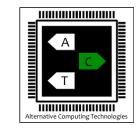
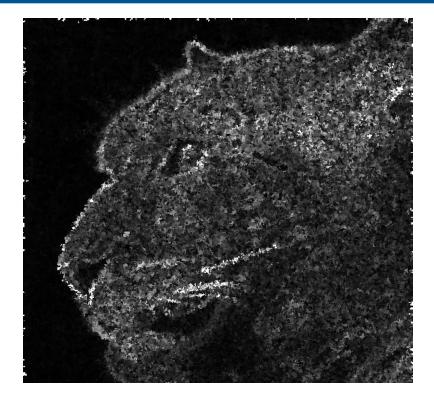
AXGAMES: Towards Crowdsourcing Quality Target Determination in Approximate Computing



Jongse Park, Emmanuel Amaro, Divya Mahajan, Bradley Thwaites, Hadi Esmaeilzadeh Alternative Computing Technologies (ACT) Lab Georgia Institute of Technology



Crowd!



Is this approximate output Good Enough?

WhO should decide? Programmer? Users?







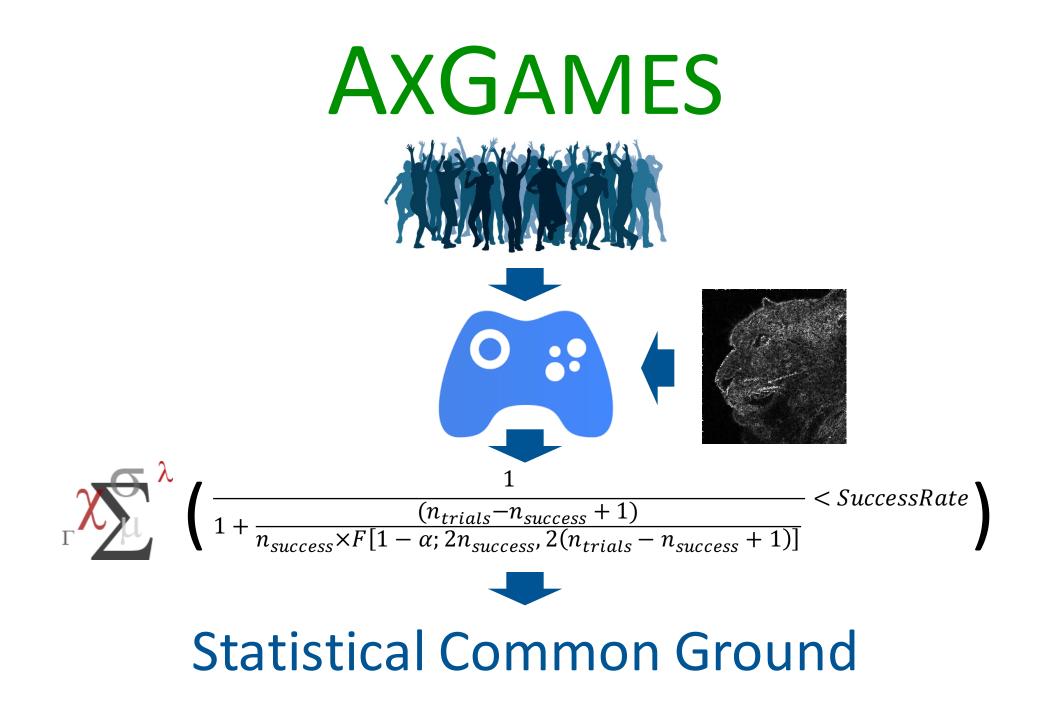
Boring



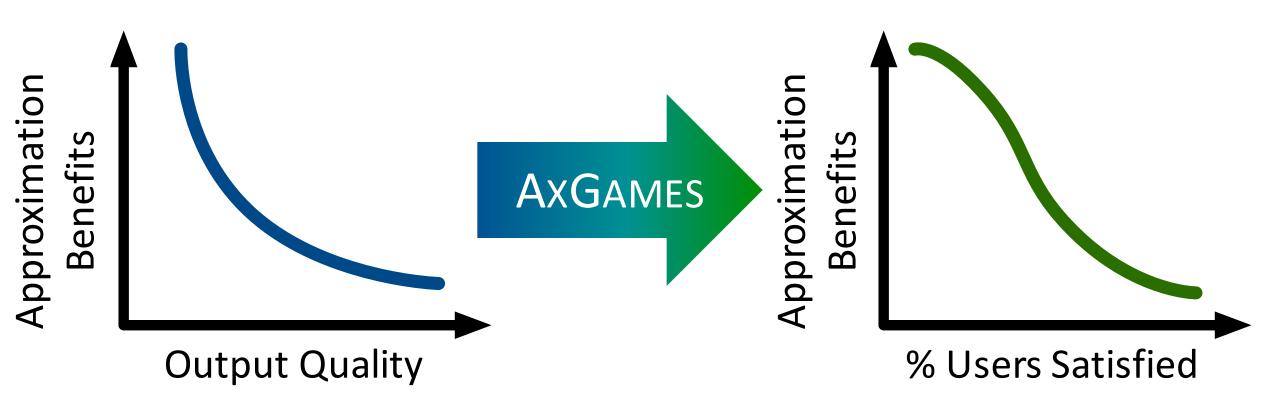




Fun/Entertaining Easy Self-Motivating



Transforming the tradeoff in approximate computing



Non-traditional Computer Systems

[Session 7A]

At 11AM



Come and Play ⁽²⁾!

