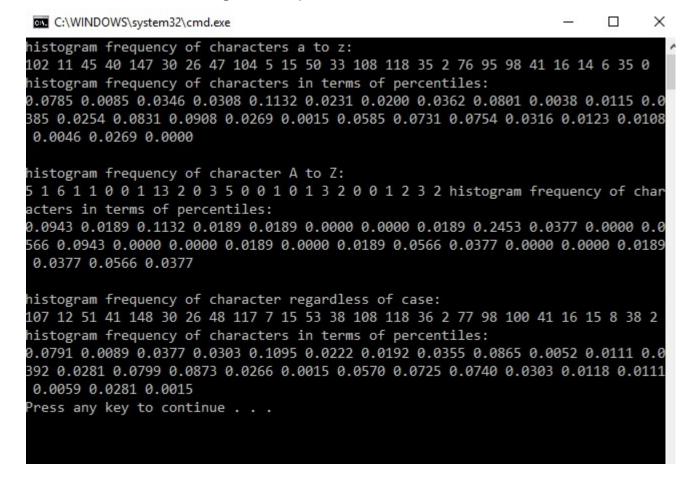
## Final Project Report: Histogram

## 1. For input file input\_test.txt

A. The results of histogram computation for characters a to z with CPU version:

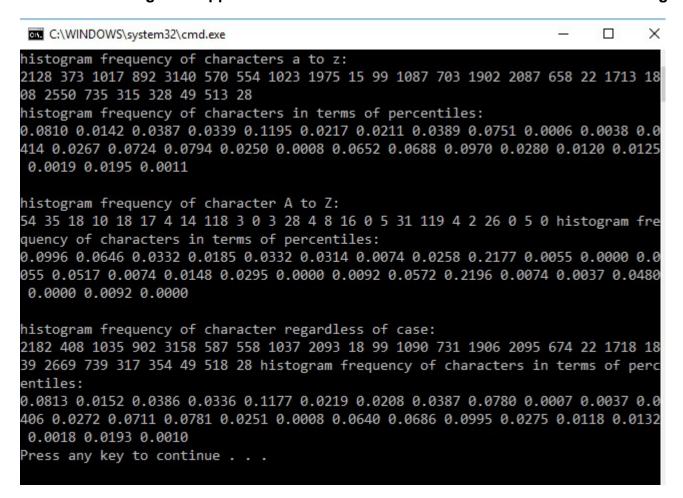


B. The result of histogram computations for characters a to z, that for characters A to Z and result of histogram for all letters regardless of case are shown in following (implement in GPU versi

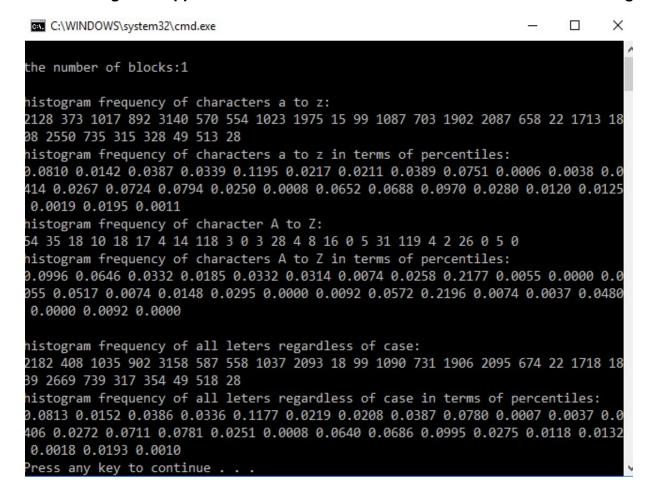
C:\WINDOWS\system32\cmd.exe X the number of blocks:1 histogram frequency of characters a to z: 102 11 45 40 147 30 26 47 104 5 15 50 33 108 118 35 2 76 95 98 41 16 14 6 35 0 histogram frequency of characters in terms of percentiles: 0.0785 0.0085 0.0346 0.0308 0.1132 0.0231 0.0200 0.0362 0.0801 0.0038 0.0115 0.0 385 0.0254 0.0831 0.0908 0.0269 0.0015 0.0585 0.0731 0.0754 0.0316 0.0123 0.0108 0.0046 0.0269 0.0000 histogram frequency of character A to Z: 5 1 6 1 1 0 0 1 13 2 0 3 5 0 0 1 0 1 3 2 0 0 1 2 3 2 histogram frequency of char acters in terms of percentiles: 0.0943 0.0189 0.1132 0.0189 0.0189 0.0000 0.0000 0.0189 0.2453 0.0377 0.0000 0.0 566 0.0943 0.0000 0.0000 0.0189 0.0000 0.0189 0.0566 0.0377 0.0000 0.0000 0.0189 0.0377 0.0566 0.0377 histogram frequency of character regardless of case: 107 12 51 41 148 30 26 48 117 7 15 53 38 108 118 36 2 77 98 100 41 16 15 8 38 2 histogram frequency of characters in terms of percentiles: 0.0791 0.0089 0.0377 0.0303 0.1095 0.0222 0.0192 0.0355 0.0865 0.0052 0.0111 0.0 392 0.0281 0.0799 0.0873 0.0266 0.0015 0.0570 0.0725 0.0740 0.0303 0.0118 0.0111 0.0059 0.0281 0.0015 Press any key to continue . . .

## 2. For input file input\_data.txt

A. The results of histogram computation for characters a to z, A to Z and all letters including both upper and lower case with CPU version is shown as following:



B. The results of histogram computation for characters a to z, A to Z and all letters including both upper and lower case with GPU version is shown as following:



## Conclusion:

It can be seen that for same input file, the results of histogram computation using CPU and that using GPU are exactly same, therefore the code of application implemented by GPU is correct.