**The sample result of running the codes on couple of data sizes.**

The results, presented through graphs and charts, showed significant improvements in obstacle detection speed and accuracy with GPU acceleration. The analysis revealed that the Openacc implementation provided the best performance, but at the cost of increased programming complexity. The results align well with the project's objectives, demonstrating the effectiveness of using different GPU programming approaches for real-time obstacle detection. The discussion also includes interesting observations about the scalability and potential future enhancements of the system.