

Contents

Contents	xv
I Appetizers	1
1 Introduction	3
1.1 Fundamentals	3
1.2 The Need for Speed	4
1.3 Image Processing Chain	5
2 Computer Architecture	7
2.1 Brief Architecture Descriptions	7
2.2 Datasheet Comparison	9
2.3 Our Choice	11
2.4 Consequences for the Algorithms	13
Memory Hierarchy	14
SIMD	17
Parallelization	18
2.5 Discussion	21
II Main Course	23
3 Input/Output	25
3.1 Image Representation	25
3.2 Efficient I/O	26
Synchronous vs. Asynchronous	27

	Block Size	28
	Implementation Details	30
	Throughput	32
3.3	File Format	33
3.4	Performance	34
3.5	Conclusion	36
4	Lossless Asymmetric SIMD Compression	39
4.1	Introduction and Related Work	40
	Lossless Image Compression	40
	Entropy Coding	41
	Asymmetric Compression	42
4.2	Fast SIMD Integer Packing	43
4.3	SIMD Sliding-Window Compression	45
4.4	Measurements	49
	Hardware and Software	49
	Datasets	50
	Throughput	51
	Compression Ratio	54
	Further Experiments	56
4.5	Conclusion	57
5	Pan Sharpening	61
5.1	Introduction and Related Work	62
5.2	Algorithm	64
5.3	Noise Reduction	65
5.4	Results	68
5.5	Quality Metrics	72
5.6	Performance	76
5.7	Conclusion	77
6	Image Segmentation	79
6.1	Introduction and Related Work	79
6.2	Algorithm	81
6.3	Results	85

6.4	Parallel Algorithm	88
6.5	Region Features	91
6.6	Performance	94
6.7	Conclusion	96
7	Antialiased Line Rasterization	97
7.1	Introduction and Related Work	97
7.2	Algorithm	100
7.3	Performance	102
7.4	'Optimal' Antialiasing	104
7.5	Results	107
7.6	Conclusion	110
8	Synthetic Aperture Radar	111
8.1	Hotspot Operator	112
8.2	Algorithm	113
8.3	Results	121
8.4	Performance	122
8.5	Conclusion	122
9	Discussion	125
III	Desserts	129
A	Virtual-Memory Counting Sort	131
A.1	Introduction	131
A.2	Software Write-Combining	132
A.3	Virtual-Memory Counting Sort	134
A.4	Radix Sort	135
A.5	Performance	138
A.6	Conclusion	142
B	Implementation Details	145
B.1	Software Engineering	145

B.2	Unaligned Memory Accesses	146
B.3	LVT File Format	148
Bibliography		159
Index		189
	Zusammenfassung	197
	Lebenslauf	203