Project 6b
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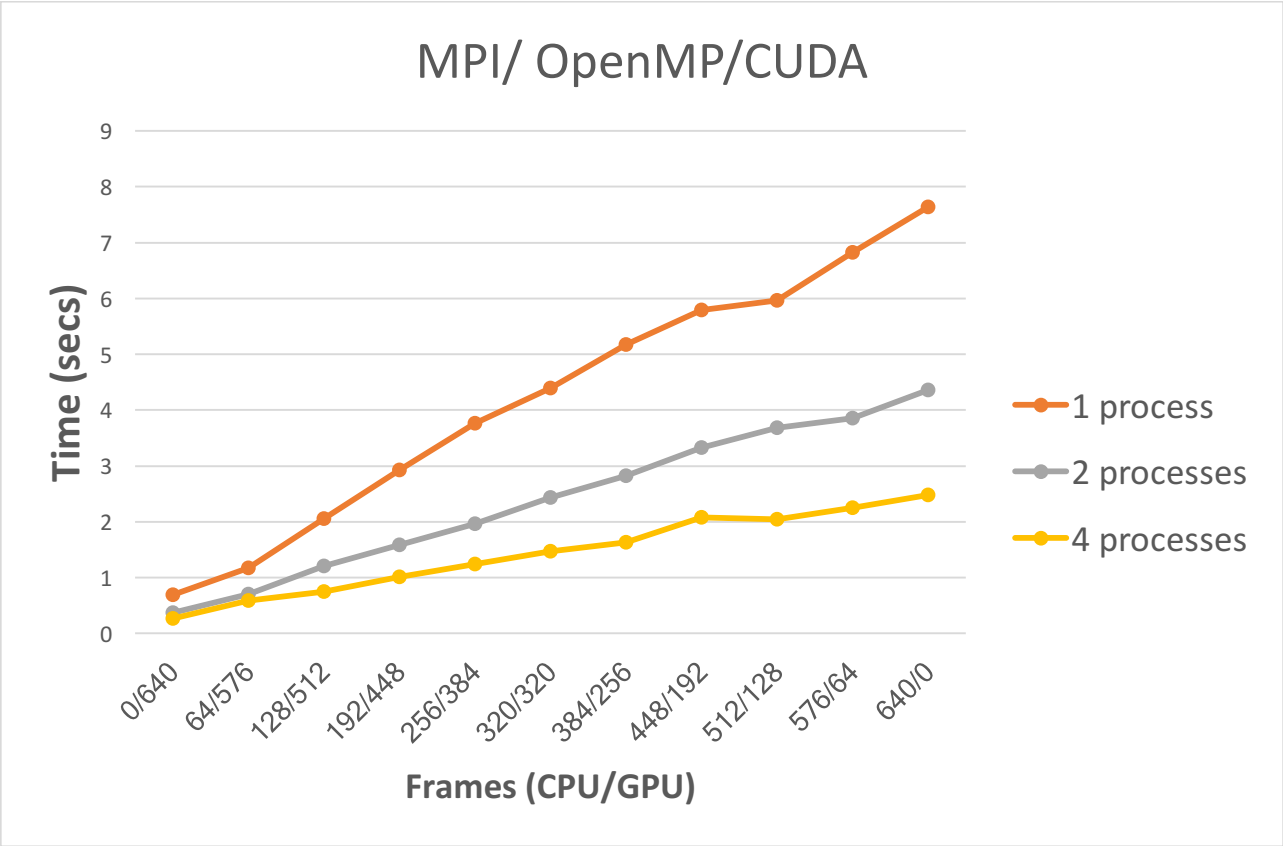

Performance decreases as more frames are computed by CPU. As the number of processes increases, time decreases. This is caused by the decreased amount of data transferred from GPU to CPU. Also, as processes increase, each GPU gets a smaller chunk of pixels to compute, thus the increase in performance.

CUDA allows parallelization of pixel computations and MPI helps by decreasing the size of the data computed by each process/GPU. The results show in all three cases that when GPU computes all frames, performance peaks. Which means that a CUDA/MPI hybrid would yield better results than all three.