1. At what point does each optimization pay off?

Regarding reduction, the optimization pays off at an array size of 50,000 approximately; regarding histogram, the optimization pays off at around 5,000,000.

1. What went well with this assignment?

Coding the CPU version of the algorithms went relatively well.

1. What was difficult?

Writing the code for the GPU reduction algorithms was a little challenging, especially the part where we need to re-launch kernels, even more than once in some cases, when the array size exceeds the block size.

1. How would you approach differently?

I would consider understanding the algorithms and the distinctions among them thoroughly before starting to code.