

LogiCORE IP Defective Pixel Correction v3.0 Bit Accurate C Model

User Guide

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Revision History

The following table shows the revision history for this document.

Date	Version	Revision
04/30/11	1.0	Initial Xilinx release.

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About This Guide

This user guide provides information about the Xilinx® LogiCORE™ IP Defective Pixel Correction v3.0 bit accurate C model 32-bit Windows and 64-bit Linux platforms.

Additional Resources

To find additional documentation, see the Xilinx website at:

www.xilinx.com/support/documentation/index.htm.

To search the Answer Database of silicon, software, and IP questions and answers, or to create a technical support WebCase, see the Xilinx website at:

www.xilinx.com/support/mysupport.htm.

List of Acronyms

Acronym	Spelled Out
ANSI	American National Standards Institute
GCC	GNU Compiler Collection
GUI	Graphical User Interface
HDL	Hardware Description Language
I/O	Input/Output
IP	Intellectual Property
LSB	Least Significant Bit
RGB	Red Green Blue
STL	Standard Template Library

Introduction

The Xilinx® LogiCORE™ IP Defective Pixel Correction v3.0 core has a bit accurate C model designed for system modeling.

Features

- Bit accurate with Defective Pixel Correction v3.0 core
- Statically linked library (.lib, .o, .obj)
- Available for 32-bit Windows and 64-bit Linux platforms
- Supports all features of the Defective Pixel Correction core that affect numerical results
- Designed for rapid integration into a larger system model
- Example C code showing how to use the function is provided

Overview

The Xilinx LogiCORE IP Defective Pixel Correction v3.0 has a bit accurate C model for 32-bit Windows and 64-bit Linux platforms. The model has an interface consisting of a set of C functions, which reside in a statically link library (shared library). Full details of the interface are given in [Chapter 3, Defective Pixel Correction v3.0 Bit Accurate C Model](#). An example piece of C code showing how to call the model is provided to demonstrate the use of the C model.

The model is bit accurate, as it produces exactly the same output data as the core on a frame-by-frame basis. However the model is not cycle accurate, as it does not model the core's latency or its interface signals.

The latest version of the model is available for download on the Xilinx LogiCORE IP [Defective Pixel Correction web page](#).

Additional Core Resources

For detailed information and updates about the Defective Pixel Correction v3.0 core, see the following documents, located on the [Defective Pixel Correction product page](#).

Technical Support

For technical support, go to www.xilinx.com/support. Questions are routed to a team with expertise using the Defective Pixel Correction v3.0 core. Xilinx provides technical support for use of this product as described in this user guide (LogiCORE IP Defective Pixel Correction v3.0 Bit Accurate C Model User Guide).

Xilinx cannot guarantee functionality or support of this product for designs that do not follow these guidelines.

Feedback

Xilinx welcomes comments and suggestions about the Defective Pixel Correction v3.0 core and the accompanying documentation.

Defective Pixel Correction v3.0 Bit Accurate C Model and IP Core

For comments or suggestions about the Defective Pixel Correction v3.0 core and bit accurate C model, submit a [WebCase](#). Be sure to include the following information:

- Product name
- Core version number
- Explanation of your comments

Document

For comments or suggestions about the Defective Pixel Correction v3.0 core and bit accurate C model, submit a [WebCase](#). Be sure to include the following information:

- Document title
- Document number
- Page number(s) to which your comments refer
- Explanation of your comments

Software Requirements

The Defective Pixel Correction v3.0 C models were compiled and tested with the following software:

Table 1-1: Compilation Tools for the Bit Accurate C Models

Platform	C Compiler
64 bit Linux	GCC 4.1.1
32 bit Windows	Microsoft Visual Studio 2005

User Instructions

Unpacking and Model Contents

Unzip the `v_spc_v3_0_bitacc_model.zip` file, containing the bit accurate models for the Defective Pixel Correction IP Core. This produces the directory structure and files shown in [Table 2-1](#).

Table 2-1: Directory Structure and Files of the Defective Pixel Correction v3.0 Bit Accurate Model

File Name	Contents
README.txt	release notes
v_spc_v3_0_bitacc_cmodel.h	model header file
rgb_utils.h	header file declaring the RGB image/ video container type and support functions
bmp_utils.h	header file declaring the bitmap (.bmp) image file I/O functions.
video_utils.h	header file declaring the generalized image/video container type, I/O and support functions
run_bitacc_cmodel.c	example code calling the C model
/stimuli	Directory where C model will pick up stimuli from
/stimuli/instrument.bmp	128x128 example image provided with C model
/results	Directory where C model will populate with stimuli files
/lin64	Precompiled bit accurate ANSI C reference model for simulation on 64 bit Linux platforms.
/lin64/libIp_v_spc_v3_0_bitacc_cmodel.so	Defective Pixel Correction v3.0 model shared object library (Linux platforms only)
/lin64/libstlport.so.5.1	STL library, referenced by the Defective Pixel Correction and RGB to YCrCb object libraries (Linux platforms only)
/win32	Precompiled bit accurate ANSI C reference model for simulation on 32 bit Windows platforms.
/win32/liblp_v_spc_v3_0_bitacc_cmodel.lib	Precompiled library file for win32 compilation (Windows platforms only.)

Installation

On Linux, ensure that the directory in which the files `libIp_v_spc_v3_0_bitacc_cmodel.so` and `libstlport.so.5.1` are located is in your `$LD_LIBRARY_PATH` environment variable.

Defective Pixel Correction v3.0 Bit Accurate C Model

The bit-accurate C model is accessed through a set of functions and data structures, declared in the header file `v_spc_v3_0_bitacc_cmodel.h`.

Before using the model, the structures holding the inputs, generics and output of the Defective Pixel Correction instance have to be defined:

```

struct xilinx_ip_v_spc_v3_0_generics  spc_generics;
struct xilinx_ip_v_spc_v3_0_inputs   spc_inputs;
struct xilinx_ip_v_spc_v3_0_outputs spc_outputs;

```

Declaration of the preceding structs can be found in `v_spc_v3_0_bitacc_cmodel.h`.

The two generic parameters the Defective Pixel Correction v3.0 IP Core bit accurate model takes are shown in [Table 3-1](#):

Table 3-1: Member Variables of the Generics Structure

Type	Name	Default Value	Function
int	C_DATA_WIDTH	8	CORE Generator™ software “Data Width” parameter. Allowed values are 8,10 and 12.
int	C_STATUS_WIDTH	10	\log_2 of the maximum number of defective pixels GUI parameter.
int	DEFAULT_THRESH_PIXEL_AGE	1200	Initialization value applied to the <code>thresh_pixel_age</code> input of the core.
int	DEFAULT_THRESH_SPATIAL_VAR	6554	Initialization value applied to the <code>thresh_spatial_var</code> input of the core.
int	DEFAULT_THRESH_TEMPORAL_VAR	2	Initialization value applied to the <code>thresh_temporal_var</code> input of the core.

Calling

```

int xilinx_ip_v_spc_v3_0_get_default_generics(
    struct xilinx_ip_v_spc_v3_0_generics *generics)

```

initializes the generics structure according to [Table 3-2](#).

The structure `stats_inputs` defines run time parameters and the actual input image. The structure holds the following members:

Table 3-2: Member Variables of the Input Structure

Type	Name	Function
video_struct	video_in	Holds the input video stream (can contain multiple frames)
int*	thresh_spatial_var	Pointer to integer vector containing spatial variance threshold values per frame simulated
int*	thresh_temporal_var	Pointer to integer vector containing temporal variance threshold values per frame simulated
int*	thresh_pixel_age	Pointer to integer vector containing pixel age threshold values per frame simulated

```
int xilinx_ip_v_spc_v3_0_get_default_inputs(
    struct xilinx_ip_v_spc_v3_0_generics *generics,
    struct xilinx_ip_v_spc_v3_0_inputs *inputs)
```

initializes members of the input structure with zeroes. No memory is allocated for the video_in structure or the integer vectors in inputs.

NOTE: The video_in variable is not initialized, as the initialization depends on the actual test image to be simulated. The next chapter describes the initialization of the video_in structure.

NOTE: The thresh_spatial_var, thresh_temporal_var and thresh_pixel_age vectors are not allocated or initialized by xilinx_ip_v_spc_v3_0_get_default_inputs().

After the inputs are defined the model can be simulated by calling the function

```
int xilinx_ip_v_spc_v3_0_bitacc_simulate(
    struct xilinx_ip_v_spc_v3_0_generics* generics,
    struct xilinx_ip_v_spc_v3_0_inputs* inputs,
    struct xilinx_ip_v_spc_v3_0_outputs* outputs).
```

Results are provided in the outputs structure, which contains only one member, type video_struct.

After the outputs were evaluated and/or saved, dynamically allocated memory for input and output video structures must be released by calling function

```
void xilinx_ip_v_spc_v3_0_destroy(
    struct xilinx_ip_v_spc_v3_0_inputs *input,
    struct xilinx_ip_v_spc_v3_0_outputs *output).
```

Successful execution of all provided functions except for the destroy function return a value 0, otherwise a non-zero error code indicates that problems were encountered during function calls.

Defective Pixel Correction Input and Output Video Structure

Input images or video streams can be provided to the Defective Pixel Correction v3.0 reference model using the `video_struct` structure, defined in `video_utils.h`:

```
struct video_struct{
    int      frames, rows, cols, bits_per_component, mode;
    uint16*** data[5]; };
```

Table 3-3: Member Variables of the Video Structure

Member Variable	Designation
Frames	Number of video/image frames in the data structure Pertaining to the image plane with the most rows and columns, such as the luminance channel for yuv data. Frame dimensions are assumed constant through all frames of the video stream; however, different planes, such as y,u and v may have different dimensions.
Rows	Number of rows per frame Pertaining to the image plane with the most rows and columns, such as the luminance channel for yuv data. Frame dimensions are assumed constant through all frames of the video stream; however, different planes, such as y,u and v may have different dimensions.
Cols	Number of columns per frame Pertaining to the image plane with the most rows and columns, such as the luminance channel for yuv data. Frame dimensions are assumed constant through all frames of the video stream; however, different planes, such as y,u and v may have different dimensions.
bits_per_component	Number of bits per color channel / component. All image planes are assumed to have the same color/component representation. Maximum number of bits per component is 16.
Mode	Contains information about the designation of data planes. Named constants to be assigned to mode are listed in Table 3-4 .
data	Set of 5 pointers to 3 dimensional arrays containing data for image planes. data is in 16 bit unsigned integer format accessed as <code>data[plane][frame][row][col]</code> .

Table 3-4: Named Constants for Video Modes with Corresponding Planes and Representations

Mode	Planes	Video Representation
FORMAT_MONO	1	Monochrome – Luminance only.
FORMAT_RGB	3	RGB image / video data
FORMAT_C444	3	444 YUV, or YCrCb image / video data
FORMAT_C422	3	422 format YUV video, (u,v chrominance channels horizontally sub-sampled)
FORMAT_C420	3	420 format YUV video, (u,v sub-sampled both horizontally and vertically)
FORMAT_MONO_M	3	Monochrome (Luminance) video with Motion.
FORMAT_RGBA	4	RGB image / video data with alpha (transparency) channel
FORMAT_C420_M	5	420 YUV video with Motion
FORMAT_C422_M	5	422 YUV video with Motion
FORMAT_C444_M	5	444 YUV video with Motion
FORMAT_RGBM	5	RGB video with Motion

Initializing the Defective Pixel Correction Input Structure

The easiest way to assign stimuli values to the input video structure is to initialize it with an image or video stream. The `bmp_util.h` and `video_util.h` header files packaged with the bit accurate C models contain functions to facilitate file I/O.

Bitmap Image Files

The header `bmp_utils.h` declares functions which help access files in [Windows Bitmap format](#). However, this format limits color depth to a maximum of 8 bits per pixel, and operates on images with 3 planes (R,G,B). Therefore, functions

```
int write_bmp(FILE *outfile, struct rgb8_video_struct *rgb8_video);
int read_bmp(FILE *infile, struct rgb8_video_struct *rgb8_video);
```

operate on arguments type `rgb8_video_struct`, which is defined in `rgb_utils.h`. Also, both functions support only true-color, non-indexed formats with 24 bits per pixel.

Exchanging data between `rgb8_video_struct` and general `video_struct` type frames/videos is facilitated by functions:

```
int copy_rgb8_to_video(struct rgb8_video_struct* rgb8_in,
                     struct video_struct* video_out );

int copy_video_to_rgb8(struct video_struct* video_in,
                      struct rgb8_video_struct* rgb8_out );
```

NOTE: All image / video manipulation utility functions expect both input and output structures to be initialized -- for example, pointing to a structure which has been allocated in memory, either as static or dynamic variables. Moreover, the input structure must have the dynamically allocated container (`data[]` or `r[],g[],b[]`) structures already allocated and initialized with the input frame(s). If the output container structure is pre-allocated at the time of the function call, the utility functions verify and throw an error if the output container size does not match the size of the expected output. If the output container structure is not pre-allocated, the utility functions create the appropriate container to hold results.

Binary Image/Video Files

The header `video_utils.h` declares functions which help load and save generalized video files in raw, uncompressed format. Functions

```
int read_video( FILE* infile, struct video_struct* in_video);  
  
int write_video(FILE* outfile, struct video_struct* out_video);
```

effectively serialize the `video_struct` structure. The corresponding file contains a small, plain text header defining, "Mode", "Frames", "Rows", "Columns", and "Bits per Pixel". The plain text header is followed by binary data, 16 bits per component in scan line continuous format. Subsequent frames contain as many component planes as defined by the video mode value selected. Also, the size (rows, columns) of component planes may differ within each frame as defined by the actual video mode selected.

Working with video_struct Containers

Header file `video_utils.h` defines functions to simplify access to video data in `video_struct`.

```
int video_planes_per_mode(int mode);
int video_rows_per_plane(struct video_struct* video, int plane);
int video_cols_per_plane(struct video_struct* video, int plane);
```

Function `video_planes_per_mode` returns the number of component planes defined by the mode variable, as described in [Table 3-4](#). Functions `video_rows_per_plane` and `video_cols_per_plane` return the number of rows and columns in a given plane of the selected video structure. The following example demonstrates using these functions in conjunction to process all pixels within a video stream stored in variable `in_video`, with the following construct:

```
for (int frame = 0; frame < in_video->frames; frame++) {
    for (int plane = 0; plane < video_planes_per_mode(in_video->mode); plane++) {
        for (int row = 0; row < rows_per_plane(in_video,plane); row++) {
            for (int col = 0; col < cols_per_plane(in_video,plane); col++) {
                // User defined pixel operations on
                // in_video->data[plane][frame][row][col]
            }
        }
    }
}
```

Destroy the Video Structure

Finally, the video structure must be destroyed to free up memory used to store the video structure.

C Model Example Code

An example C file, `run_bitacc_cmodel.c`, is provided to demonstrate the steps required to use the model. Follow the compilation instructions to run the example executable.

The structure of the example C code provided is as follows. The `main()` function reads command line parameters, parses them, and passes them as arguments to the `bmp_processing()` function.

If invoked with insufficient parameters, the following help message is printed:

```
Usage: run_bitacc_cmodel input_file stim_path result_path data_width M N
  in_file      : name of the input BMP file without path
  stim_path    : Full or partial path to the input BMP file
                 Stimuli BMP and TXT files will be placed here also under a
                 directory created with the same name as the input file
  result_path  : Full or partial path to the output golden_result files
                 Golden Result BMP and TXT files will be placed under
                 a directory created here with the same name as the input file.
  data_width   : The number of bits in the output data representation.
  M            : the number of stuck pixels to be inserted
  N            : number of stimuli / golden result frames to be generated
```

To demonstrate the Defective Pixel Correction Core and corresponding bit-true C model, a video sequence corrupted by defective pixels is necessary. The `bmp_processing()` function first generates this stimuli.

The input bitmap image is circularly translated in a direction specified by variables `dx` and `dy` (line 160), creating a total number of `N` frames, `N` specified as a command-line parameter. To simulate defective pixels, on each stimuli frame `M` pixels are corrupted. The location and intensity of defective pixels is randomized (line 211).

The `bmp` format encodes pixels using 24 bits per pixel; however, the Defective Pixel Correction Core operates on Bayer-sub sampled, 8, 10 or 12 bit samples. Therefore, each stimuli frame is Bayer sub-sampled, and if needed the color representation is converted to `data_width` bits by bit-shifting and assigning a fixed pattern value to the LSBs (line 251).

The C model example stores all stimuli and result frames as individual bitmap files in separate directories. Both directories share the name of the input image (`in_file`) without extension. The stimuli directory location is specified by the command-line parameter `stim_path`, the result directory location is specified by the command-line parameter `result_path`. If the directories do not exist, function `create_dirs()` creates them, if they already exists, contents are cleared before stimuli/result generation.

If the specified input `bmp` file was opened successfully, the stimuli directory is populated with the input `N` stimuli frames saved as `bmp` files. For HDL testing purposes, a plain text (`.txt`) file is also created, which contains the input video stream (all frames concatenated) in a human-readable, one pixel / line format.

Core input threshold values, which can change on a frame-by-frame basis, are set up by the demonstrator C model to remain constant for the entire length of the simulation (line 186). The spatial and temporal thresholds are initialized to default values, 6554 and 2 respectively. The pixel age threshold, which controls the minimum number of frames through which non-changing, outlier pixels have to hold their values in order to be interpolated by the Defective Pixel Correction algorithm, are initialized to $N/2$, half the number of frames to simulate.

After successful execution of the C model (line 290), the results directory is populated with N resulting frames saved as bmp files. For HDL testing purposes, a plain text (.txt) file is also created, which contains the output video stream (all frames concatenated) in a human-readable, one pixel / line format.

Compiling the Example with the Defective Pixel Correction C Model

Linux (64-bit)

To compile the example code, first ensure that the directory in which the files `libIp_v_spc_v3_0_bitacc_cmodel.so` and `libstlport.so.5.1` are located is present in your `$LD_LIBRARY_PATH` environment variable. These shared libraries are referenced during the compilation and linking process. Then `cd` into the directory where the header files, the library files and `run_bitacc_cmodel.c` were unpacked. The libraries and header files are referenced during the compilation and linking process.

Place the header file and C source file in a single directory. Then in that directory, compile using the GNU C Compiler:

```
gcc -x c++ run_bitacc_cmodel.c -o run_bitacc_cmodel -L. -lIp_v_spc_v3_0_bitacc_cmodel -Wl,-rpath,.
```

Windows (32-bit)

Precompiled library `v_spc_v3_0_bitacc_cmodel.lib` and top-level demonstration code `run_bitacc_cmodel.c` should be compiled with an ANSI C compliant compiler under Windows. Here an example is presented using Microsoft Visual Studio.

In Visual Studio create a new, empty Win32 Console Application project. As existing items, add:

- `libIp_v_spc_v3_0_bitacc_cmodel.lib` to the "Resource Files" folder of the project,
- `run_bitacc_cmodel.c` to the "Source Files" folder of the project,
- `v_spc_v3_0_bitacc_cmodel.h` header files to "Header Files" folder of the project (optional),

After the project has been created and populated, it needs to be compiled and linked (built) in order to create a win32 executable. To perform the build step, choose "Build Solution" from the Build menu. An executable matching the project name has been created either in the Debug or Release subdirectories under the project location based on whether "Debug" or "Release" has been selected in the "Configuration Manager" under the Build menu.

Running the Example, Evaluating Results

For a quick look at the effects of the Defective Pixel Correction algorithm, an input image, instrument.bmp, stimuli and results directories are provided in the C model package. Command

```
./run_bitacc_cmodel instrument.bmp stimuli results 8 30 10
```

runs the C model demonstrator, creates 10 stimuli and result frames in the respective directories under stimuli/instrument and results/instrument with 30 defective pixels inserted into the 8-bit/sample stimuli data.

Looking at result frame 0000 shows that all of the defective pixels are still present, whereas on frame 0005, defective pixels, which are visual outliers have been removed. Some defective pixels, which are situated close to edges, or small, high-contrast objects may not be identified as outliers yet. Running the simulation longer, or changing the translation vector in the demonstrator to vertical shift will result to identification and interpolation of all defective pixels.

