

Cartoon Filter that demonstrates OpenCV-CL Inter-operations

1 Overview

1.1 Location `$<AMDAPPSDKSamplesInstallPath>\samples\opencv\`

1.2 How to Run See the *Getting Started* guide for how to build samples. You first must compile the sample. Use the command line to change to the directory where the executable is located. The pre-compiled sample executable is at `$<AMDAPPSDKSamplesInstallPath>\samples\opencv\bin\x86\` for 32-bit builds, and `$<AMDAPPSDKSamplesInstallPath>\samples\opencv\bin\x86_64\` for 64-bit builds.

Type the following command(s).

1. `CartoonFilter`
This command runs the program with the default options.
2. `CartoonFilter -h`
This command prints the help file.

1.3 Command Line Options Table 1 lists, and briefly describes, the command line options.

Table 1 Command Line Options

Short Form	Long Form	Description
-h	--help	Shows all command options and their respective meaning.
-q	--quiet	Quiet mode. Suppresses most text output.
-e	--verify	Verify results against CPU reference implementation.
-t	--timing	Print timing.
-v	--version	Print AMD APP SDK version.
-f	--imageFile	Option to provide the input image file. The default image file is <code>lena.jpg</code> .
-i	--iterations	Number of iterations for kernel execution.

2 Introduction

This sample uses the cartoon filter as an example to show the different forms of inter-operations between OpenCV, OpenCV-CL, and raw OpenCL kernels. An input image is converted to a cartoon-like image.

3 Implementation Details

The following pipeline shows various data transfer inter-operations (interop) as well as kernel interops. Figure 1 illustrates the direction of the data flow.

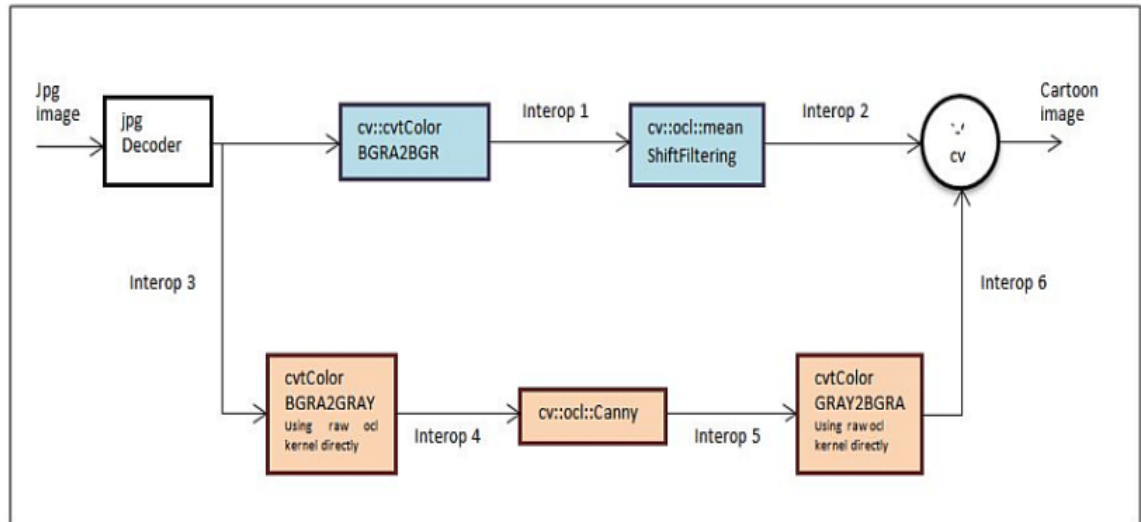


Figure 1 Interop data flow

The flow in Figure 1 uses the following interop legend:

1. Interop 1: OpenCV to OpenCV-CL
2. Interop 2: OpenCV-CL to OpenCV
3. Interop 3: OpenCV to Raw OpenCL kernel
4. Interop 4: Raw OpenCL kernel to OpenCV-CL
5. Interop 5: OpenCV-CL to Raw OpenCL kernel
6. Interop 6: Raw OpenCL kernel to OpenCV

The pipeline consists of two stages. In Stage 1, the input image is passed to OpenCV's convert color routine to convert from a BGRA image to a BGR image. The BGR image in OpenCV format is converted to the OpenCV-CL format and passed to `cv::ocl::meanShiftFiltering`. The output is a mean shift filtered by a spatial window radius of 10 and a color window radius of 30.

In Stage 2, the input image is color converted again from BGRA to a gray image, but this time using the pure OpenCL kernel found in the `kernel.cl` file. The `RGB2Gray` caller initializes channels, global threads, local threads, build options, and arguments to the `RGB2Gray` OpenCL kernel. The kernel is provided as a string to the `extern` variable declared. The initialized values, arguments, and the kernel are then passed to the `openCLExecuteKernelInterop` function, where the OpenCV-OpenCL interop happens. The color-converted gray image is then passed on to `cv::ocl::Canny`, which does not require any conversions across OpenCL and OpenCV data structures. The Canny output is again color-converted using the pure OpenCL kernel, `Gray2RGB`. Finally, the output is subtracted from the `meanShiftFiltered` image to obtain the cartooned image.

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