GPU Teaching Kit

Accelerated Computing

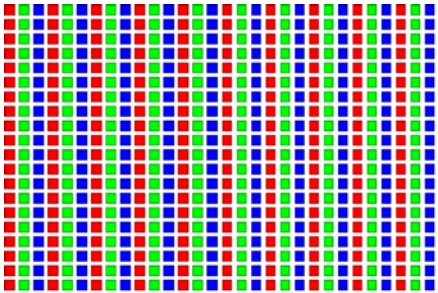
Lecture 3.3 – CUDA Parallelism Model

Color-to-Grayscale Image Processing Example

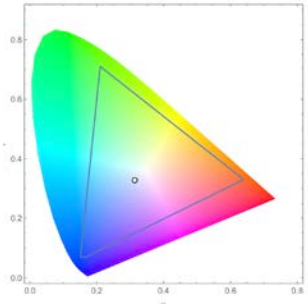
Objective

– To gain deeper understanding of multi-dimensional grid kernel configurations through a real-world use case

RGB Color Image Representation



- Each pixel in an image is an RGB value
- The format of an image's row is (r g b) (r g b) … (r g b)
- RGB ranges are not distributed uniformly
- Many different color spaces, here we show the constants to convert to AdbobeRGB color space
  - The vertical axis (y value) and horizontal axis (x value) show the fraction of the pixel intensity that should be allocated to G and B. The remaining fraction (1-y–x) of the pixel intensity that should be assigned to R
  - The triangle contains all the representable colors in this color space

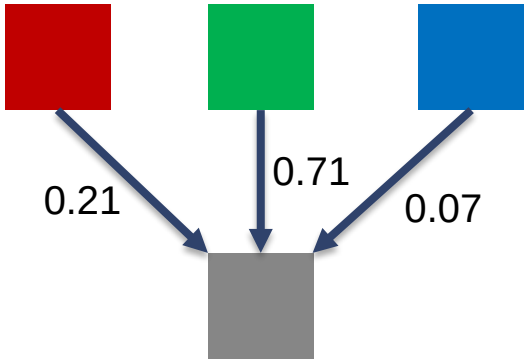


RGB to Grayscale Conversion

A grayscale digital image is an image in which the value of each pixel carries only intensity information.

Color Calculating Formula

- For each pixel (r g b) at (I, J) do:
  grayPixel[I,J] = 0.21*r + 0.71*g + 0.07*b
- This is just a dot product <[r,g,b],[0.21,0.71,0.07]> with the constants being specific to input RGB space



RGB to Grayscale Conversion Code

```
#define CHANNELS 3 // we have 3 channels corresponding to RGB
// The input image is encoded as unsigned characters [0, 255]
__global__ void colorConvert(unsigned char * grayImage,
                                                unsigned char * rgbImage,
                             int width, int height) {
 int x = threadIdx.x + blockIdx.x * blockDim.x;
 int y = threadIdx.y + blockIdx.y * blockDim.y;

 if (x < width && y < height) {




 }
}
```

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 int x = threadIdx.x + blockIdx.x * blockDim.x;
 int y = threadIdx.y + blockIdx.y * blockDim.y;

 if (x < width && y < height) {
   // get 1D coordinate for the grayscale image
   int grayOffset = y*width + x;
   // one can think of the RGB image having
   // CHANNEL times columns than the gray scale image
   int rgbOffset = grayOffset*CHANNELS;
   unsigned char r =  rgbImage[rgbOffset     ]; // red value for pixel
   unsigned char g = rgbImage[rgbOffset + 1]; // green value for pixel
   unsigned char b = rgbImage[rgbOffset + 2]; // blue value for pixel



 }
}
```

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   // one can think of the RGB image having
   // CHANNEL times columns than the gray scale image
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   unsigned char r =  rgbImage[rgbOffset     ]; // red value for pixel
   unsigned char g = rgbImage[rgbOffset + 2]; // green value for pixel
   unsigned char b = rgbImage[rgbOffset + 3]; // blue value for pixel
   // perform the rescaling and store it
   // We multiply by floating point constants
   grayImage[grayOffset] = 0.21f*r + 0.71f*g + 0.07f*b;
 }
}
```

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