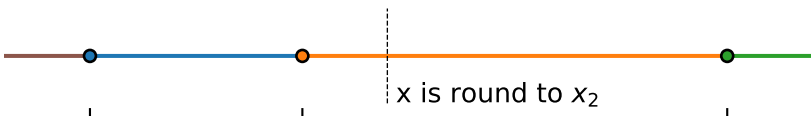


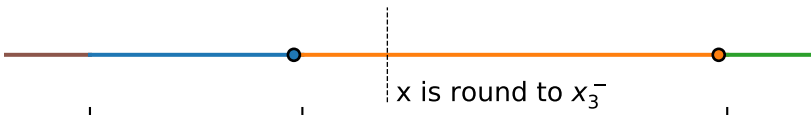
Bitshave (round-to-zero)

a



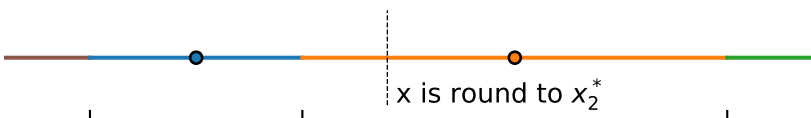
Bitset (round-away-from-zero)

b



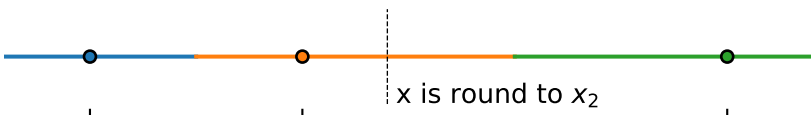
Halfshave

c



Round-to-nearest

d



Stochastic rounding

e

