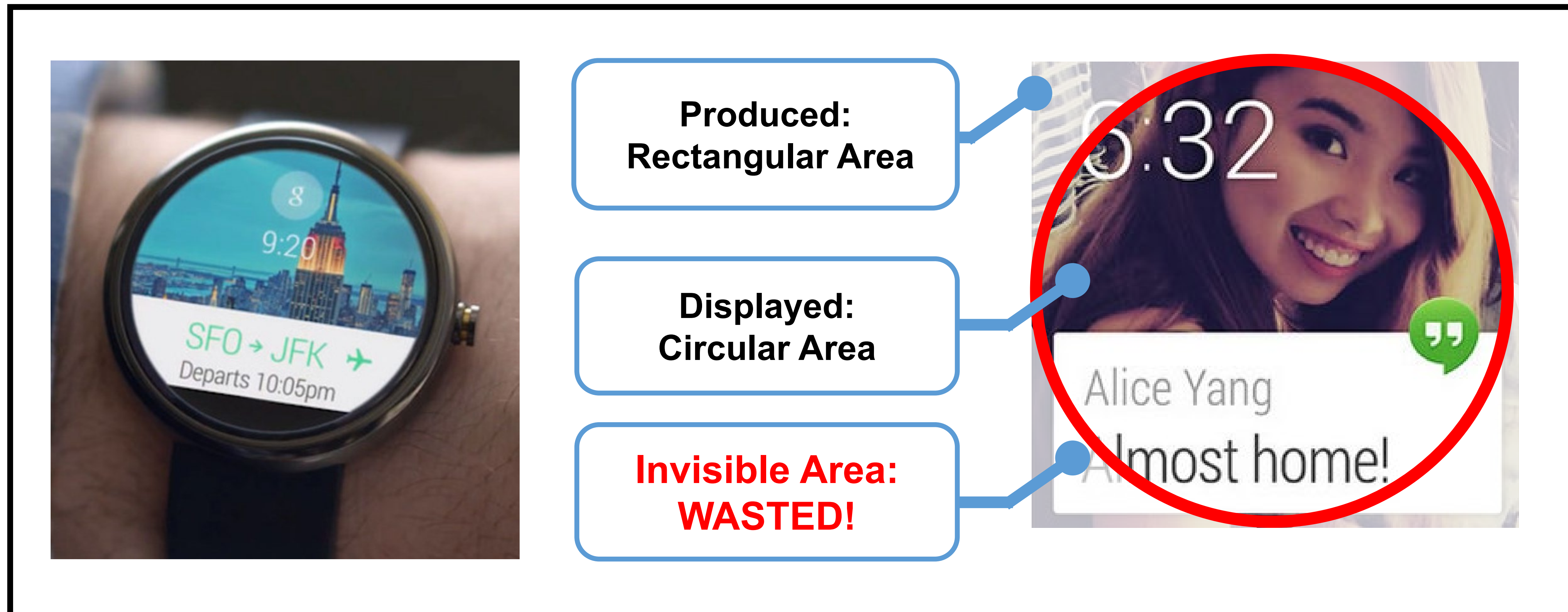


# Tell Your Graphics Stack That The Display Is Circular

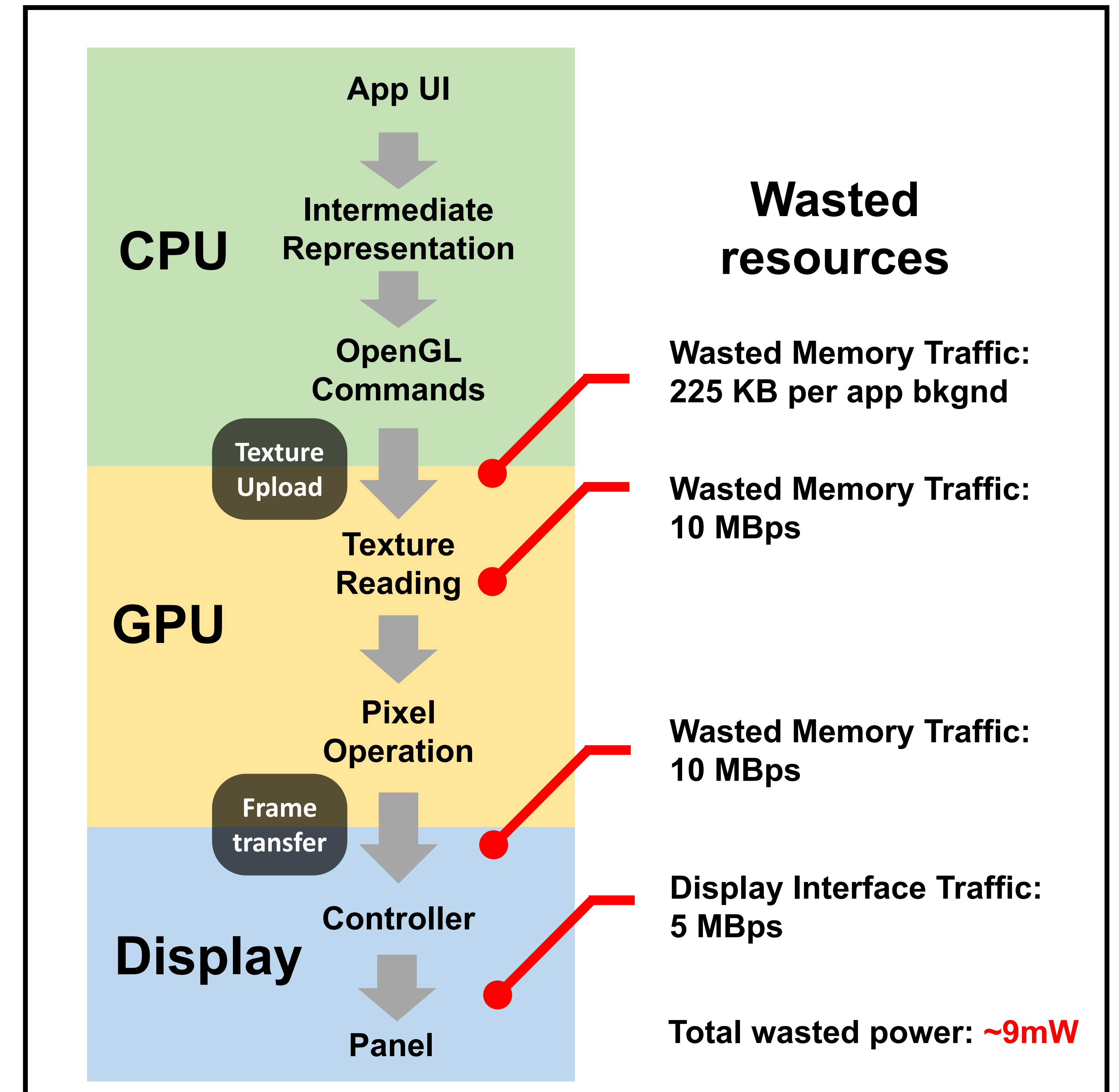
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## 1. Is your smartwatch wasting resources?



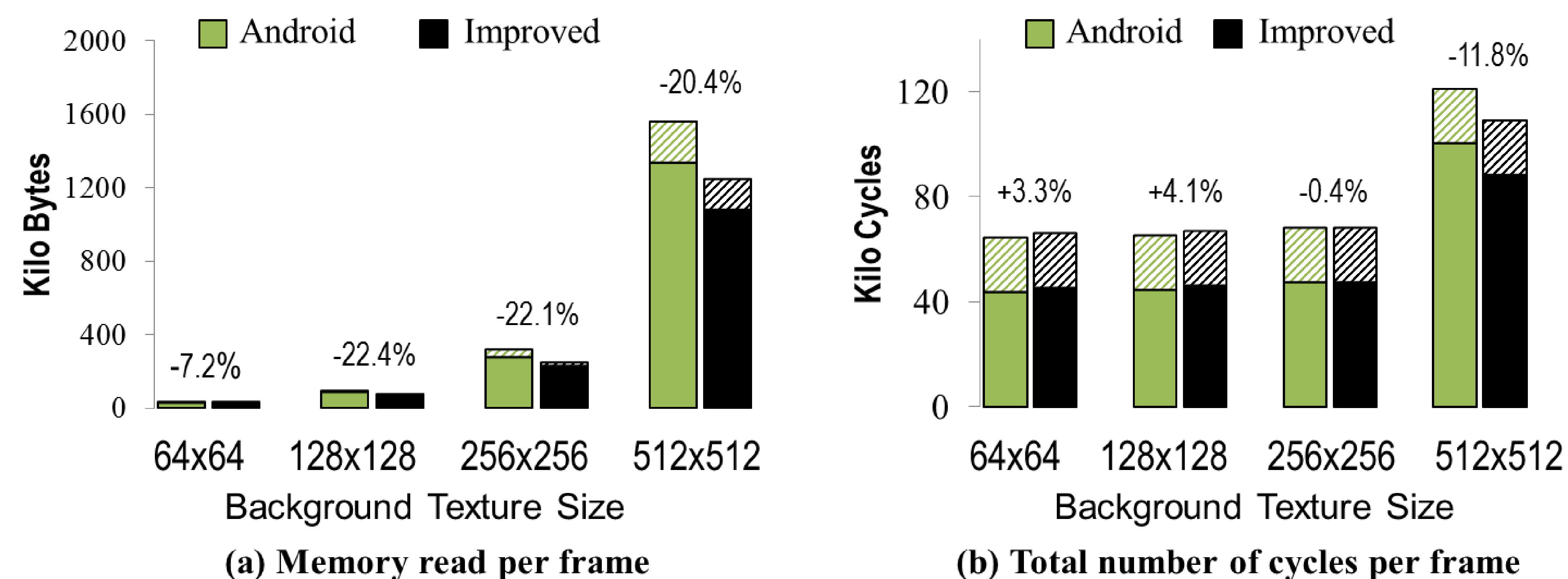
## 2. How many are wasted?



## 3. Pilot solution

- ❖ Rewriting OpenGL commands on-the-fly
- ❖ Evaluated on Nexus 5 + QCOM's GPU profiler

Measured GPU resource consumption (lower is better)



## 4. Future thoughts

- ❖ Redesign the graphics stack?
- ❖ Redesign the hardware?

