

GPU-FPX

Detects exceptions in the GPU at runtime

```
-- FP32 Operations --  
Total NaN:          1  
Total INF:          0  
Total subnormal:    0  
Total div0:         0
```

<https://github.com/LLNL/GPU-FPX>

<https://doi.org/10.1145/3588195.3592991>

$$x = 2e38$$

$$y = 1e38$$

$$(x + x) - y \Rightarrow \text{Inf}$$