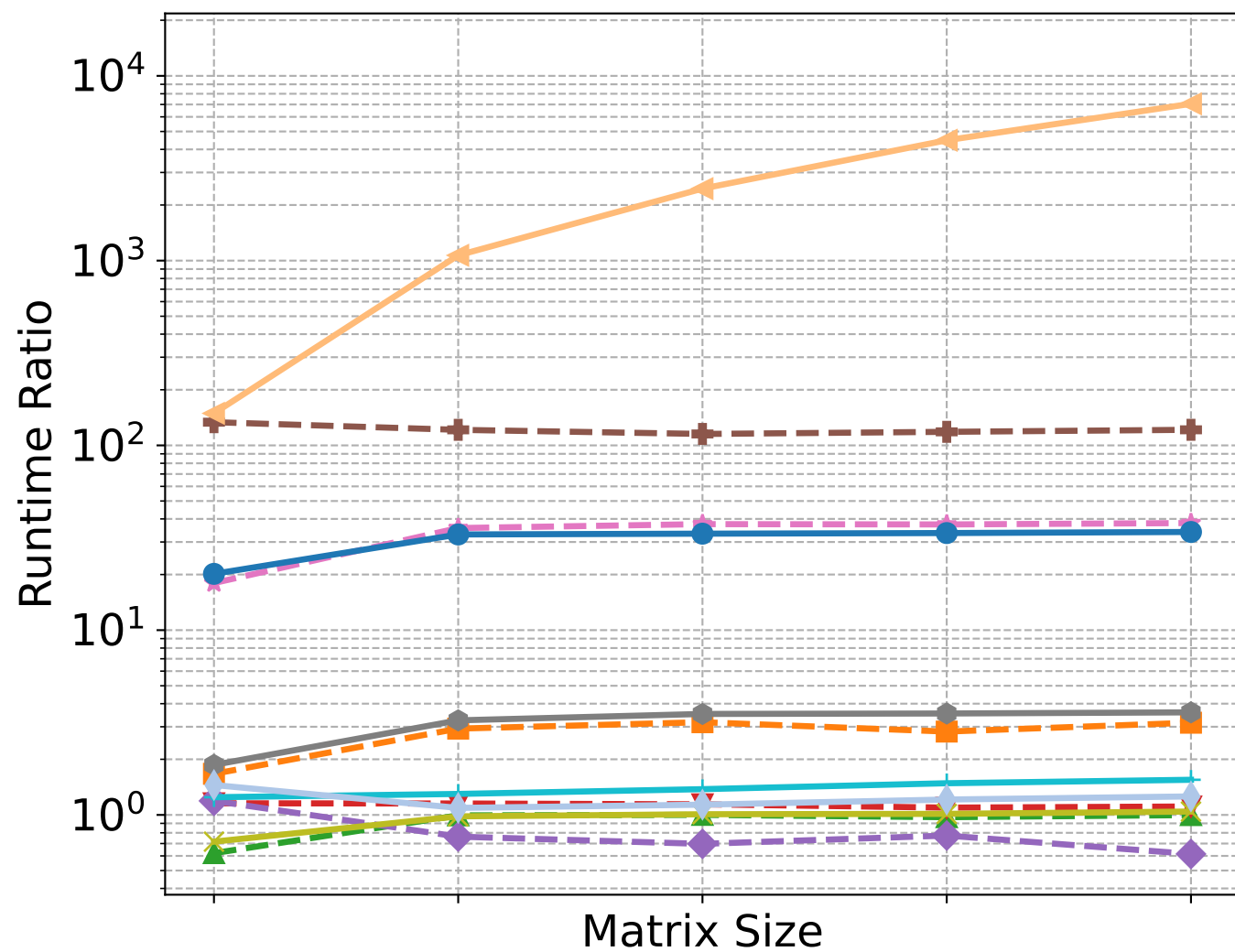
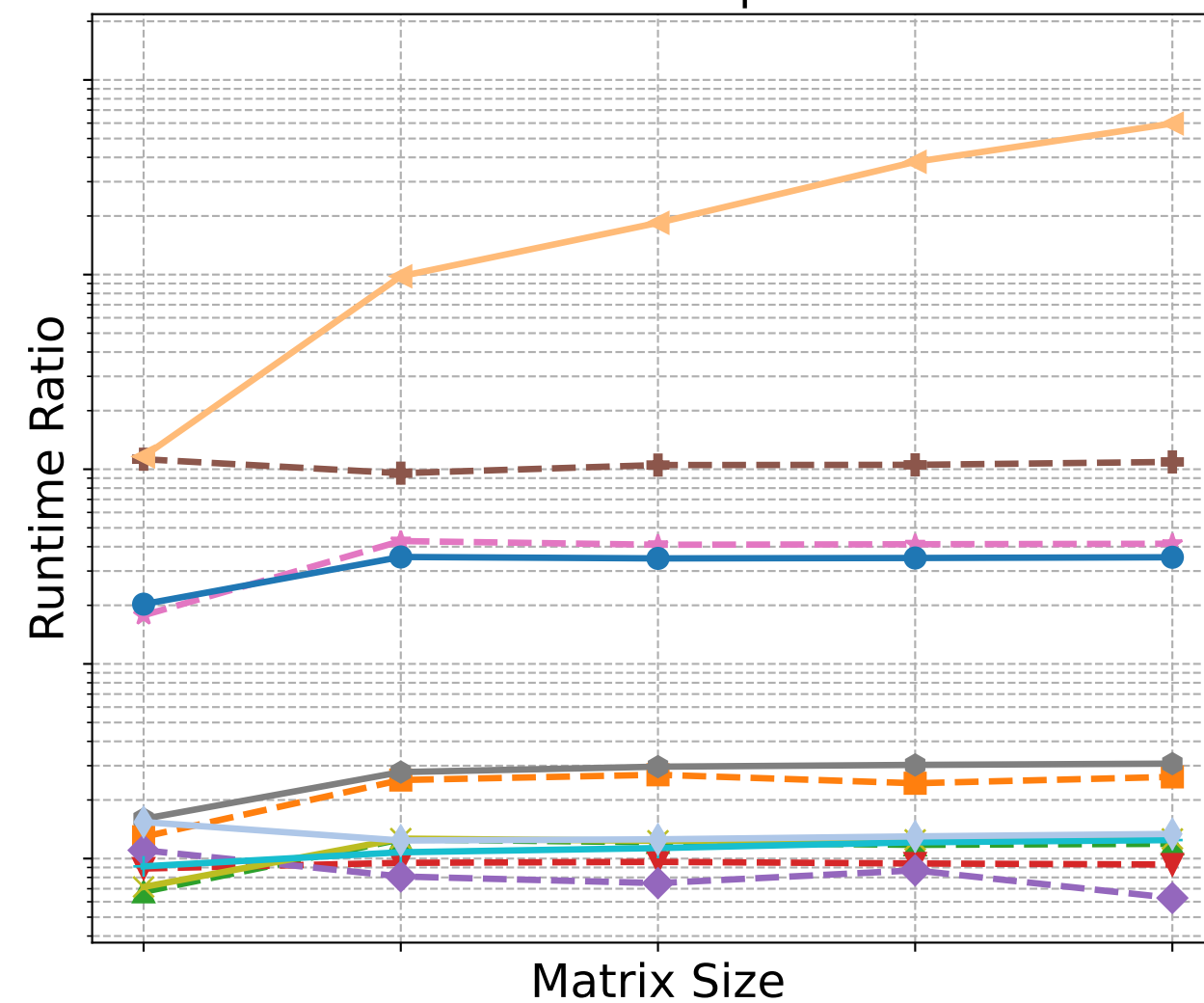


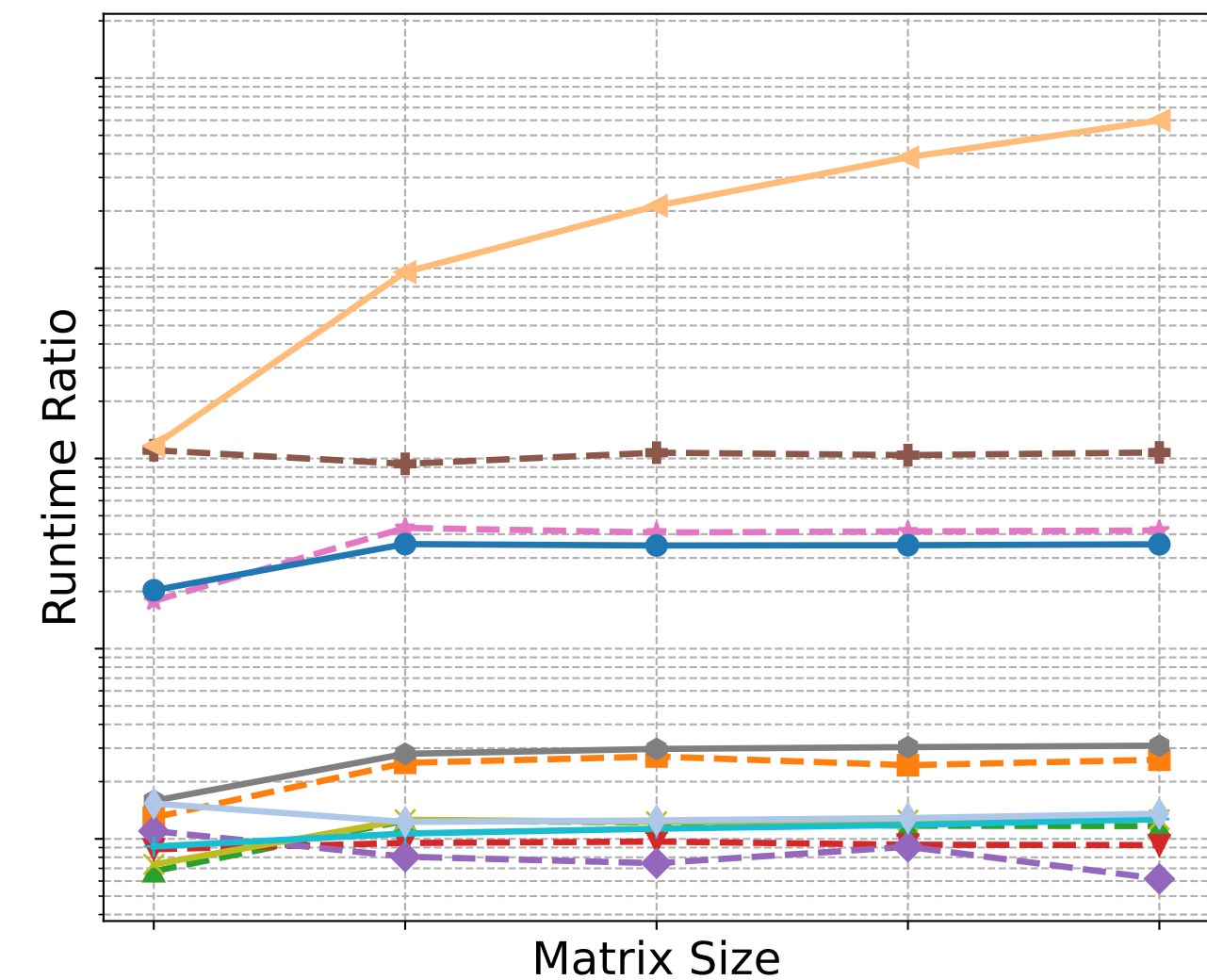
Round to nearest



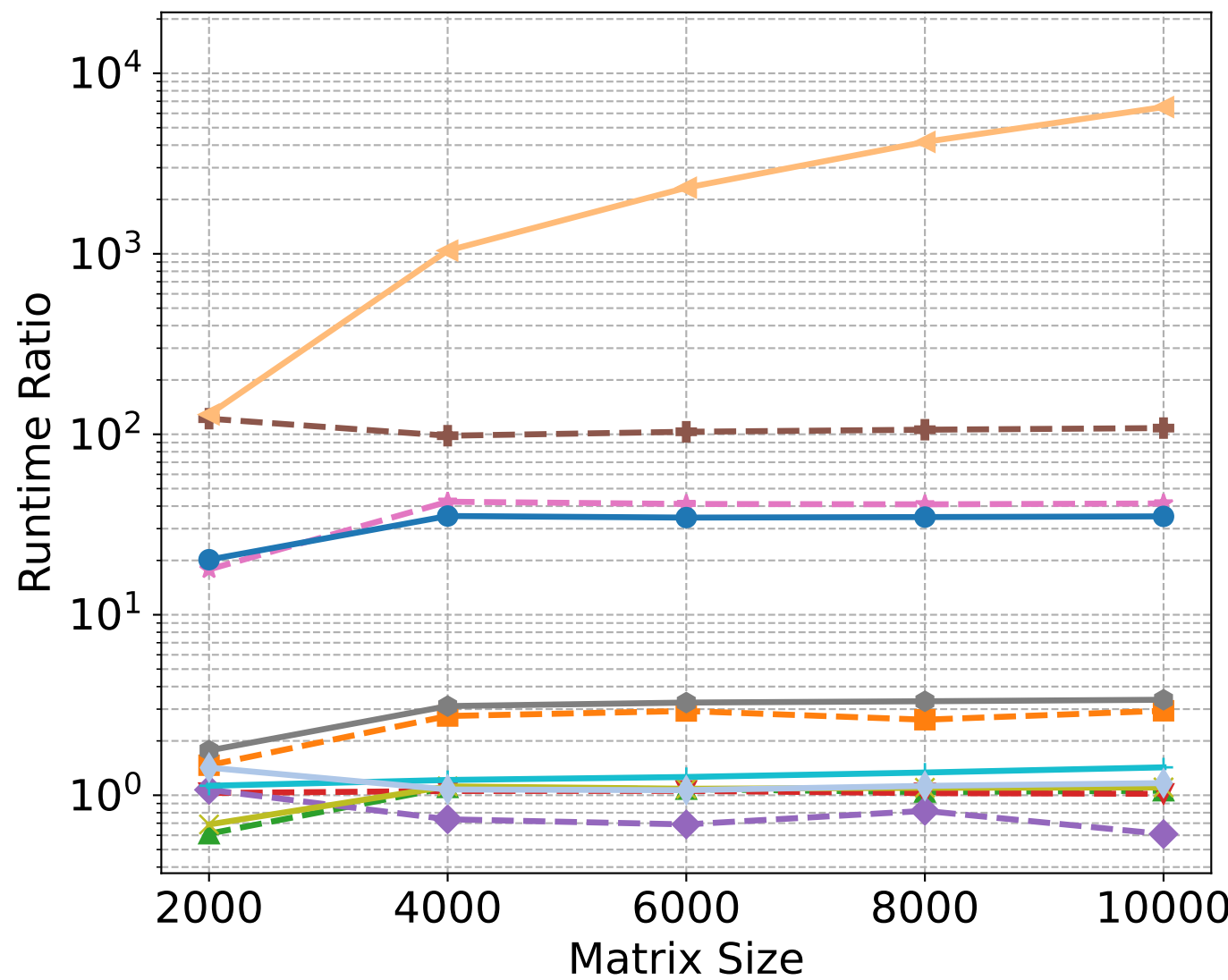
Round up



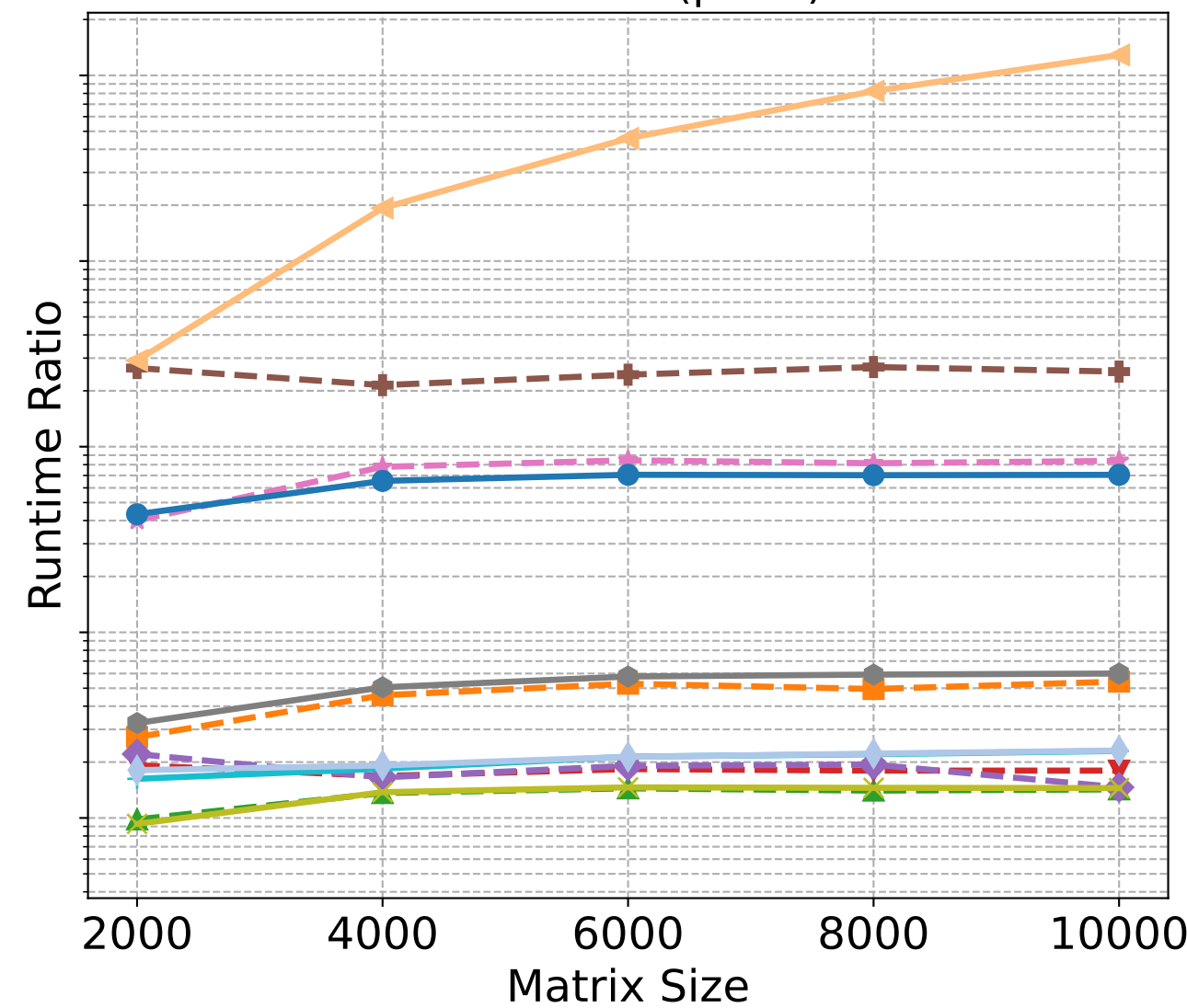
Round down



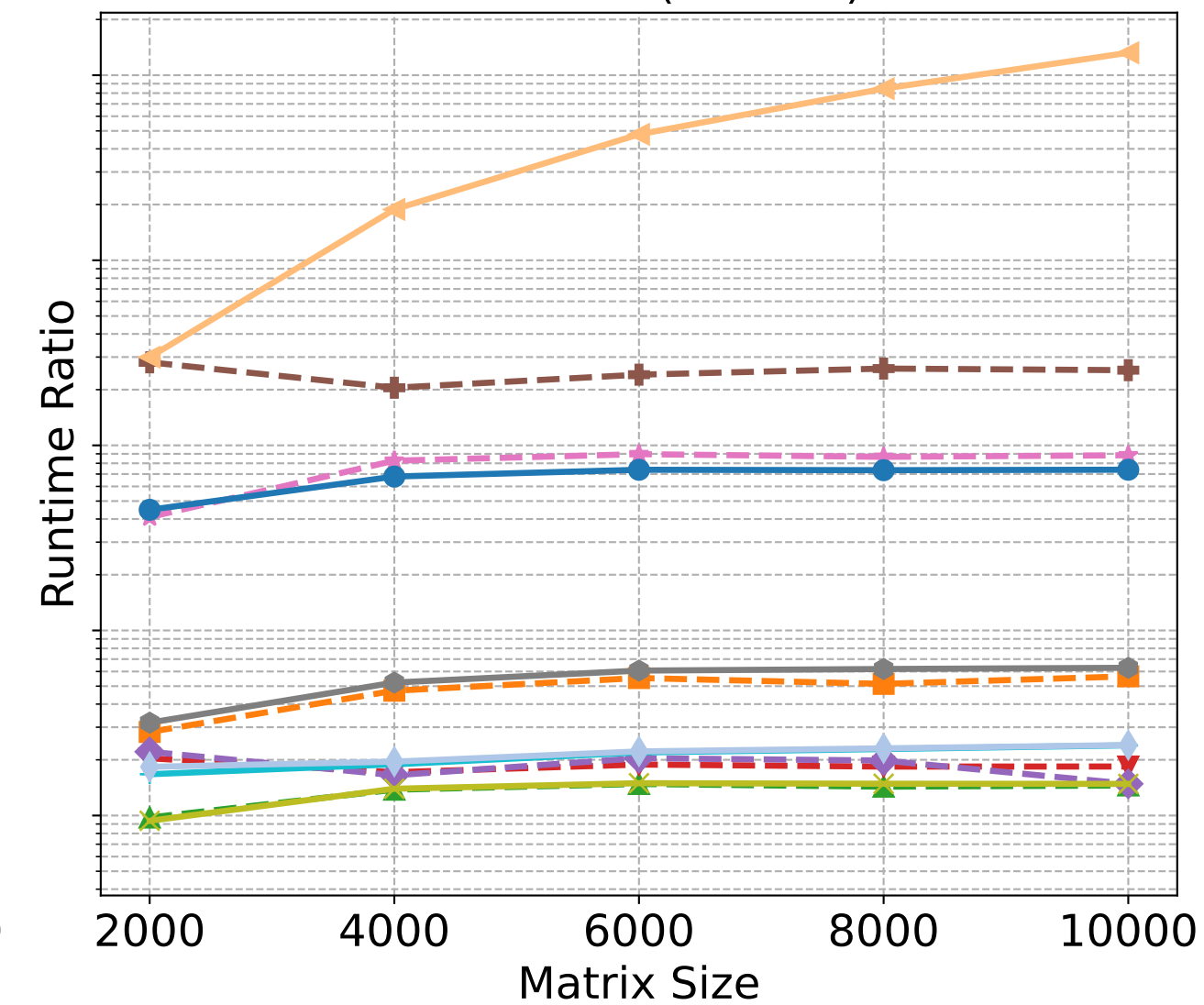
Round toward zero



Stochastic (prob.)



Stochastic (uniform)



- LightChop (MATLAB, NumPy backend)
- ▲— Chop (MATLAB, NumPy backend)
- ▼— LightChop (MATLAB, PyTorch backend)
- ◆— Chop (MATLAB, PyTorch backend)
- +— LightChop (MATLAB, GPU, PyTorch backend)
- ★— Chop (MATLAB, GPU, PyTorch backend)

- LightChop (Python, NumPy backend)
- ×— Chop (Python, NumPy backend)
- +— LightChop (Python, PyTorch backend)
- ◆— Chop (Python, PyTorch backend)
- ▲— LightChop (Python, GPU, PyTorch backend)
- Chop (Python, GPU, PyTorch backend)