Creating the CPU implementation wasn't hard and was a good way to get an understanding of what this assignment is meant to accomplish. It was difficult at first to get my head around how the reduction could be done on the GPU, but once I got part of the theory understood, it wasn't too bad. Trying to figure out the histogram was a bit difficult and I had to stare at the slides to understand what the histogram was supposed to do. If I were to approach this assignment differently, I would drraw out all of the steps that are meant to take place and try to follow that mapping while working on the assignment. I would draw each stride that the program was making to get a better sense of what it was doing within each reduction.