
SAGE: Self-Tuning Approximation for Graphics Engines

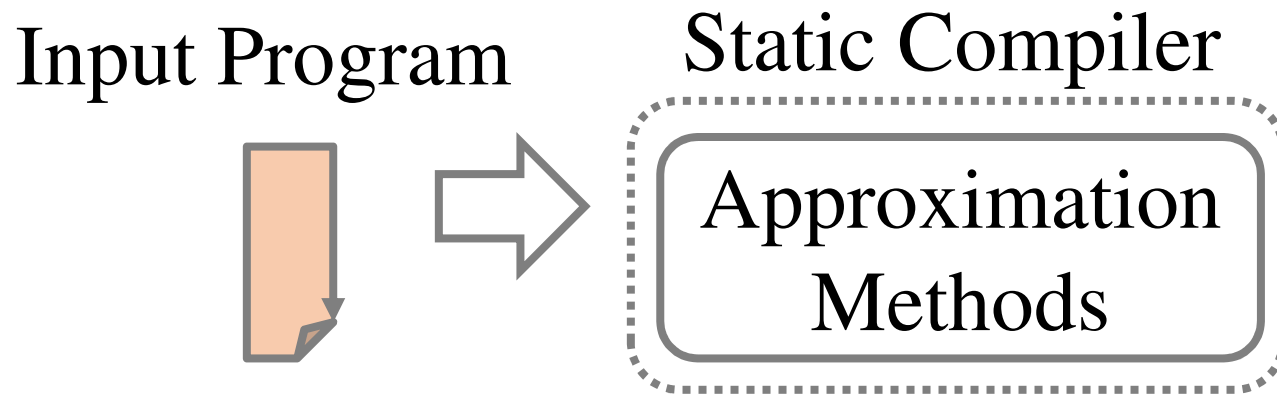
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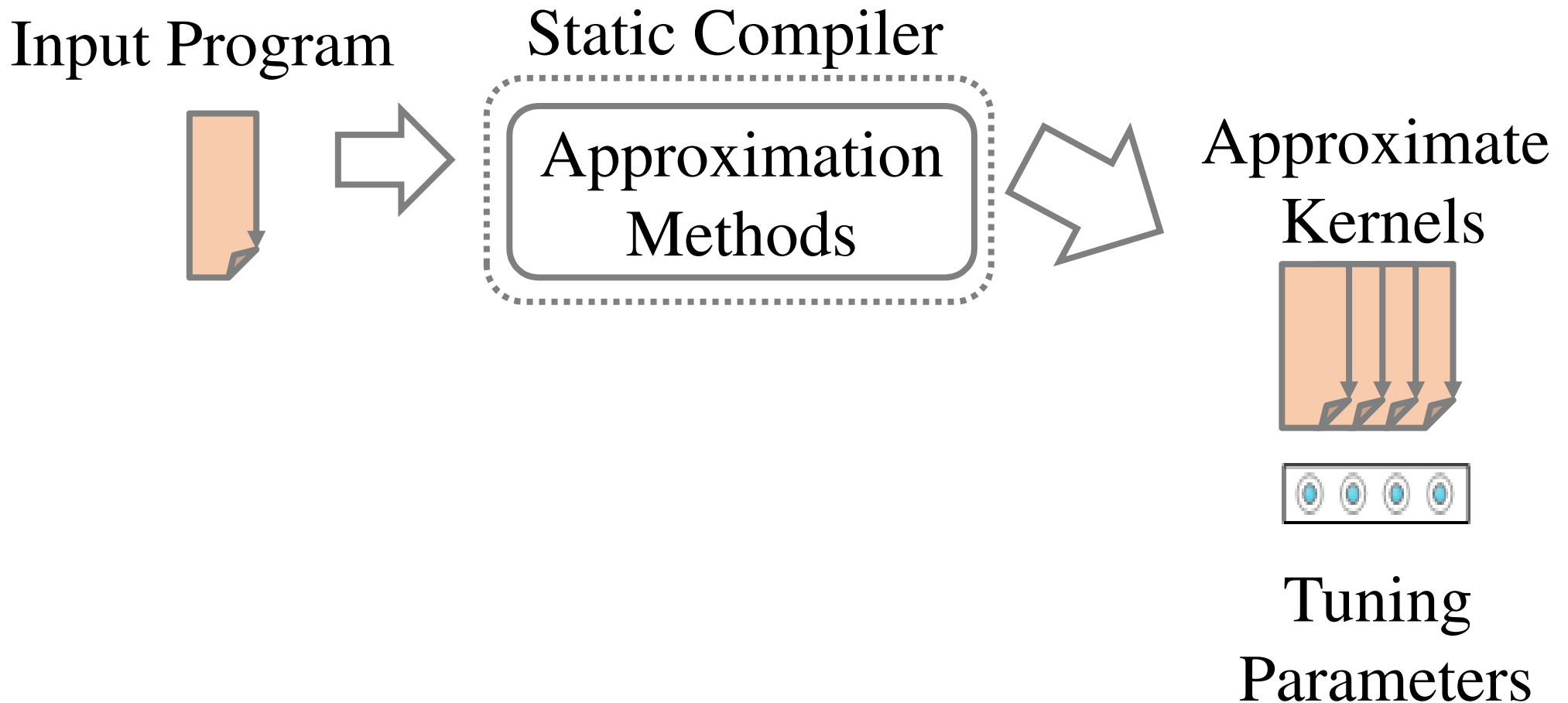
GPU Specific Approximation

Goal: Hardware-aware approximation



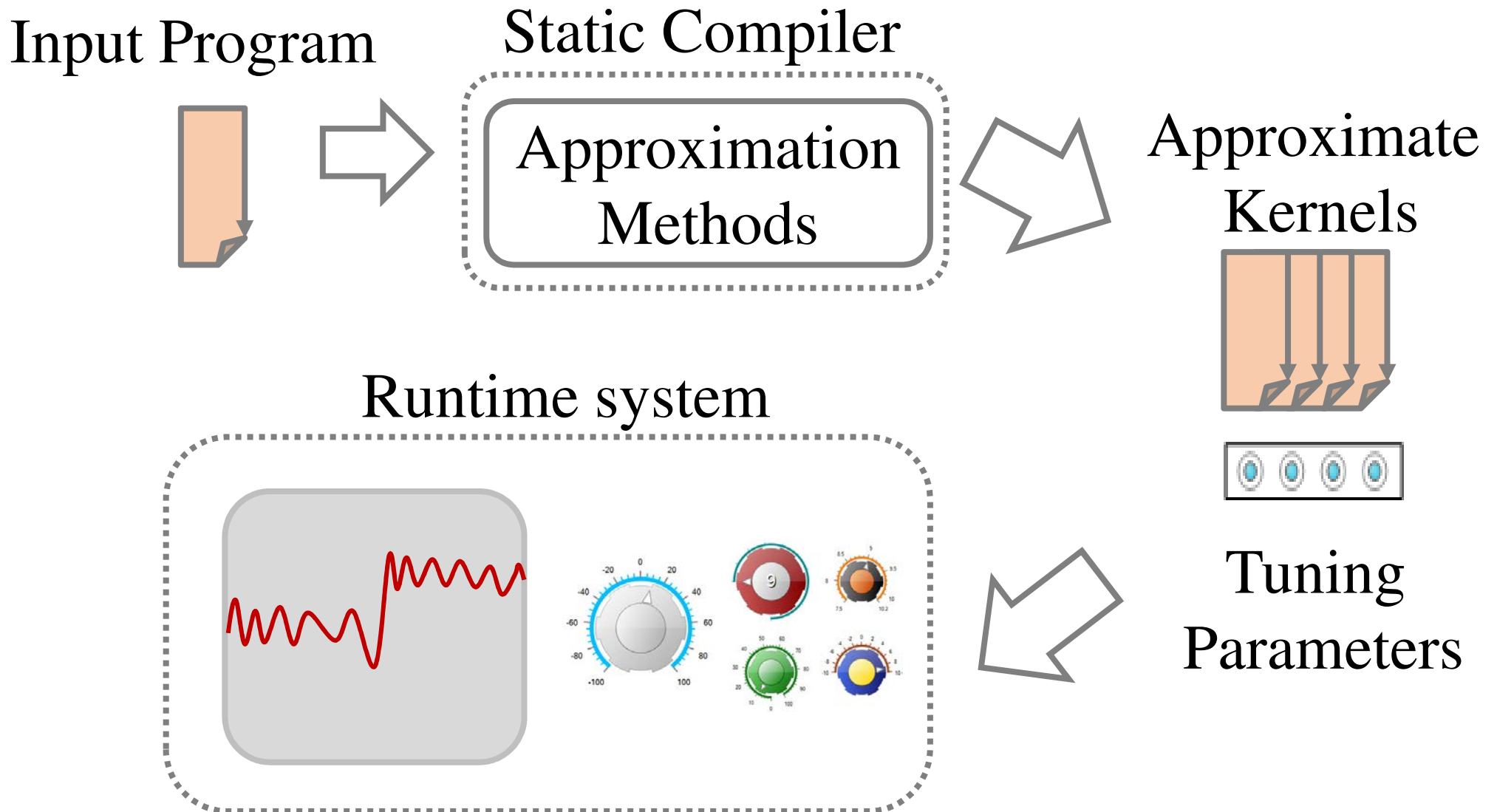
GPU Specific Approximation

Goal: Hardware-aware approximation

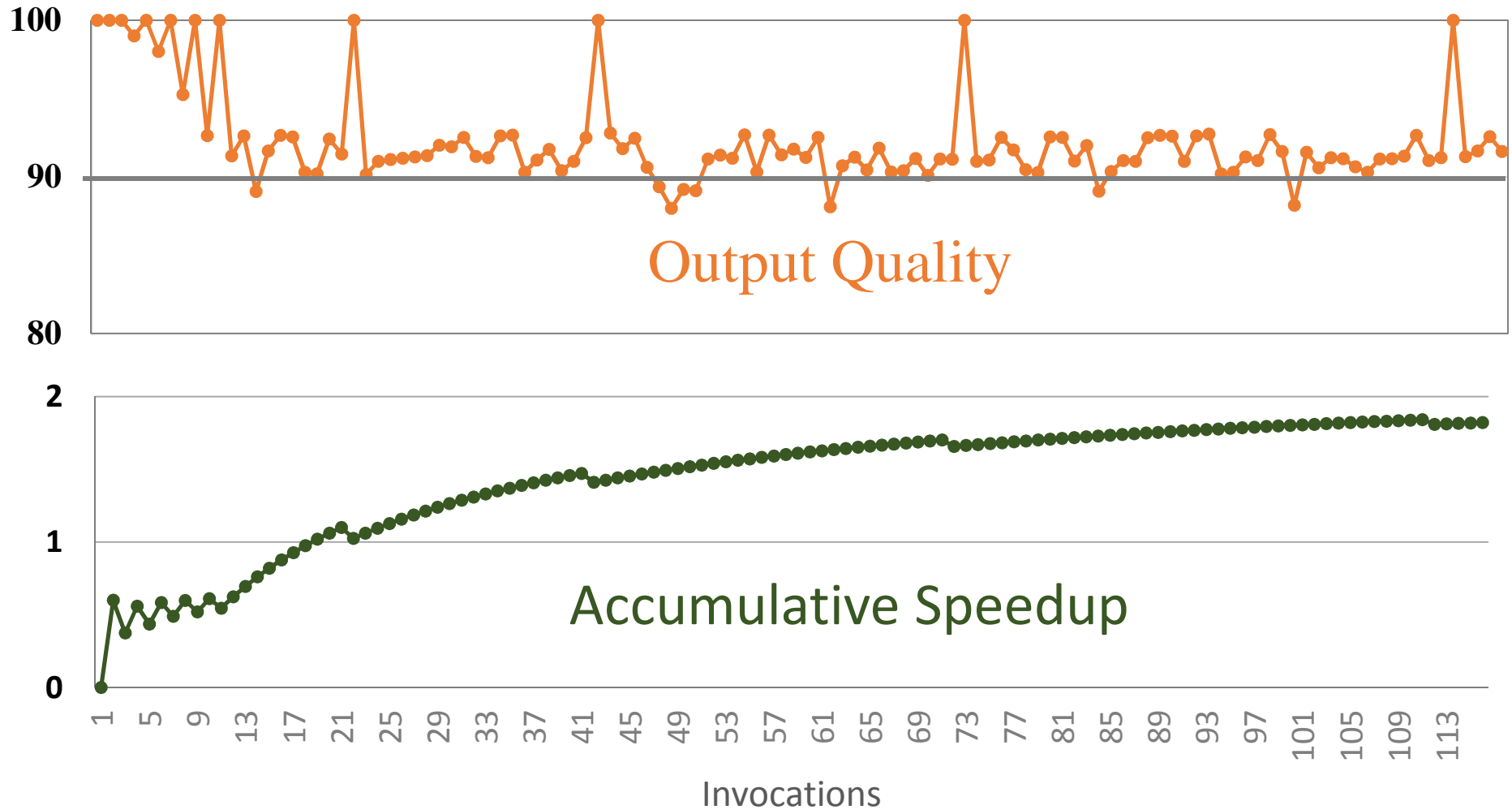


GPU Specific Approximation

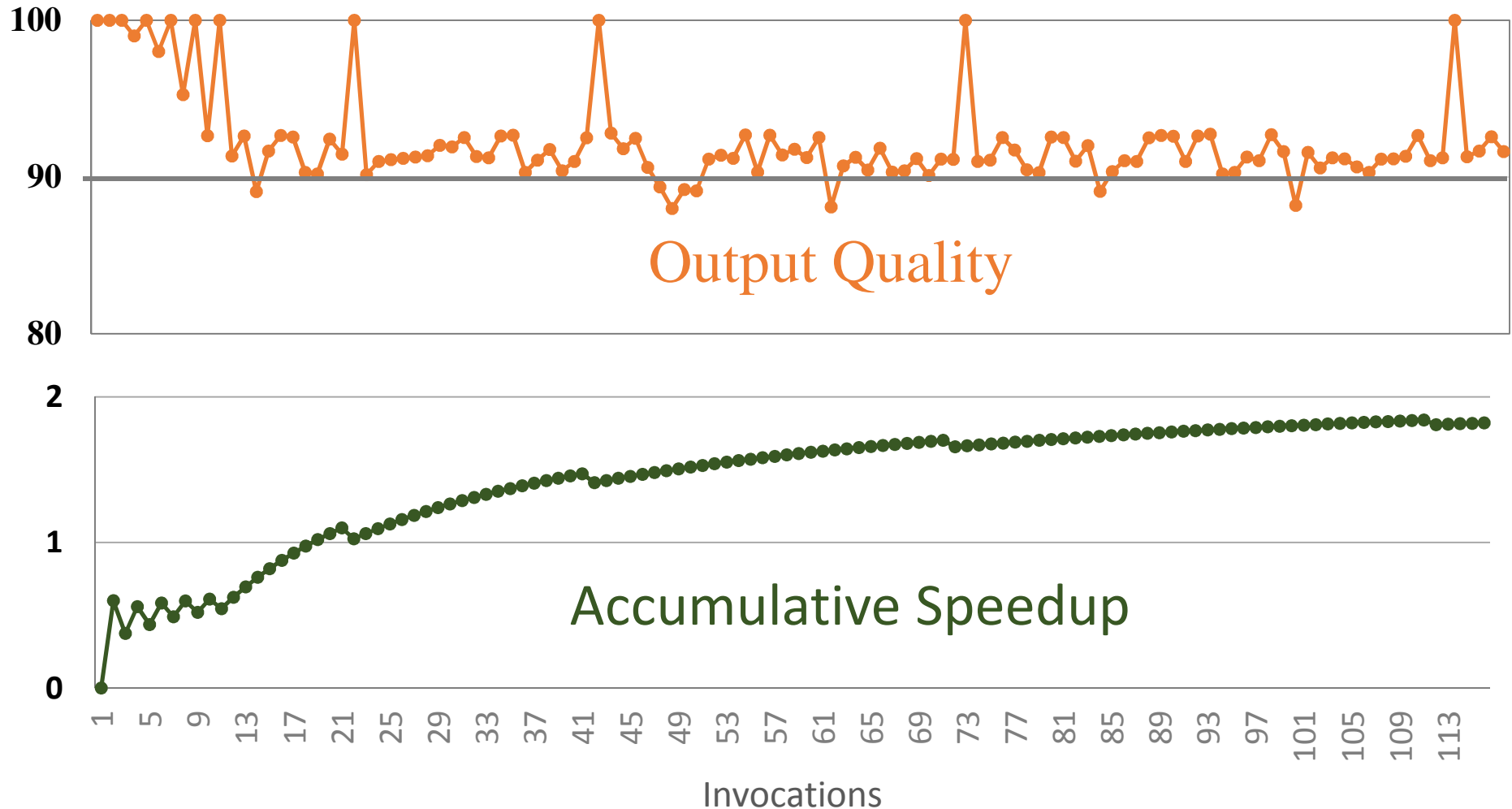
Goal: Hardware-aware approximation



We Can Control Output Quality.



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Across 10 applications:

2.5x speedup with 90% output quality

2.0x speedup with 95% output quality