Approximate Semantics for Wirelessly Networked Applications

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Algorithms **V**

Programming Languages



Compilers V

Storage V

Arithmetic Units V



Algorithms **V**

Programming Languages V

Compilers V

Storage V

Arithmetic Units V

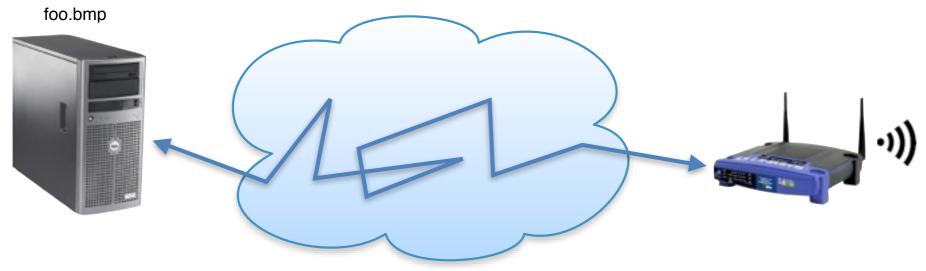








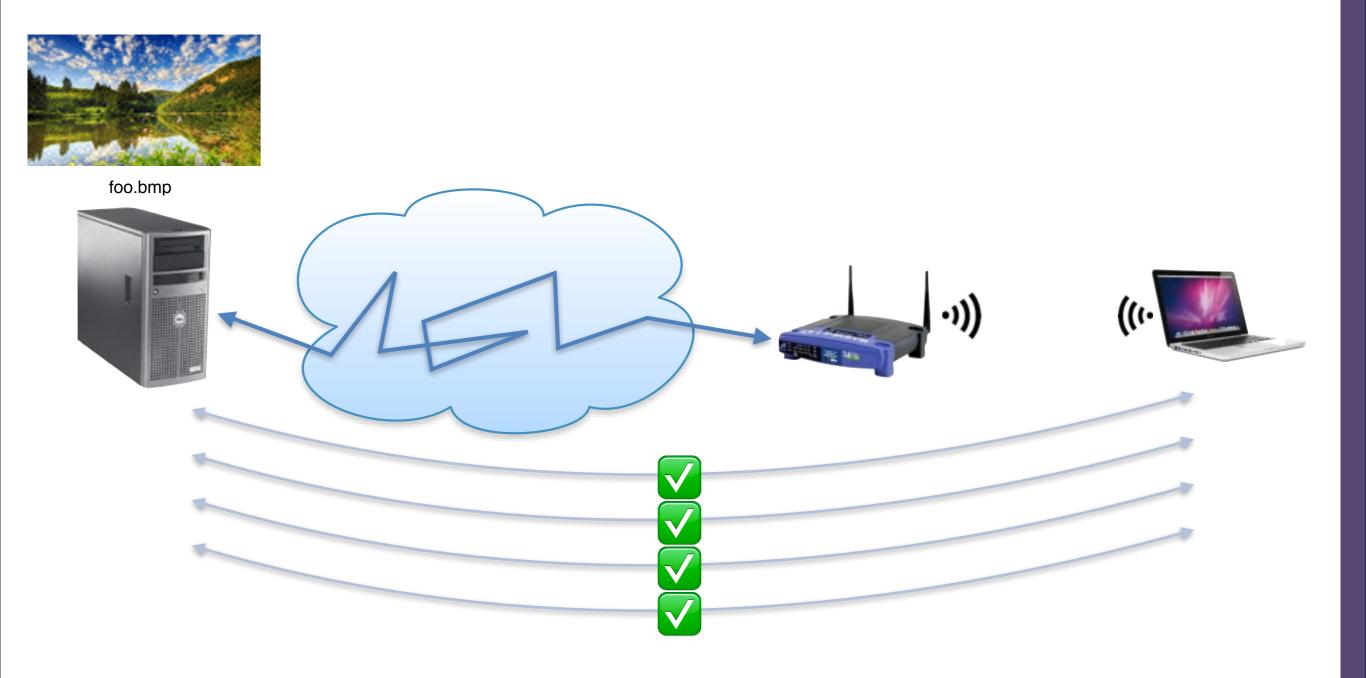






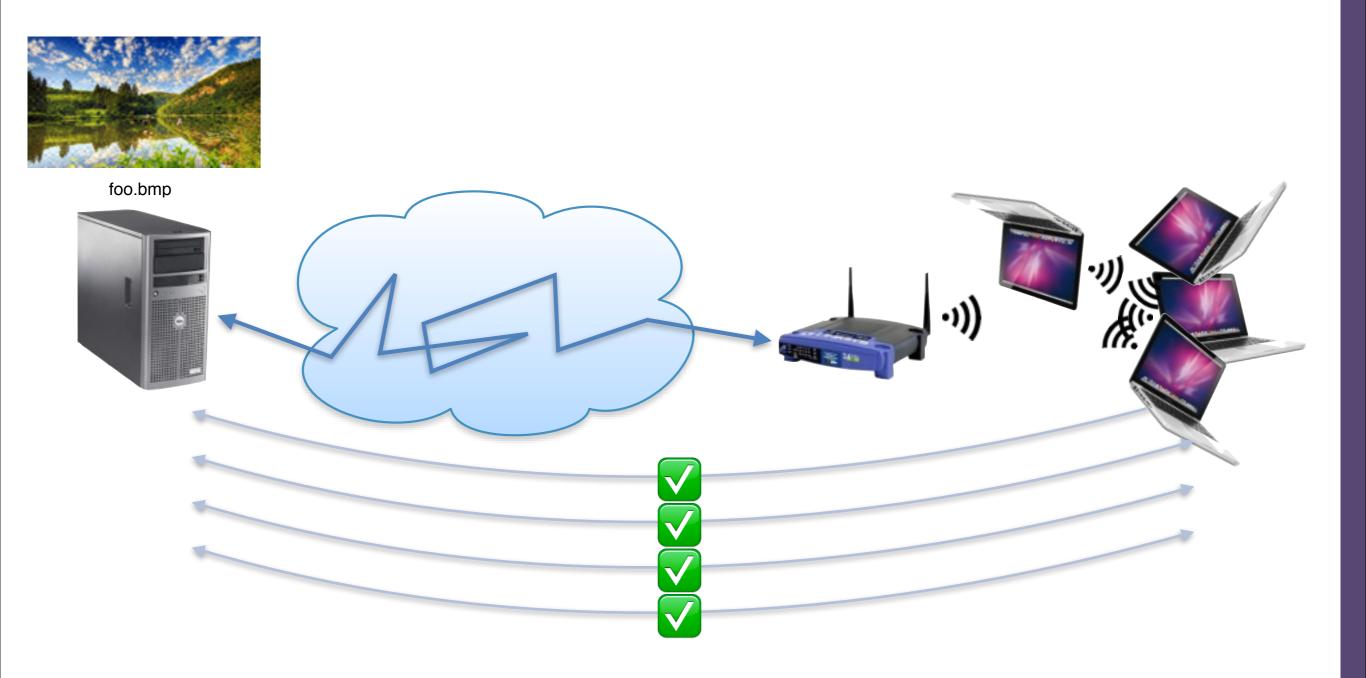


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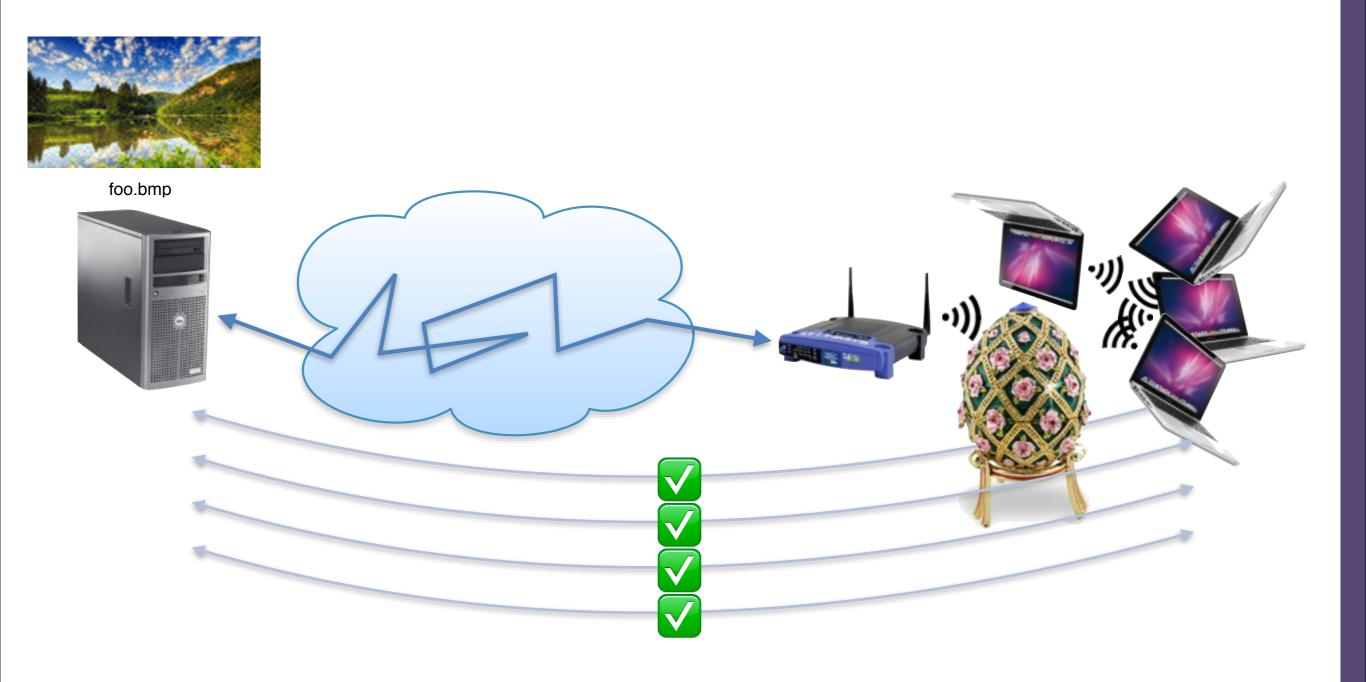


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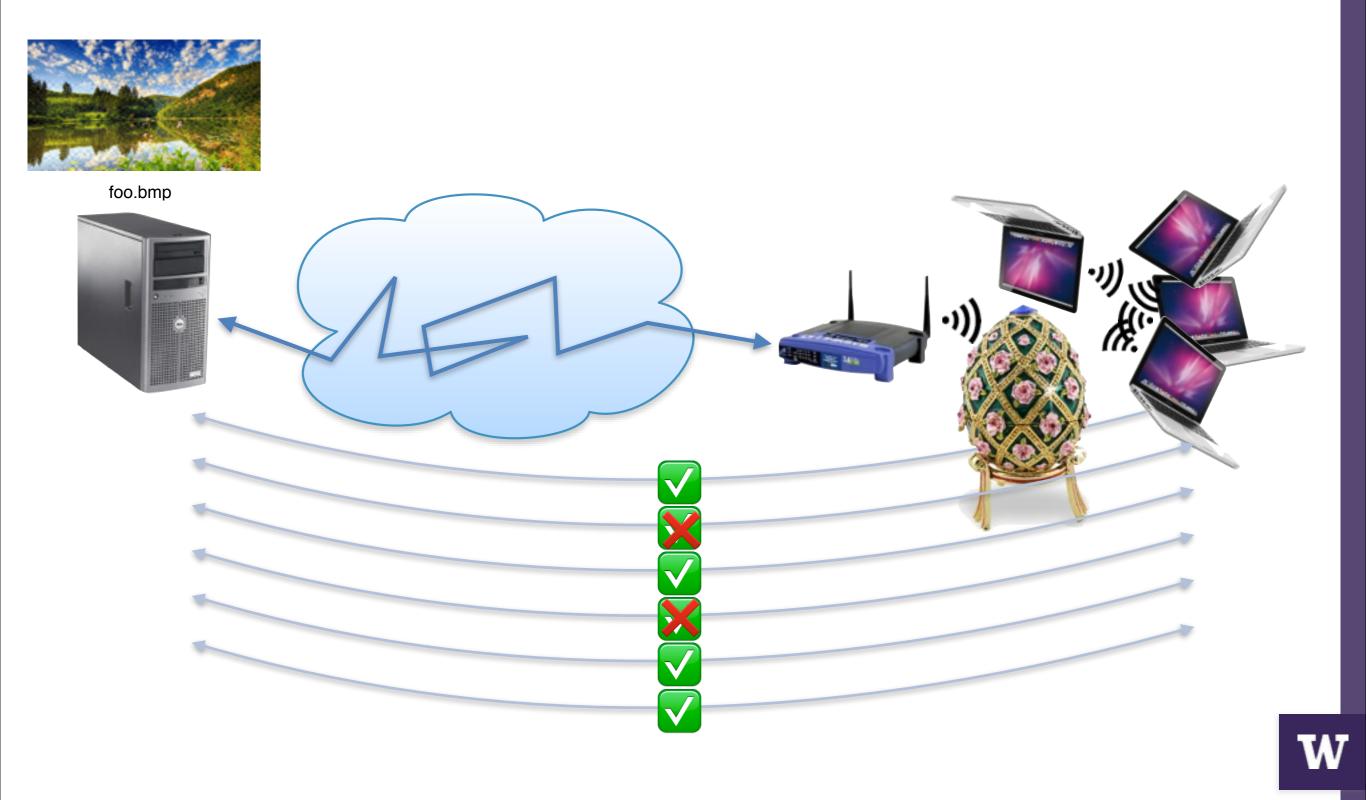


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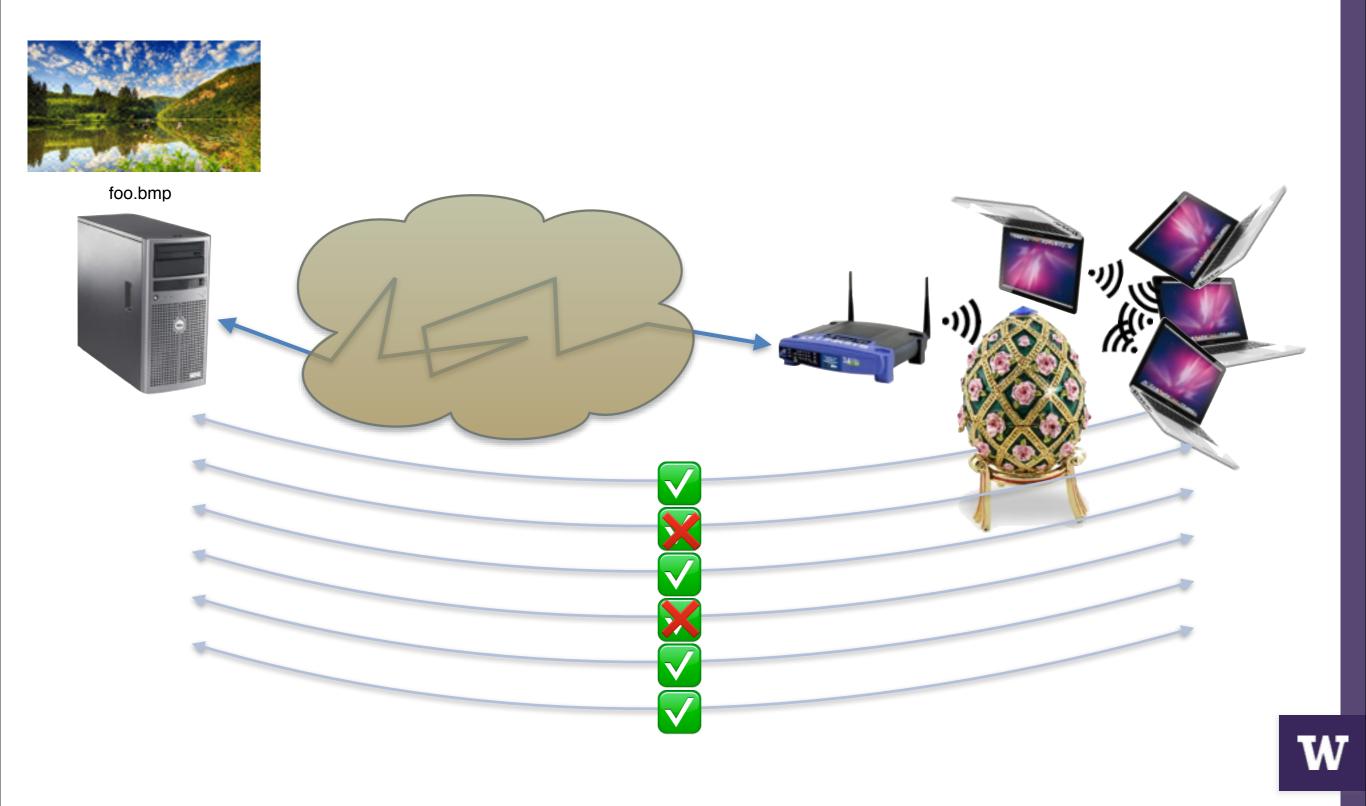




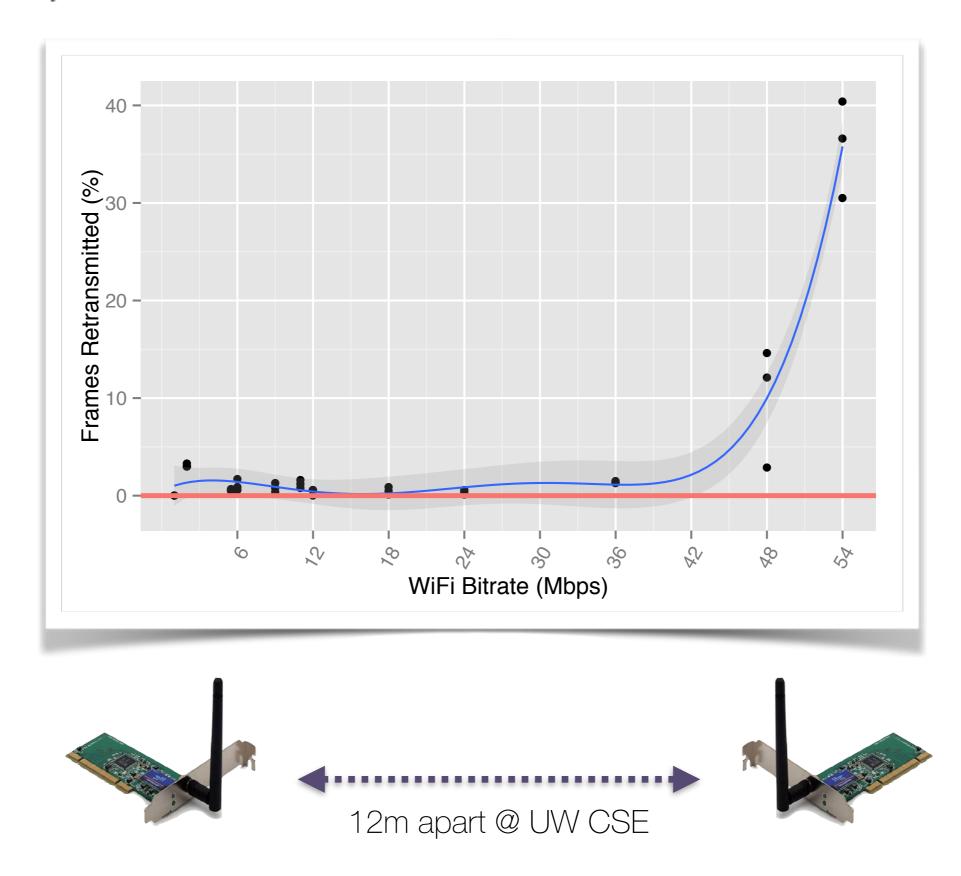
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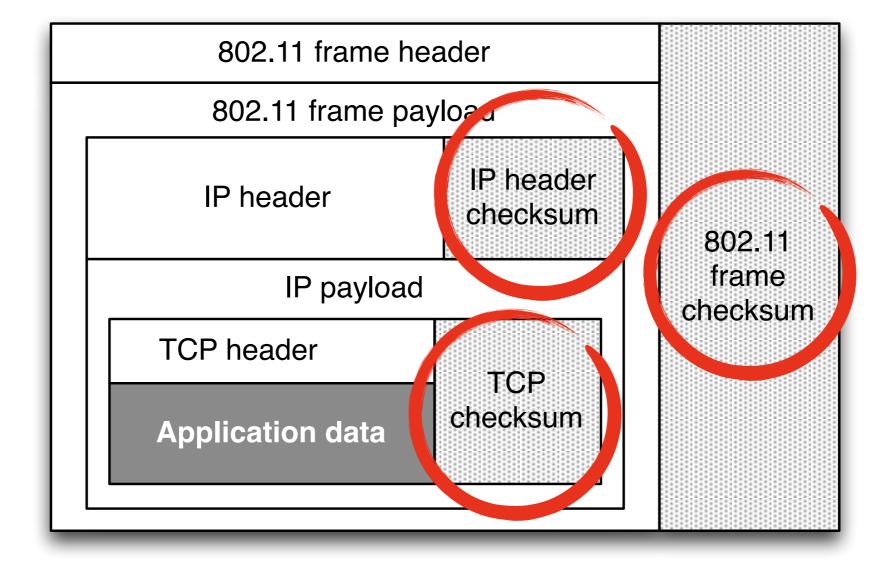
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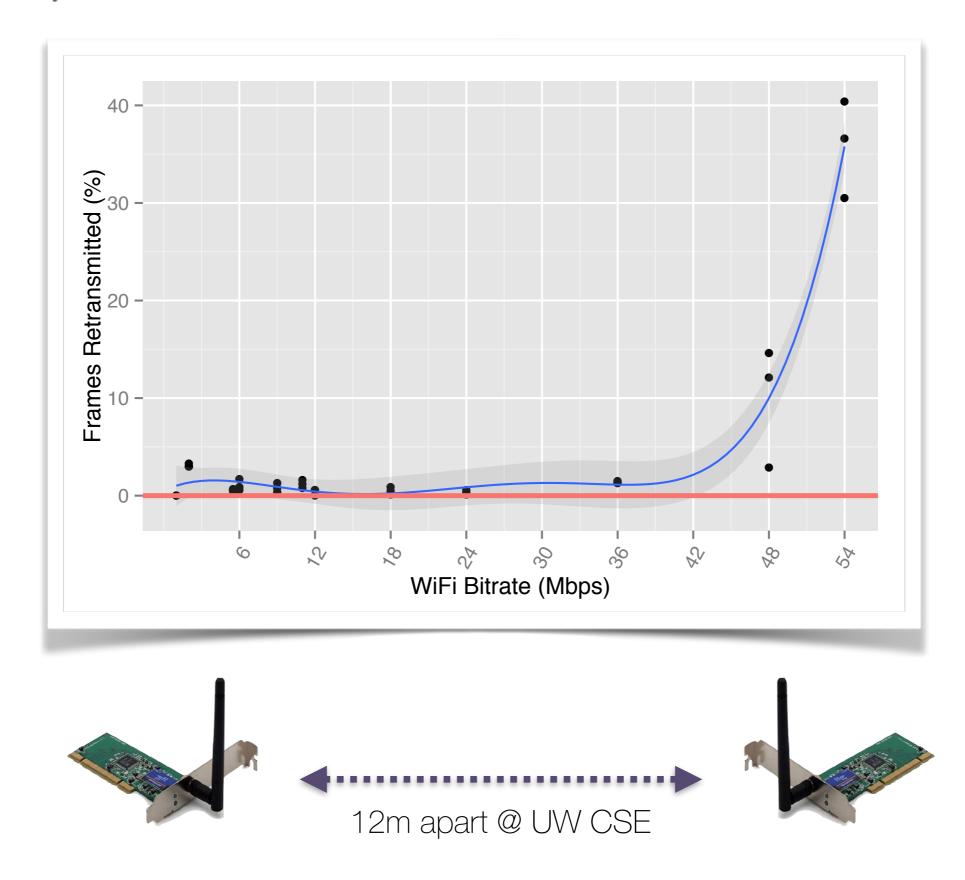
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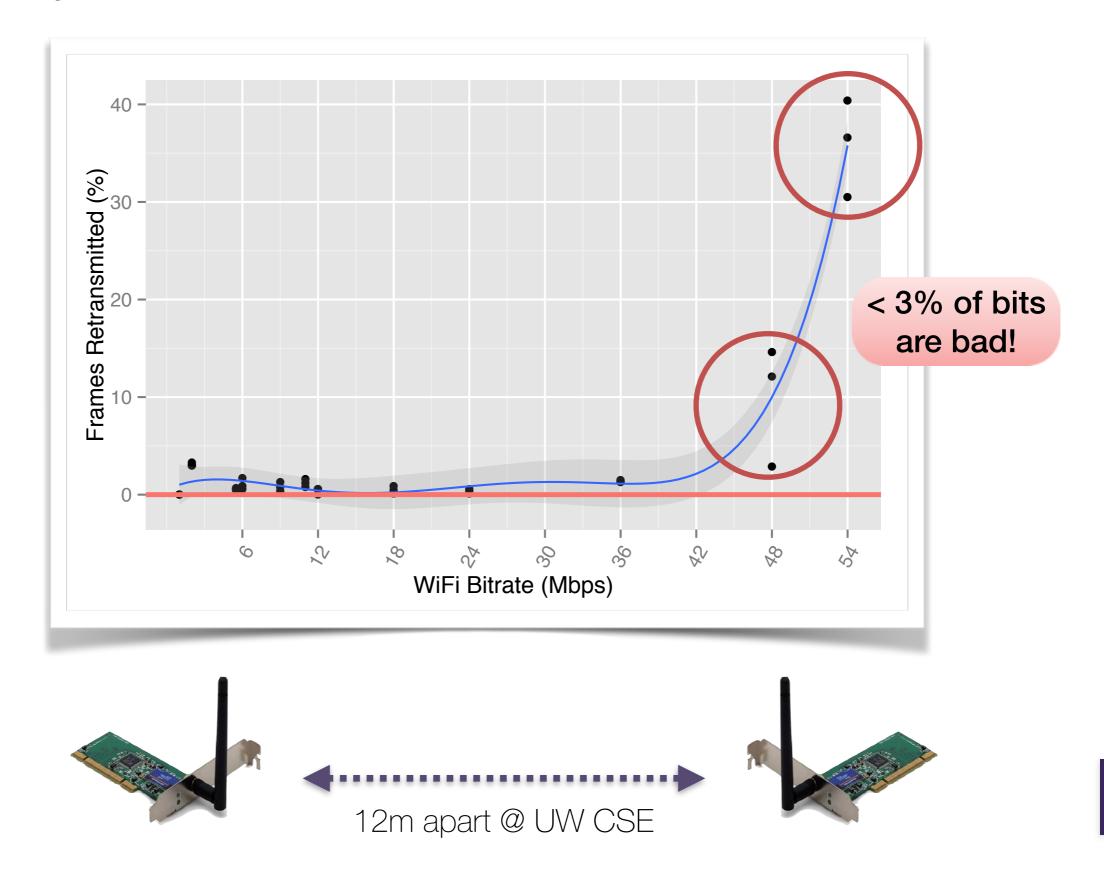














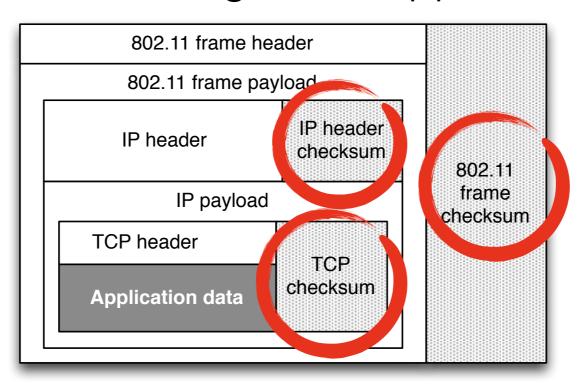
- Optional, partial integrity checks
- Suitably generic (can work with "your" apps)
- Backward compatible with existing networks
- Simple API





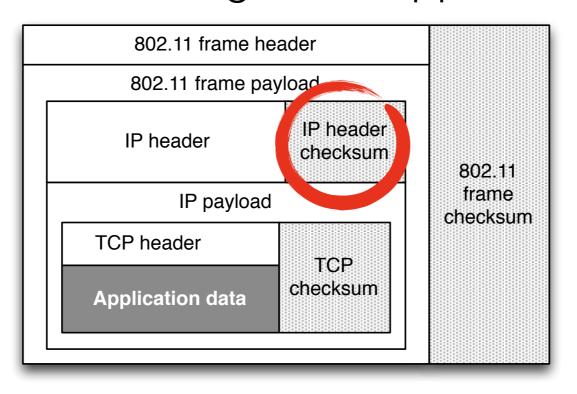


Move error checking to the application layer!



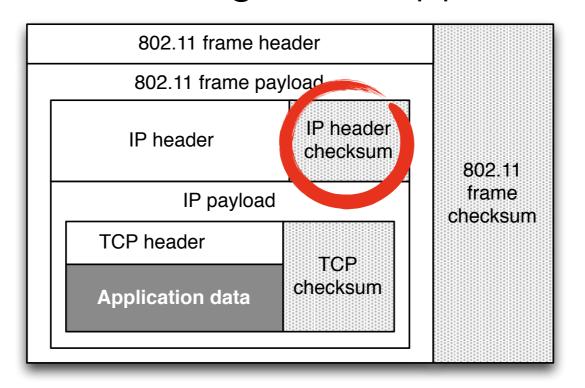


Move error checking to the application layer!





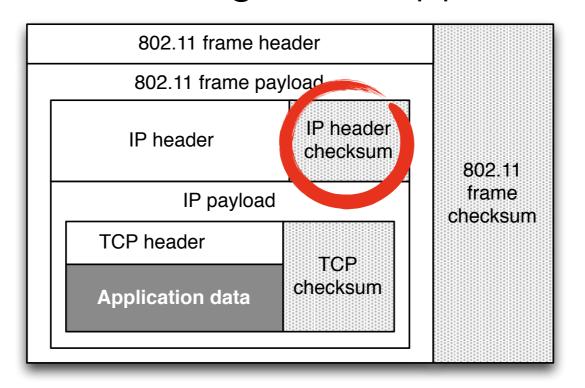
Move error checking to the application layer!



Application
TCP
802.11



Move error checking to the application layer!



Application

TCP

UDP-Lite

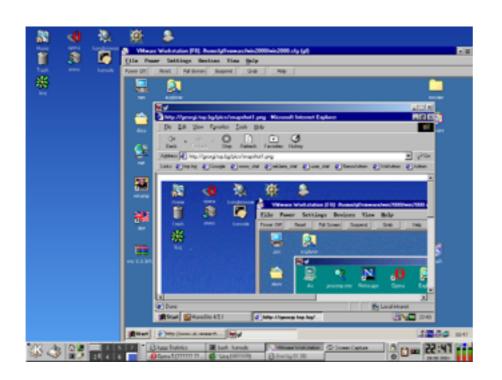
802.11

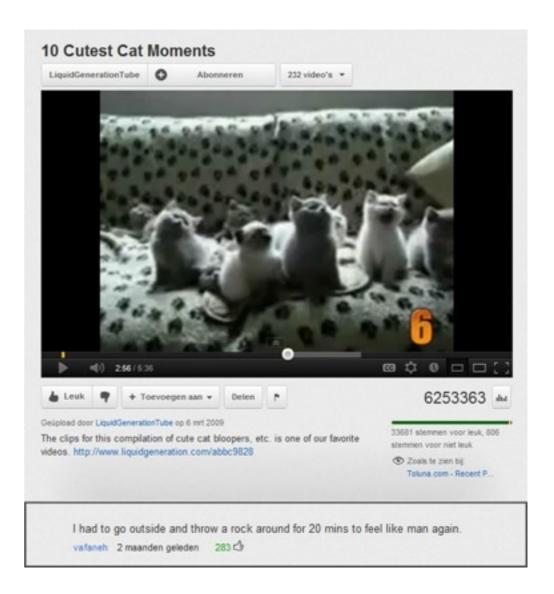
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Applications











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Open Questions

• Encryption, compression, encoding challenges

How best to integrate quality metrics?

How to expose quality controls to apps?



Summary

Mismatch between approximate computing and precise communication

Relax lower-layer integrity checks

Improve throughput & range

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