

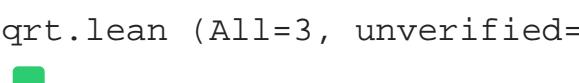
## Core

Defs.lean (All=7, unverified=0)  
  
Digits.lean (All=64, unverified=0)  
  
FIX.lean (All=10, unverified=0)  
  
Float\_prop.lean (All=36, unverified=0)  
  
FLT.lean (All=30, unverified=0)  
  
FLX.lean (All=26, unverified=0)  
  
FTZ.lean (All=14, unverified=0)  
  
Generic\_fmt.lean (All=155, unverified=4)  
  
Raux.lean (All=162, unverified=0)  
  
Round\_NE.lean (All=19, unverified=0)  
  
Round\_pred.lean (All=81, unverified=0)  
  
Ulp.lean (All=105, unverified=17)  
  
Zaux.lean (All=86, unverified=0)  

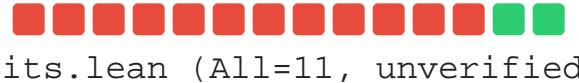

## Prop

Div\_sqrt\_error.lean (All=22, unverified=22)  
  
Double\_rounding.lean (All=101, unverified=101)  
  
Mult\_error.lean (All=8, unverified=8)  
  
Plus\_error.lean (All=18, unverified=18)  
  
Relative.lean (All=46, unverified=46)  
  
Round\_odd.lean (All=39, unverified=39)  
  
Sterbenz.lean (All=4, unverified=4)  

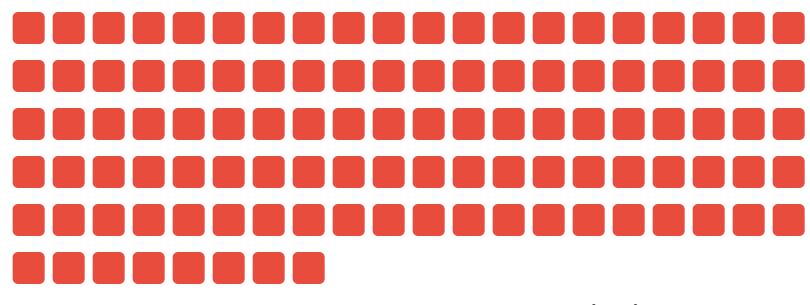

## Calc

Bracket.lean (All=30, unverified=0)  
  
Div.lean (All=3, unverified=0)  
  
Operations.lean (All=10, unverified=0)  
  
Plus.lean (All=2, unverified=0)  
  
Round.lean (All=40, unverified=0)  
  
Sqrt.lean (All=3, unverified=0)  


## IEEE754

Binary.lean (All=78, unverified=70)  
  
BinarySingleNaN.lean (All=41, unverified=36)  
  
Bits.lean (All=11, unverified=10)  
  
PrimFloat.lean (All=41, unverified=41)  


## Pff

Nat2Z\_8\_12.lean (All=1, unverified=1)  
  
Pff.lean (All=323, unverified=323)  
  
Pff2Flocq.lean (All=39, unverified=39)  
  
Pff2FlocqAux.lean (All=25, unverified=25)  
