Bayesian Methods for Realtime Scene Perception

by

Austin J. Garrett

Department of Electrical Engineering and Computer Science
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Author . . . .
Department of Electrical Engineering and Computer Science
December 11, 2019

Certified by . . . .
Vikash Mansinghka
Research Scientist
Thesis Supervisor

Accepted by . . . .
Placeholder
Chairman, Department Committee on Graduate Theses

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Abstract

In this thesis, I designed and implemented a compiler which performs optimizations that reduce the number of low-level floating point operations necessary for a specific task; this involves the optimization of chains of floating point operations as well as the implementation of a "fixed" point data type that allows some floating point operations to simulated with integer arithmetic. The source language of the compiler is a subset of C, and the destination language is assembly language for a micro-floating point CPU. An instruction-level simulator of the CPU was written to allow testing of the code. A series of test pieces of codes was compiled, both with and without optimization, to determine how effective these optimizations were.

Thesis Supervisor: Vikash Mansinghka
Title: Research Scientist

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