## Introduction

Utilizing resources properly improves the efficiency and performance of a computer system. The GPU was originally invented for graphical processing where a huge number of similar calculations needed to be done parallelly. With the time, it was identified and started to use the GPU general purpose processing, the GPGPU evolved. The GPU is not good to be assigned with all tasks all the time though it has a higher performance. Because the GPU is busy sometimes for graphical processings, still some problems are limited to the CPU and some problems are less efficient to be executed in GPU compared to the CPU. Our work is to design a function which determines whether it is efficient to execute a given specified problem in a GPU or a CPU. So, the programmer can leave it to the system to select the mode of operation in scripting for a given kind of problem. Some researches have already been conducted in this area.

## Problem Statement

The resources of the GPU and the CPU are wasted and not utilized efficiently if it is executed in a wrong one. Also, the programmer sometimes needs to write a program for both the CPU and the GPU separately which wastes their time too.

## Research Objectives

## Literature Review

## Methodology

## Research Timeline

## Conclusion/Summary

## References