**Vector Addition**

How many floating operations are being performed in your vector add kernel? EXPLAIN.

* There is one addition in the kerel function but it’s a integer operation. 0

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

* There are 2 reads happening on input arrays

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

* 1 global write on global array

**Color Space Conversion**

How many floating operations are being performed in your color conversion kernel? EXPLAIN.

* There are 3 multiplications and 2 additions for grayscale conversions

Which format would be more efficient for color conversion: a 2D matrix where each entry is an RGB value or a 3D matrix where each slice in the Z axis represents a color.

* 3D would only require 1 grayscale conversion and will decrease the need for reads of R/G/B separately

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

* 3 global memory reads for inputImage array

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

* 1 global memory write for outputgray image array