## Image Blur

## Questions

1. How many floating-point operations are being performed in your color conversion kernel? EX-PLAIN.

The kernel performs  $(2 * BLUR\_SIZE + 1)^2 + 3$  floating-point operations: One float assignment for pixVal,  $(2 * BLUR\_SIZE + 1)^2$  floating-point operations for the nested for loop, and two float assignments for the division and cast at the end of the function.

2. How many global memory reads are being performed by your kernel? EXPLAIN.

The kernel performs  $(2 * BLUR\_SIZE + 1)^2$  global memory reads in the nested for loop every time we call for the input image data.

3. How many global memory writes are being performed by your kernel? EXPLAIN.

The kernel performs one global memory write for each thread at the end of the function as we write the blurred pixel value to the output image.

4. Describe what possible optimizations could be implemented to your kernel to achieve a performance speedup.

Once again, we can use block sizes that are a multiple of the warp size (32) and use shared memory to reduce the number of global memory reads and writes especially in the nested for loop where we are averaging the pixel values.

Figure 1: ImageBlur\_Solution output