

GPU_LAB3 REPORT

Base:

At first, I use basic poisson image editing without any upsampling or downsampling skills. When the image came to coverage, it takes about 50s with 20000 iteration.

Acceleration:

In my acceleration part, I use simple hierarchy method that only downsample to $1/2$ scale and run poisson image editing at that scale. After that, upscaling back to original scale. Though with this method, the image become little blurry, the time saves a lot. The image only needs 1.5s with 5000 to converage.