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**Assignment 5**

**GPU**

**Part 1: Blur Filter**

For the blur filter we averaged 5x5 blocks of an input image using CUDA GPU threading commands. The average of the 5x5 block was placed in the center of the equivalent 5x5 output block. To insure we did not write to an out of bounds address, we checked boundary conditions with an “if” statement.

**Part II:**

**Part III**