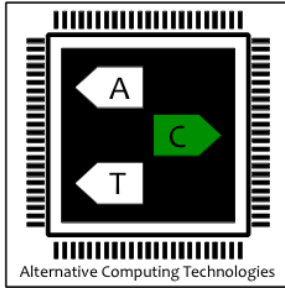




AXGAMES: Towards Crowdsourcing Quality Target Determination in Approximate Computing

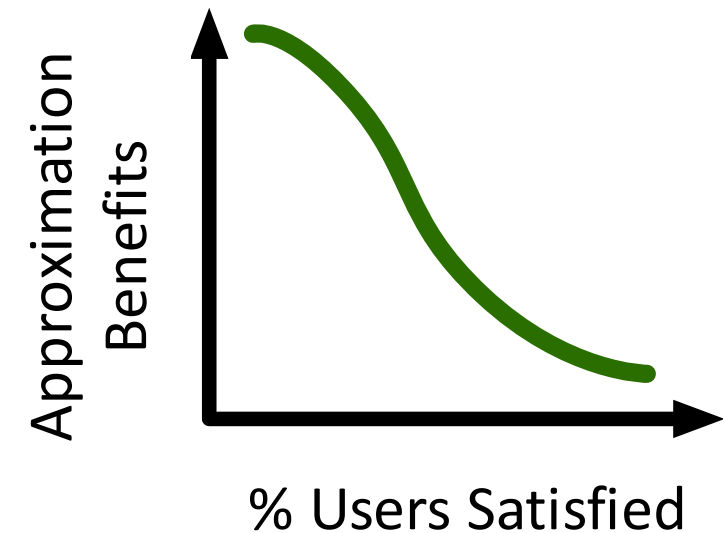
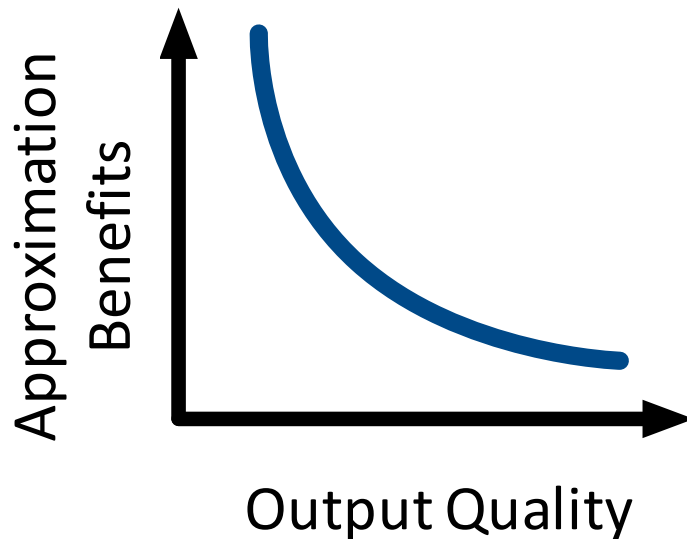


Jongse Park, Emmanuel Amaro, Divya Mahajan,
Bradley Thwaites, Hadi Esmaeilzadeh

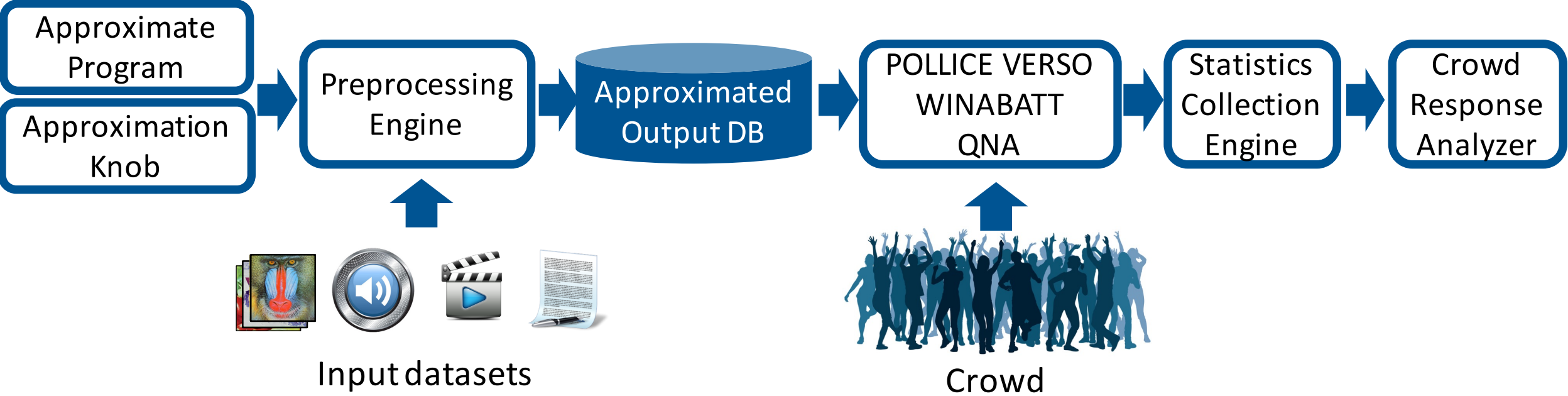
jspark@gatech.edu

Alternative Computing Technologies (**ACT**) Lab
Georgia Institute of Technology

WAX 2016



AxGAMES workflow



Three games

Round 1

Original Output

Approximate Output

Current Balance: \$5000 Current Bet: \$0 Clear bet

\$5 \$25 \$100 \$500 \$1000 \$5000

How much do you want to bet that this approximation is

Good Enough Unacceptable ?

Round 2

Current Balance: \$75 Current Cost: \$25

How much would you spend to see a **better** picture?

Slide to adjust the quality!

Spend

Round 3

Current Balance: \$75

What can you find in this image?

☐ Sports car ☐ SUV ☐ Truck ☐ Heavy equipment

Spend money to get a better picture [Money spent is gone!]

Current Cost: \$25

Spend

Tradeoff change

