a) Acceleration vs CPU Floating-Point Hybrid-Float6 50 48.30 47.30 48.40

13.01

(1) CONV_2D (2) CONV_2D

12.99

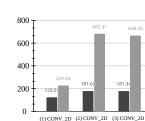
(3) CONV_2D

30 -

20 -

10

0



b) Power reduction vs CPU