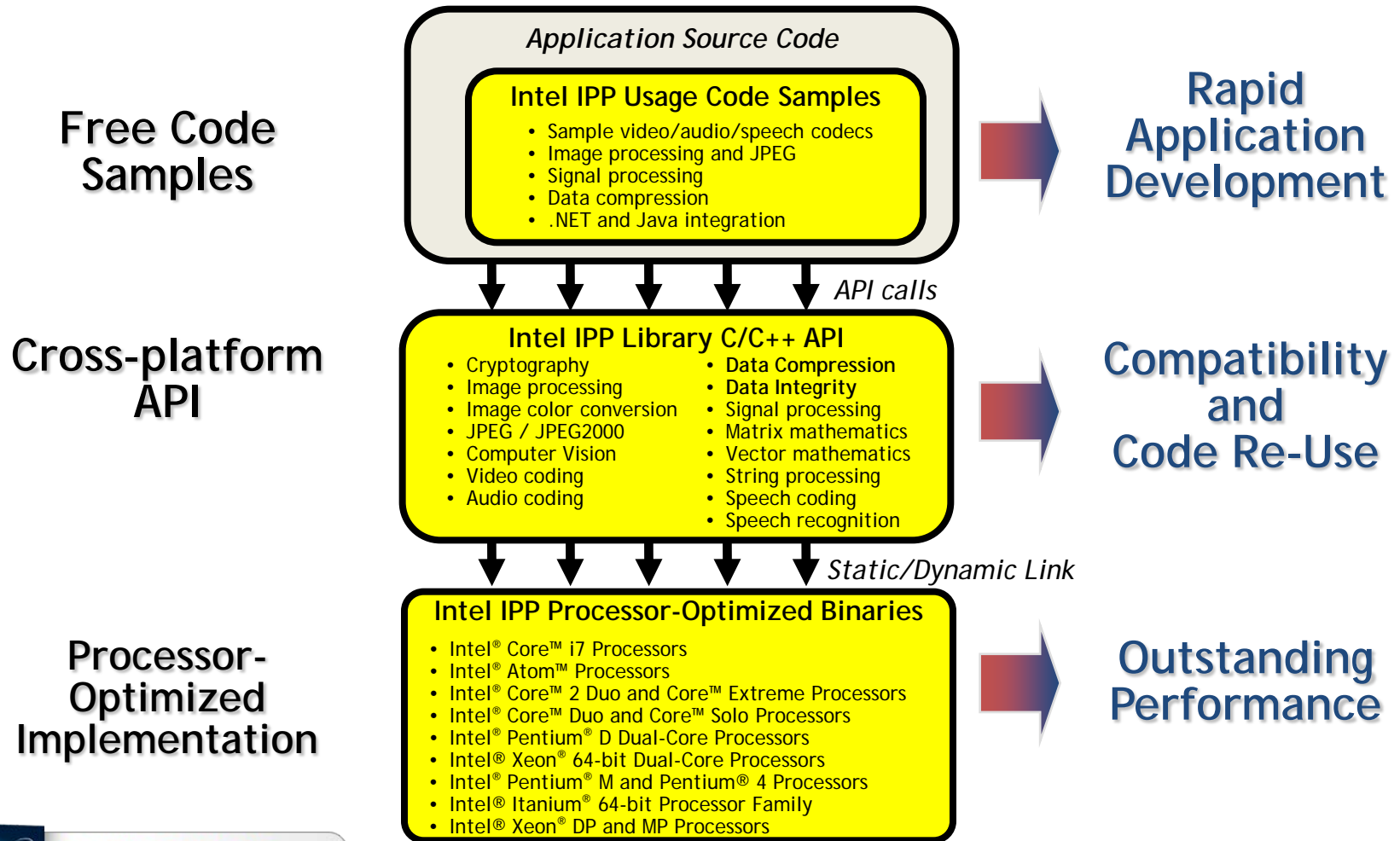


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# Intel® Integrated Performance Primitives (Intel® IPP) — Overview and Benefits



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## Industry Leading Performance

- Efficient parallelism on multicore platforms
- Instruction set-level optimizations
- Intel-compatible platforms

## Enhances Developer Productivity

- Optimized and future-scaling multimedia, signal, and data processing routines
- Comprehensive high level APIs and code samples for ease of implementation
- Utilize one performance library for 32 & 64 bit Windows\*, Linux\* and Mac OS

## Future Proof

- Optimized for current multicore and future manycore processors
- Ensures that applications benefit seamlessly from the latest architecture enhancements

## Transformations

## Filter Effects

Translation



Rotation



Resize



Original



Edge  
Detection  
&  
Enhancement



Blur



Median



IPP image resize operations can run up to 3x faster than compiled C++ code on multicore systems.

# Image Processing Functions



**Image processing:** Intel IPP is a premier library of image processing algorithms, and includes a rich selection of functions operating on images and regions within images

## **Transforms:**

- Wavelet
- Fourier (FFT/DFT, real/complex)
- Windowing (Hamming, Bartlett)
- Discrete Cosine (DCT)

## **Filtering Functions:**

- General linear filtering
- Convolution/Deconvolution (LR and FFT)
- Box, Min, Max, Median
- Wiener Filters
- Fixed Filters (Prewitt, Sobel, Laplace, Gauss, Scharr, Roberts)
- Sharpening/Hipass/Lowpass Filters

## **Geometric Transforms:**

- Resize, Mirror, Rotate, Shear
- Affine transforms
- Perspective transformations
- Bilinear warping
- Coordinate remapping

## **Image Statistics:**

- Sum, Integral, Tilted Integral
- Mean, Min, Max, Histogram, StDev
- Image Moments
- Image Norms (L1, L2, infinity)
- Image Quality Index calculation
- Proximity Measures (Cross-correlations, Square Distance)
- Threshold/Compare Operations

## **Image Arithmetic/Logic Operations:**

- Alpha composition
- Arithmetic operations  
(add/sub/mul/div/sqrt/sqr/ln/exp/abs)
- Logical operations (AND, OR, XOR, Shift, NOT)

## **Image Data Exchange/Initialization:**

- Copy/Set/Transpose
- Channel swapping
- Jaehne/Ramp/Zigzag initialization
- Memory allocation for multiple image types

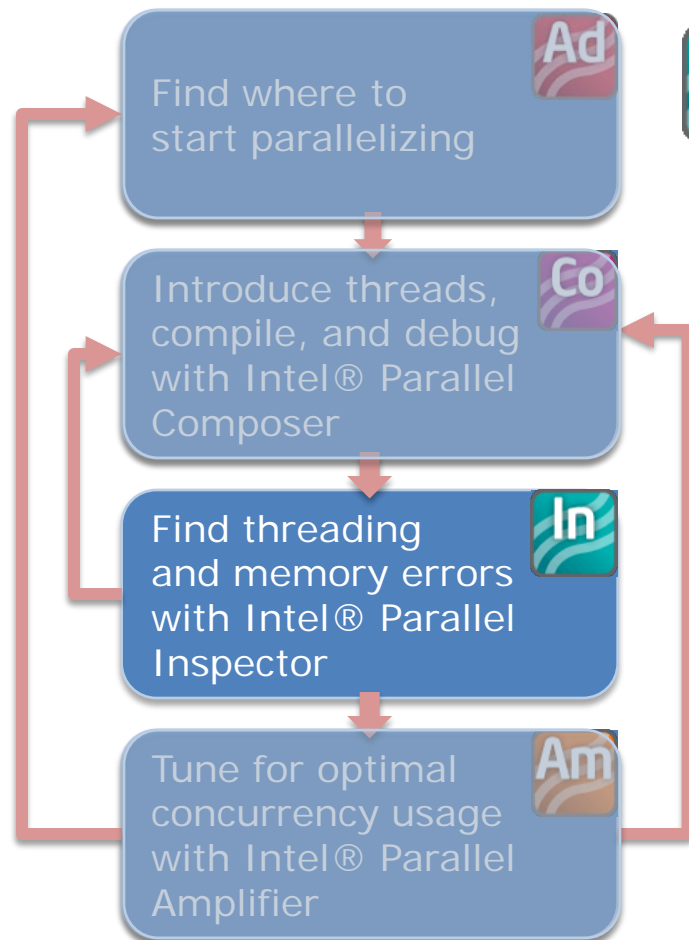


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## CODE CHECKING PHASE

Ensure parallel application reliability!

- Memory Error Detection
- Threaded Error Detection

Help ensure application reliability with proactive parallel memory and threading error checking



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## Memory Error Detection

- Memory Leaks, i.e., allocation errors
- Memory Corruption, i.e., crashes, etc.
- Uninitialized Memory Accesses
- Dangling pointers
- Buffer Overflows, Stack Overflows
- Depth of error checking can be configured

## Thread Error Detection

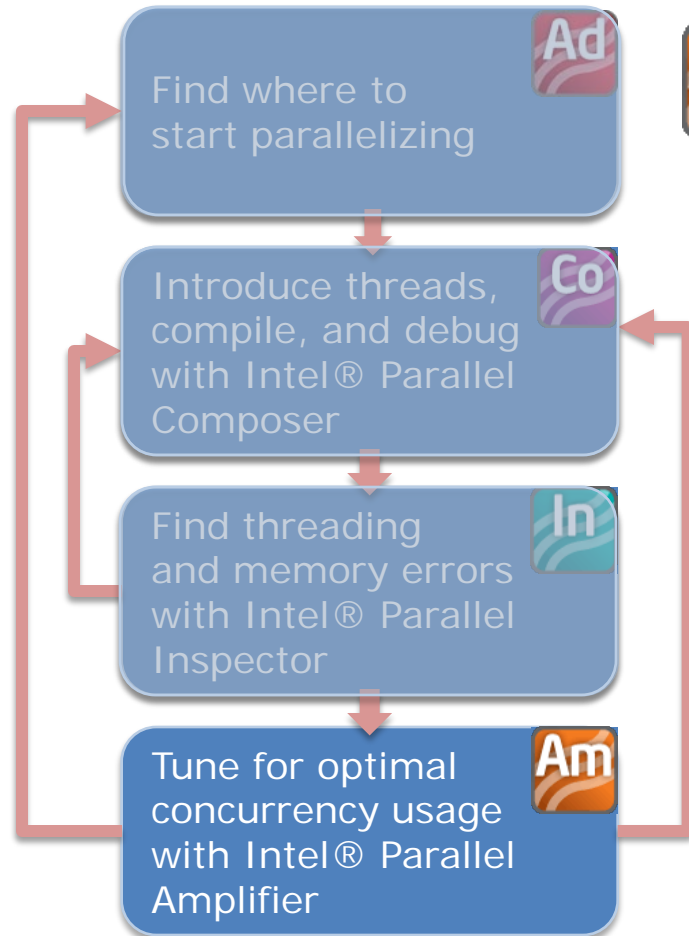
- Data race errors
- Deadlocks
- Finds latent (or likely to occur) errors and maps them to the source-code line, call stack, and memory reference
- Displays useful warnings for effective diagnosis, highlighting potentially severe errors

## Works on standard debug builds



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## TUNING PHASE

Tune for multi-core performance scalability!

- Hotspot Analysis  
Where is my program spending time running?
- Concurrency Analysis  
Where is my program not concurrent?
- Lock/Wait Analysis  
Where is my program waiting on Sync or I/O?



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## Hotspot Analysis

- Where is my program spending time running?  
And how it got there  
Identify Hotspot functions

## Concurrency Analysis

- Where is my program not concurrent?  
Useful when moving serial code to parallel  
Identify processor cores utilization

## Lock/Wait Analysis

- Where is my program waiting on Sync or I/O?  
Identify locking problems that slow threaded software  
Identify objects limiting parallelism

## Source View

- Shows data so it correlates with your code

## Statistical Call Tree

- Helps catch call path most impacting performance

## Compare Multiple Runs

- Quickly see the impact of your changes

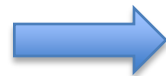
# Sobel Edge Detection



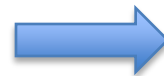
Apply vertical edge filter to each pixel to find vertical edges

|   |   |    |  |    |    |    |  |
|---|---|----|--|----|----|----|--|
| 1 | 0 | -1 |  |    |    |    |  |
| 2 | 0 | -2 |  |    |    |    |  |
| 1 | 0 | -1 |  |    |    |    |  |
|   |   |    |  |    |    |    |  |
|   |   |    |  | 1  | 2  | 1  |  |
|   |   |    |  | 0  | 0  | 0  |  |
|   |   |    |  | -1 | -2 | -1 |  |
|   |   |    |  |    |    |    |  |

Apply horizontal edge filter to each pixel to find horizontal edges



Find vertical and horizontal edges

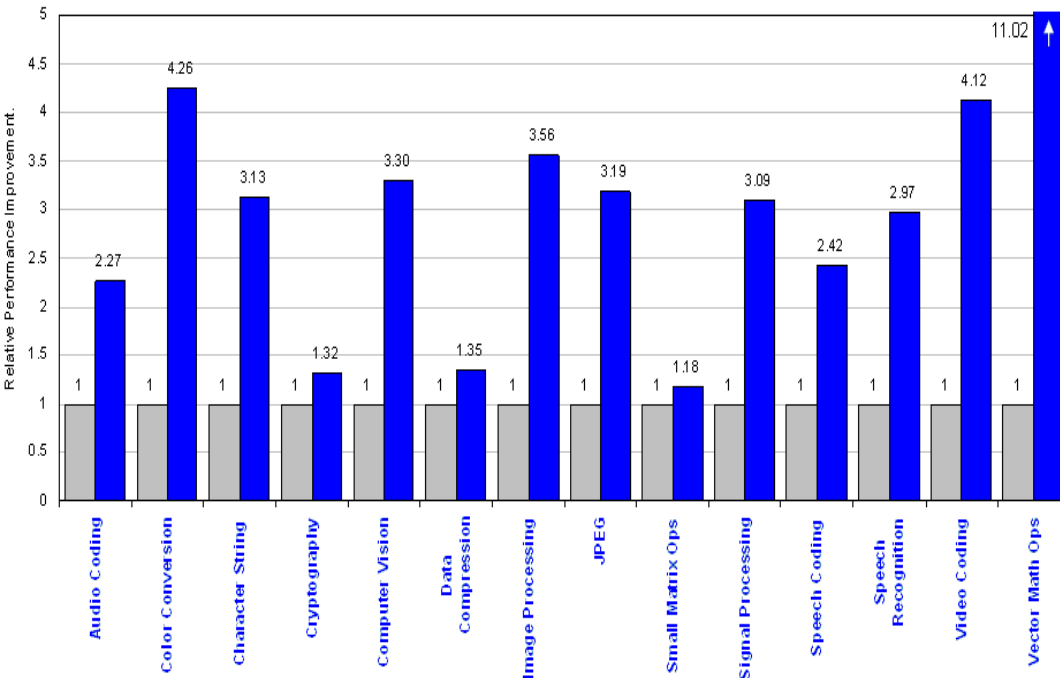


# Intel® Integrated Performance Primitives (IPP)

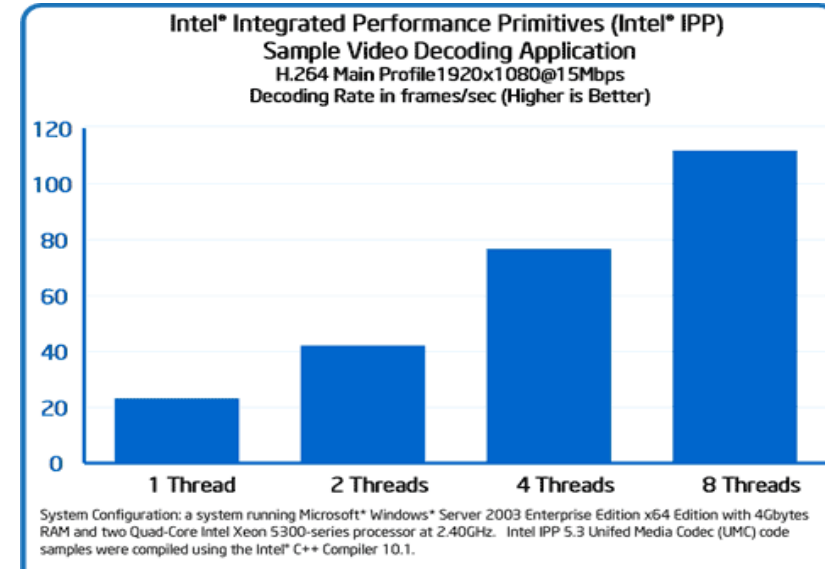


## Intel IPP vs. C on single processor

- 200% faster (average over all domains)
- Optimized C performance normalized to 1



System configuration: Intel® Xeon® 4 Processor, 2.8GHz, 2GB using Windows\* XP

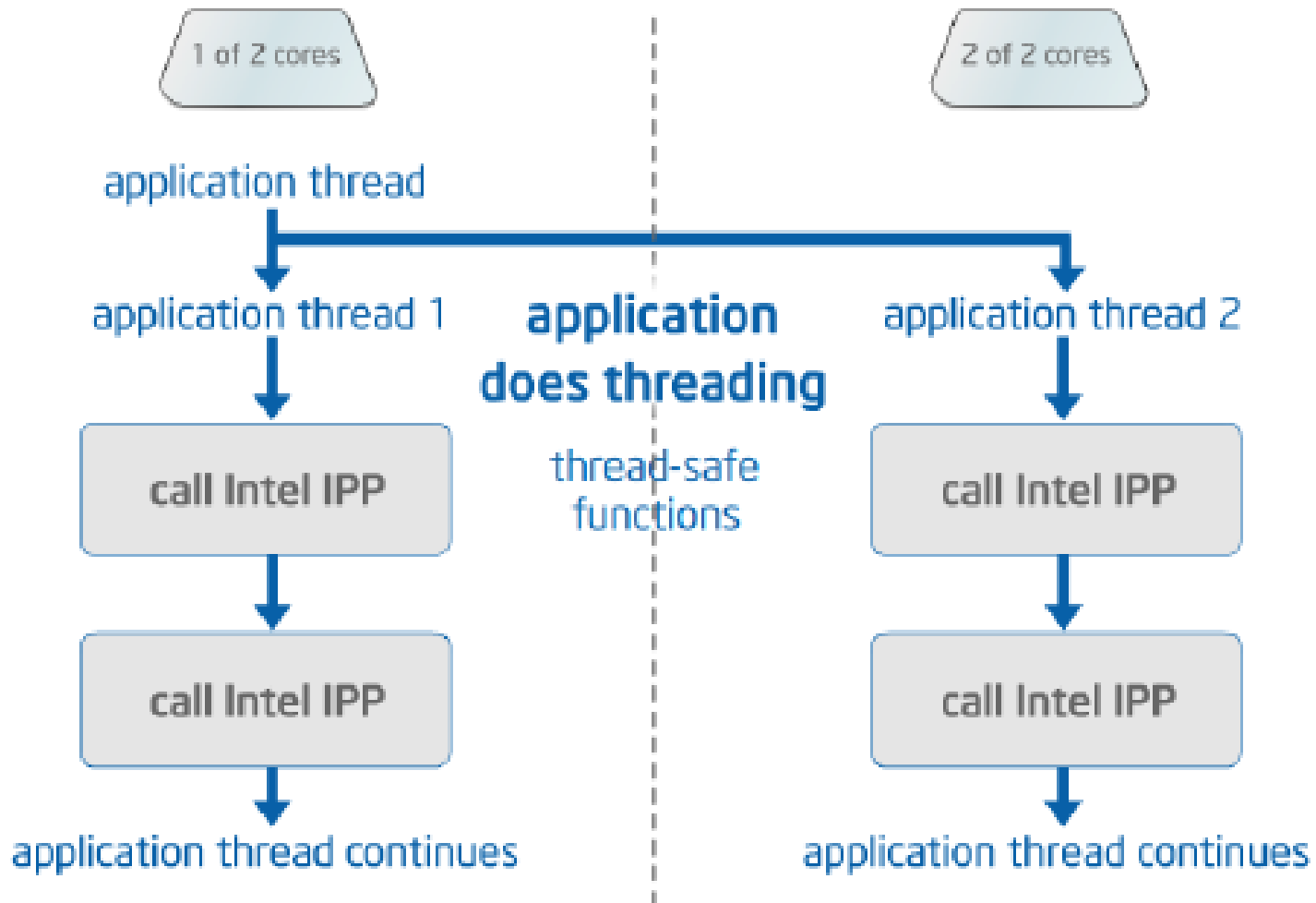


## Multicore performance scaling example: H.264 decode

Source: Intel Corporation. Performance tests and ratings are measured using specific computer systems and/or components and reflect the approximate performance of Intel products as measured by those tests. Any difference in system hardware or software design or configuration may affect actual performance. Buyers should consult other sources of information to evaluate the performance of systems or components they are considering purchasing. For more information on performance tests and on the performance of Intel products, refer to [www.intel.com/performance/resources/benchmark\\_limitations.htm](http://www.intel.com/performance/resources/benchmark_limitations.htm).



# Threading In Application

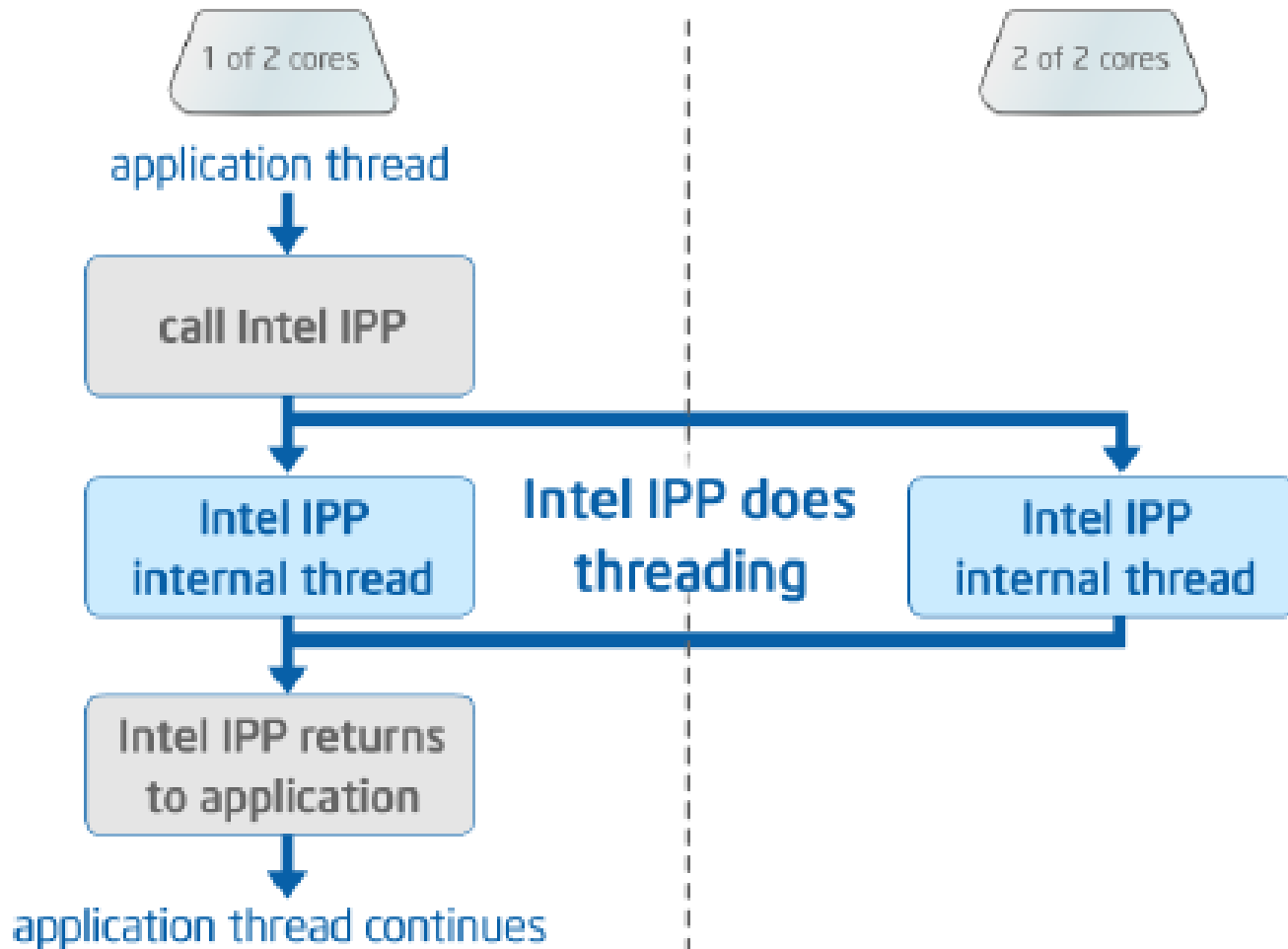


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# Threading Inside Intel IPP



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# Intel® IPP Functions and Code Samples: Image Processing/Coding



| Domain                     | Functions   | Samples   |
|----------------------------|---|---|
| <b>Image Processing</b>    | <ul style="list-style-type: none"> <li>* Geometry transformations, such as resize/rotate</li> <li>* Linear and non-linear filtering operation on an image for edge detection, blurring, noise removal and etc for filter effect.</li> <li>* Linear transforms for 2D FFTs, DFTs, DCT.</li> <li>* image statistics and analysis</li> </ul> | <ul style="list-style-type: none"> <li>* Tiled Image Processing / 2D Wavelet Transform /C++ Image Processing Classes/Image Processing functions Demo</li> </ul>                                       |
| <b>Computer Vision</b>     | <ul style="list-style-type: none"> <li>* Background differencing, Feature Detection (Corner Detection, Canny Edge detection), Distance Transforms, Image Gradients, Flood fill, Motion analysis and Object Tracking, Pyramids, Pattern recognition, Camera Calibration</li> </ul>   | <ul style="list-style-type: none"> <li>* Face Detection</li> </ul>  |
| <b>Color Models</b>        | <ul style="list-style-type: none"> <li>* Convert image/video color space formats: RGB, HSV, YUV, YCbCr</li> <li>* Up/Down sampling</li> <li>* Brightness and contrast adjustments</li> </ul>  |   |
| <b>JPEG Coding</b>         | <ul style="list-style-type: none"> <li>* High-level JPEG and JPEG2000 compression and decompression functions</li> <li>* JPEG/JPEG2000 support functions: DCT, Wavelet transforms, color conversion, downsampling</li> </ul>  | <ul style="list-style-type: none"> <li>* Integration with the Intel® JPEG Library (IJL) / Integration with the Independent JPEG Group (IJG) library /JPEG2000 encoder/decoder /JPEG viewer</li> </ul> |
| <b>Realistic Rendering</b> | <ul style="list-style-type: none"> <li>* Acceleration Structures, Ray-Scene Intersection and Ray Tracing</li> <li>* Surface properties, shader support, tone mapping</li> </ul>   | <ul style="list-style-type: none"> <li>* Ray Tracing</li> </ul>   |

# Intel® IPP Functions and Code Samples: Video/Audio/Speech



| Domain                    | Functions   | Samples   |
|---------------------------|---|---|
| <b>Video Coding</b>       | * VC-1, H.264, MPEG-2, MPEG-4, H.261, H.263 and DV codec support functions  | * Simple Media Player/ Video Encoder / h.264/DV decoding/video transcoder /Reverberation Demo/ Virtual Multi-Channel Audio Player/      |
| <b>Audio Coding</b>       | * Echo cancellation and audio transcoding, BlockFiltering, Spectral Data prequantization.   | * Audio Codec Console application   |
| <b>Speech Coding</b>      | * Adaptive/Fixed Codebook functions, Autocorrelation, Convolution, Levinson-Durbin recursion, Linear Prediction Analysis & Quantization, Echo Cancellation, Companding  | * G.168, G.167, G.711, G.722, G.722.1, G.722.2, AMRWB, Extended AMRWB (AMRWB+), G.723.1, G.726, G.728, G.729, RT-Audio, GSM AMR, GSM FR |
| <b>Speech Recognition</b> | * Feature Processing, Model Evaluation/Estimation/Adaptation, Vector Quantization, Polyphase Resampling, Advanced Aurora, Ephraim-Malah Noise Supression, AEC, Voice Detection  | * Aurora, Advanced Aurora, Audio Processing, Gaussian Mixture, Speech Processing  |
| <b>Signal Processing</b>  | * Transforms: DCT, DFT, MDCT, Wavelet (both Haar and user-defined filter banks), Hilbert<br>* Convolution, Cross-Correlation, Auto-Correlation, Conjugate<br>* Filtering: IIR/FIR/Median filtering, Single/Multi-Rate FIR LMS filters<br>* Other: Windowing, Jaehne/Tone/Triangle signal generation, Thresholding | * Signal Processing Function Demo   |

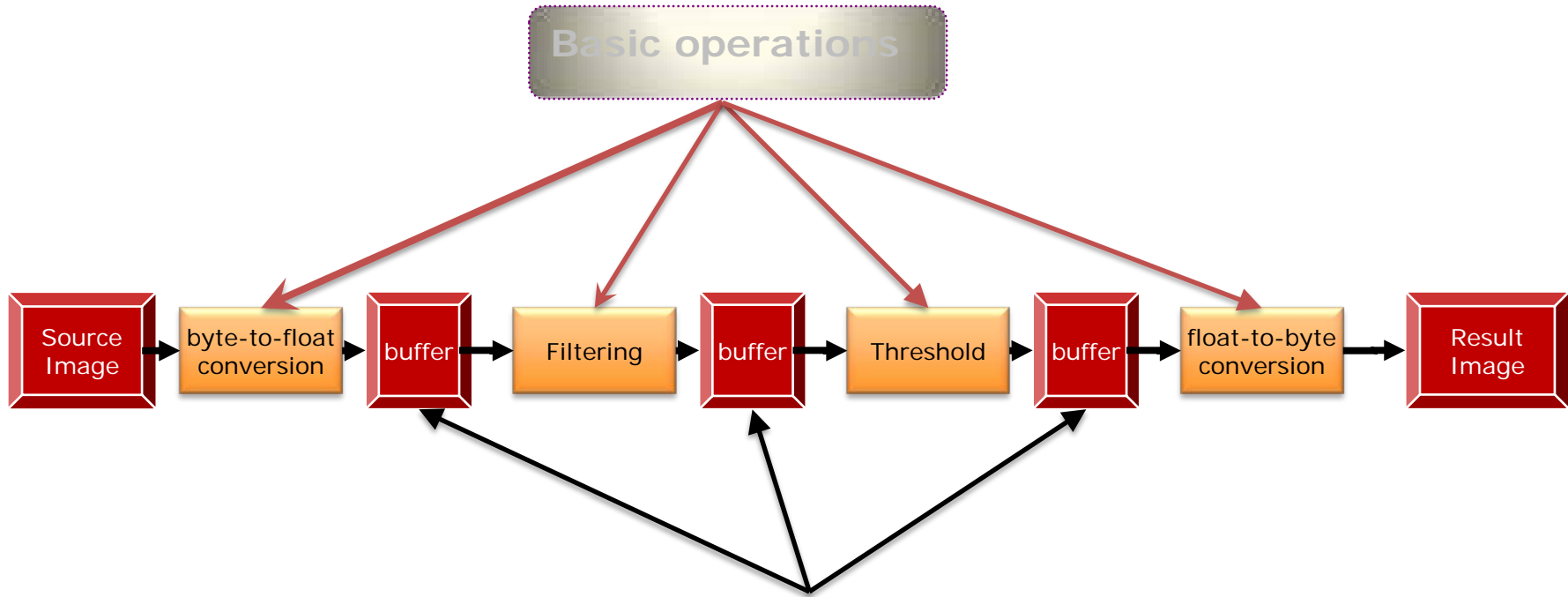
# Intel® IPP Functions and Code Samples:

## Data Processing/Compression

| Domain                   | Functions   | Samples   |
|--------------------------|---|---|
| <b>Data Compression</b>  | <ul style="list-style-type: none"> <li>* Entropy-coding compression: Huffman, VLC</li> <li>* Dictionary-based compression: LZSS, LZ77</li> <li>* Burrows-Wheeler Transform (BWT), MoveToFront (MTF), Run-Length-Encoding (RLE), Generalized Interval Transformation (GIT)</li> <li>* Compatible feature support for zlib and bzip2</li> </ul> | <ul style="list-style-type: none"> <li>* zlib, bzip2, gzip-compatible /General data compression examples</li> </ul> |
| <b>Cryptography</b>      | <ul style="list-style-type: none"> <li>* Big-Number Arithmetic / Rijndael, DES, TDES, SHA1, MD5, RSA, DSA, Montgomery, prime number generation and pseudo-random number generation (PRNG) functions</li> </ul>  | <ul style="list-style-type: none"> <li>* Intel IPP crypto usage in Open SSL*</li> </ul>                             |
| <b>String Processing</b> | <ul style="list-style-type: none"> <li>* Compare, Insert, change case, Trim, Find, Regexp, Hash</li> </ul>  | <ul style="list-style-type: none"> <li>* "ippgrep" – regular expression matching</li> </ul>                         |
| <b>Vector Math</b>       | <ul style="list-style-type: none"> <li>* Logical, Shift, Conversion, Power, Root, Exponential, Logarithmic, Trigonometric, Hyperbolic, Erf, Erfc</li> </ul>   |   |
| <b>Matrix Math</b>       | <ul style="list-style-type: none"> <li>* Addition, Multiplication, Decomposition, Eigenvalues, Cross-product, transposition</li> </ul>  |   |
| <b>Common Functions</b>  | <ul style="list-style-type: none"> <li>* CPUtypes, Thread number control, Memory Allocation</li> </ul>  | <ul style="list-style-type: none"> <li>* Linkages/Different language support</li> </ul>                             |

# Deferred Mode Image Processing

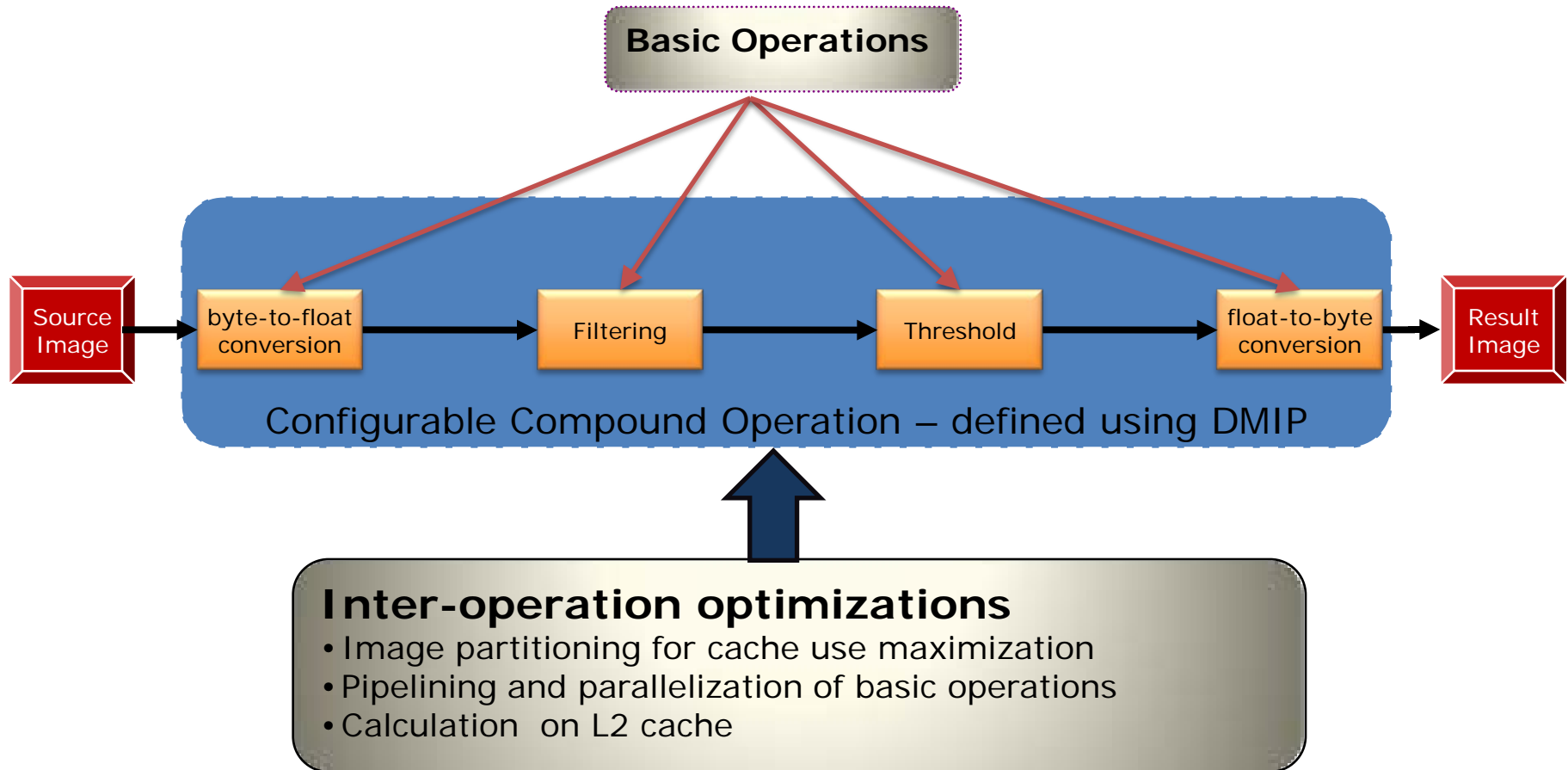
# Image Processing Task using a Sequence of Basic Operations



## Intermediate Buffering

- Memory allocation for intermediate buffering
- Cache thrashing

# Image Processing Task, using Deferred Mode Image Processing (DMIP)





- DMIP provides a mechanism to chain multiple image processing operations together
- DMIP performs scan line based processing to better utilize cache behavior
- DMIP shows significant performance benefit for large images
- Provided in Intel® IPP



- Intuitive programming layer based on C++
  - .NET interface also supported
- Performance benefits
  - Utilize existing optimized IPP functions
  - Utilize parallel processing on multi-core platforms
  - Perform scan line based processing for better cache utilization
- Easy to extend with user defined operations

## DMIP implementation

```
Image A(s, Ipp8u, IppC3, roi, sStep)
Image D(d, Ipp8u, IppC1, roi, dStep)
Kernel KH(Horiz, k3x3, ipp8u, ipp16s)
Kernel KV(Vert, k3x3, ipp8u, ipp16s)
Graph G = ColorToGray(*A)
D = To8u(Abs(G*KH) + Abs(G*KV))
```

# Upcoming webinars...



|  | Live Date | Event         | Title   | Speaker                          |
|--|-----------|---------------|---|----------------------------------|
|  | 3/10/2009 | Webinar       | Go-Parallelism! Ease the Onramp for C/C++ Windows* Development                        | James Reinders                   |
|  | 3/17/2009 | Tech. Session | Solve Parallelism with Intel® Parallel Studio   | Joe Wolf                         |
|  | 3/24/2009 | Webinar       | Simplify Parallelism with Intel® Parallel Composer                                    | Joe Wolf                         |
|  | 3/31/2009 | Tech. Session | Parallel Implementation Methods with Intel® Parallel Composer                         | Ganesh Rao                       |
|  | 4/7/2009  | Webinar       | Debugging Parallel Code for Fast, Reliable Applications                               | Jay Desouza                      |
|  | 4/14/2009 | Tech. Session | Find Errors in Windows C++ Parallel Applications                                      | Gerold Mueller or Robert Mueller |
|  | 4/21/2009 | Webinar       | Easy Ways to Solve Parallel Performance Challenges                                    | Gary Carleton                    |
|  | 4/28/2009 | Tech. Session | The Good, the Bad, and the Ugly: Improve Parallel Application Quality and Performance | Eric Moore                       |
|  | 5/5/2009  | Webinar       | The Key to Scaling Applications for Multicore   | Paul Petersen/Mark Davis         |
|  | 5/12/2009 | Tech. Session | Identify and Address Threading Opportunities  | Caroline Davidson                |
|  | 5/19/2009 | Webinar       | Image Processing: Stop Developing Code from Scratch                                   | Walt Shands, Intel Corporation   |
|  | 5/26/009  | Tech. Session | Simplifying Parallelism Implementation with Intel® Threading Building Blocks          | Mike D'Mello                     |
|  | 6/2/2009  | Tech. Session | Static Analysis and Intel® C++ Compilers  | Dmitry Putunin                   |



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# Backup



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While Intel believes our compilers and libraries are excellent choices to assist in obtaining the best performance on Intel® and non-Intel microprocessors, Intel recommends that you evaluate other compilers and libraries to determine which best meet your requirements. We hope to win your business by striving to offer the best performance of any compiler or library; please let us know if you find we do not.