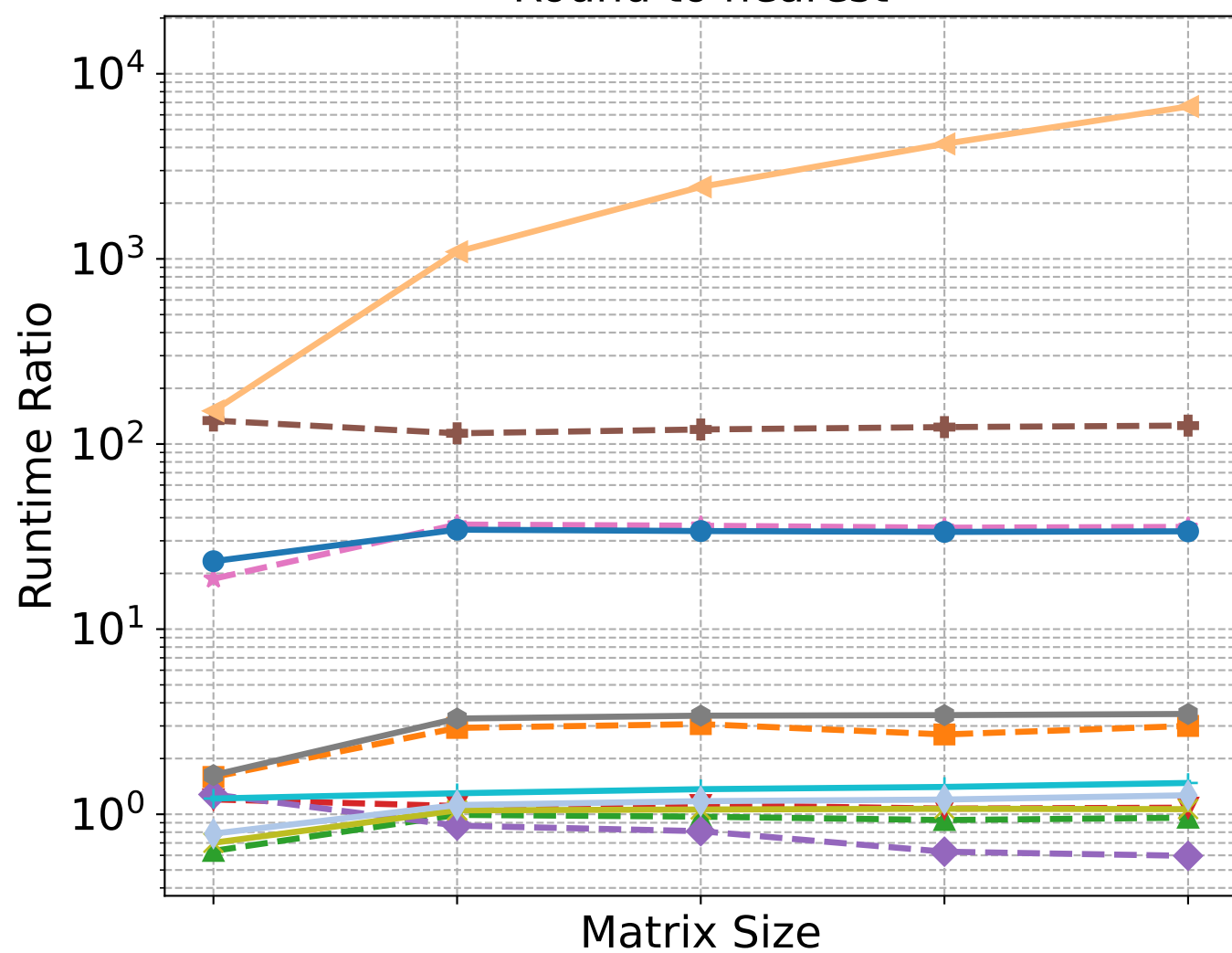
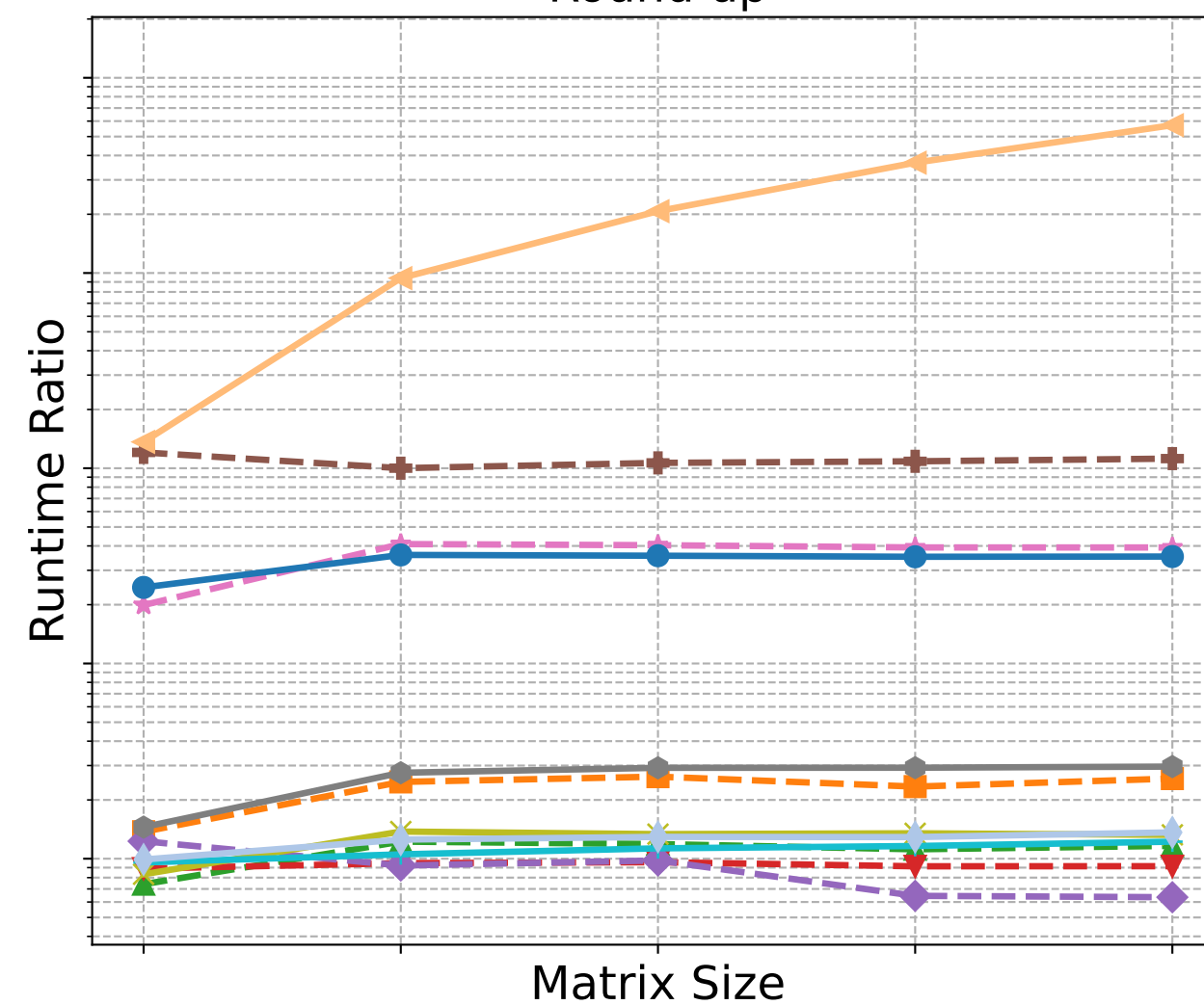


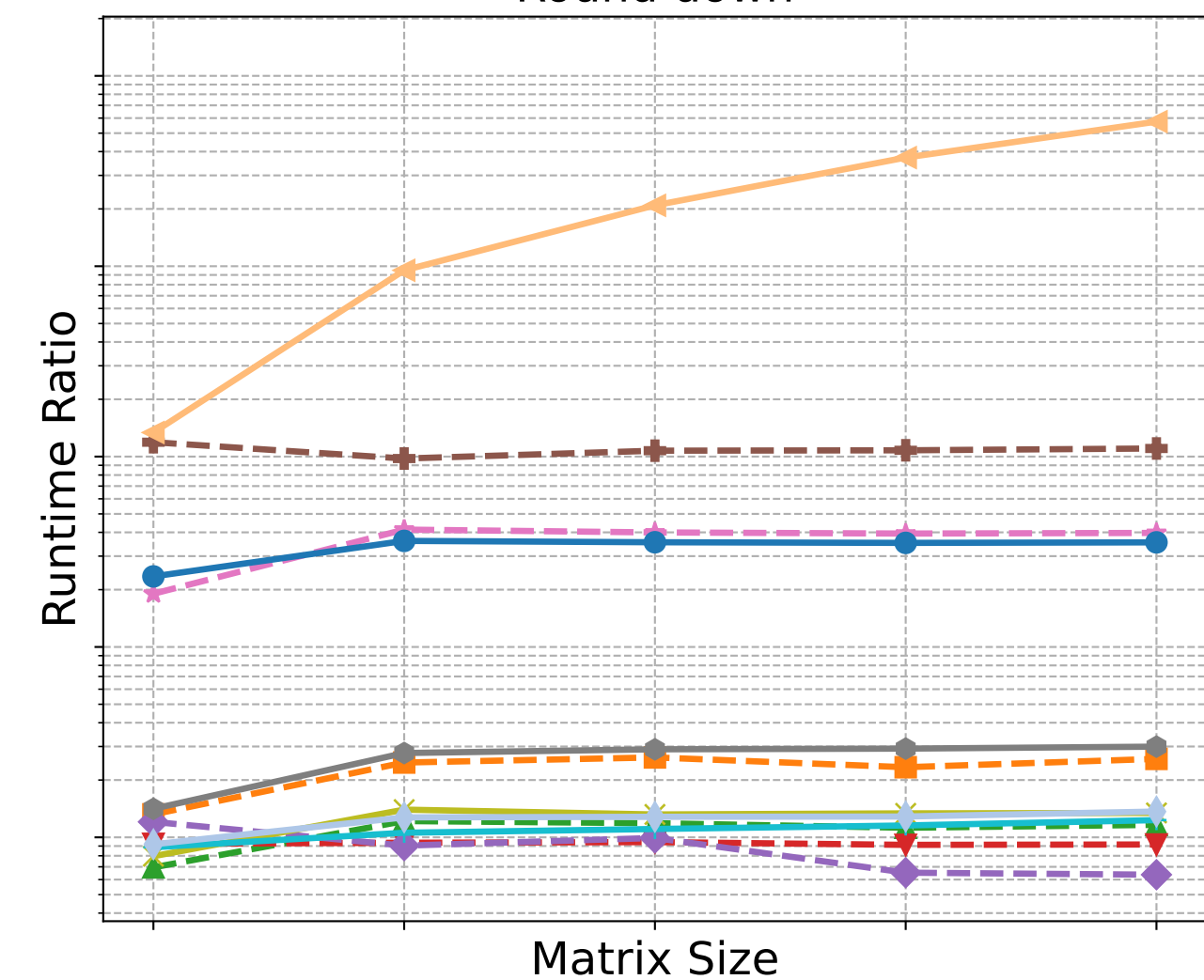
Round to nearest



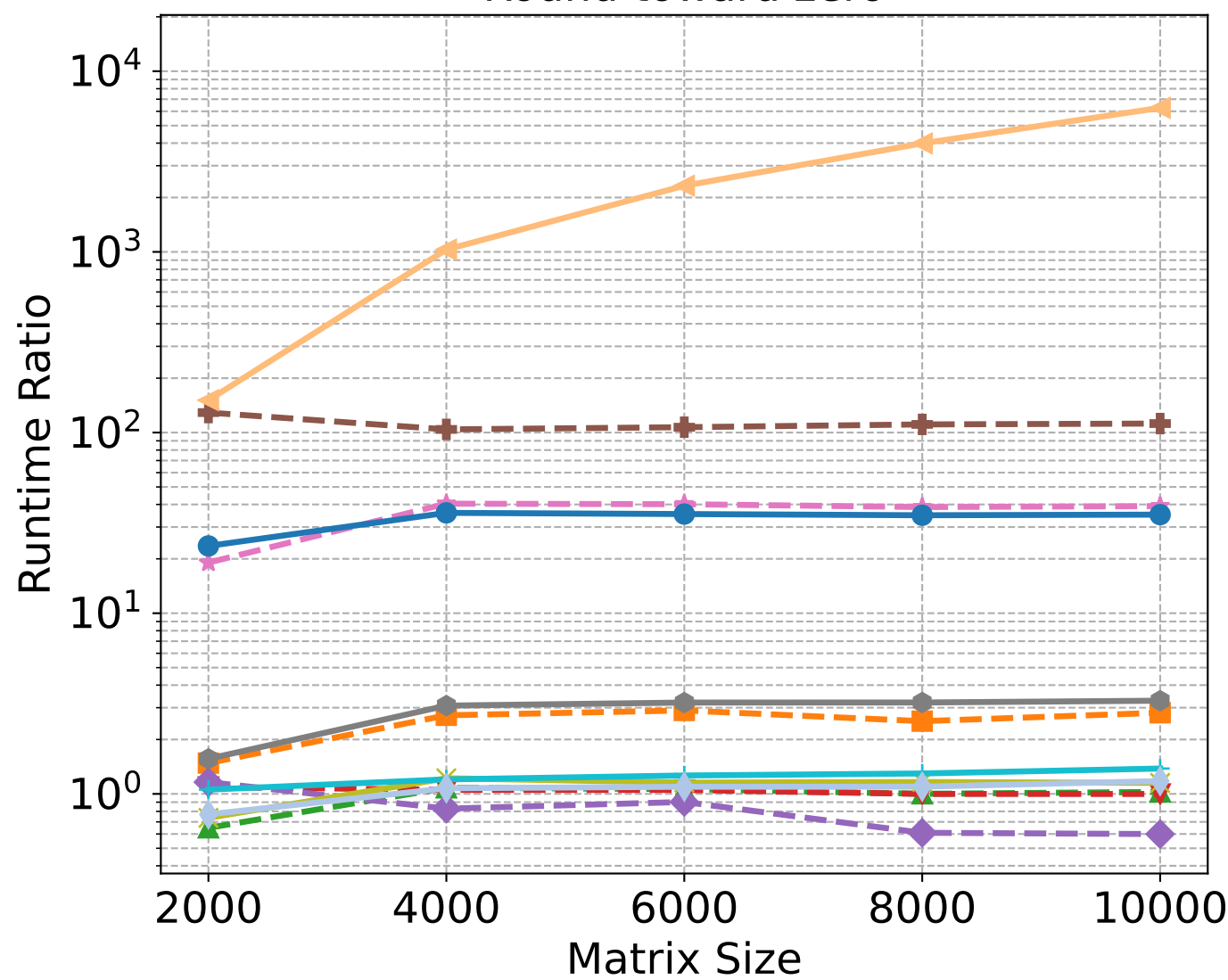
## Round up



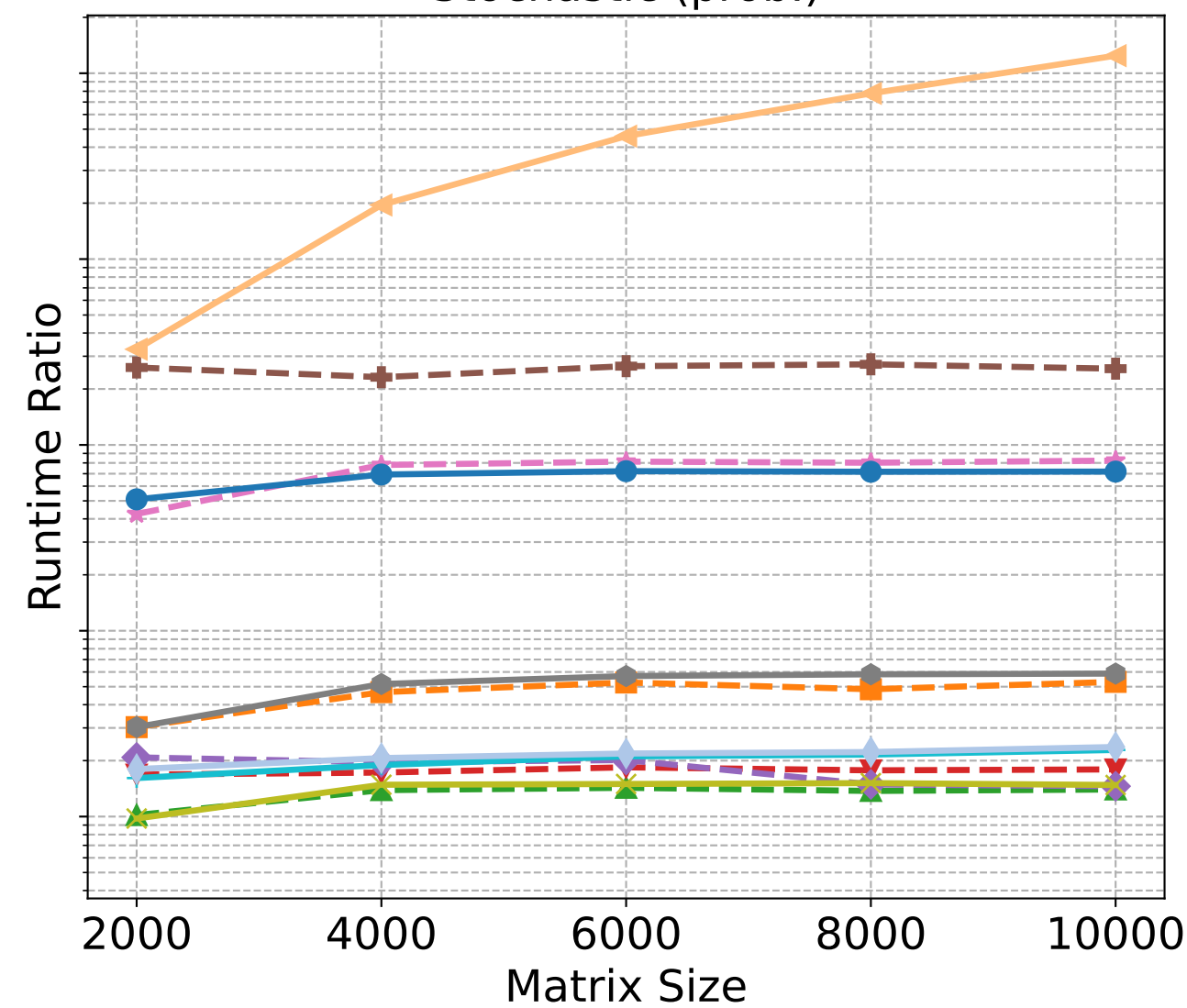
Round down



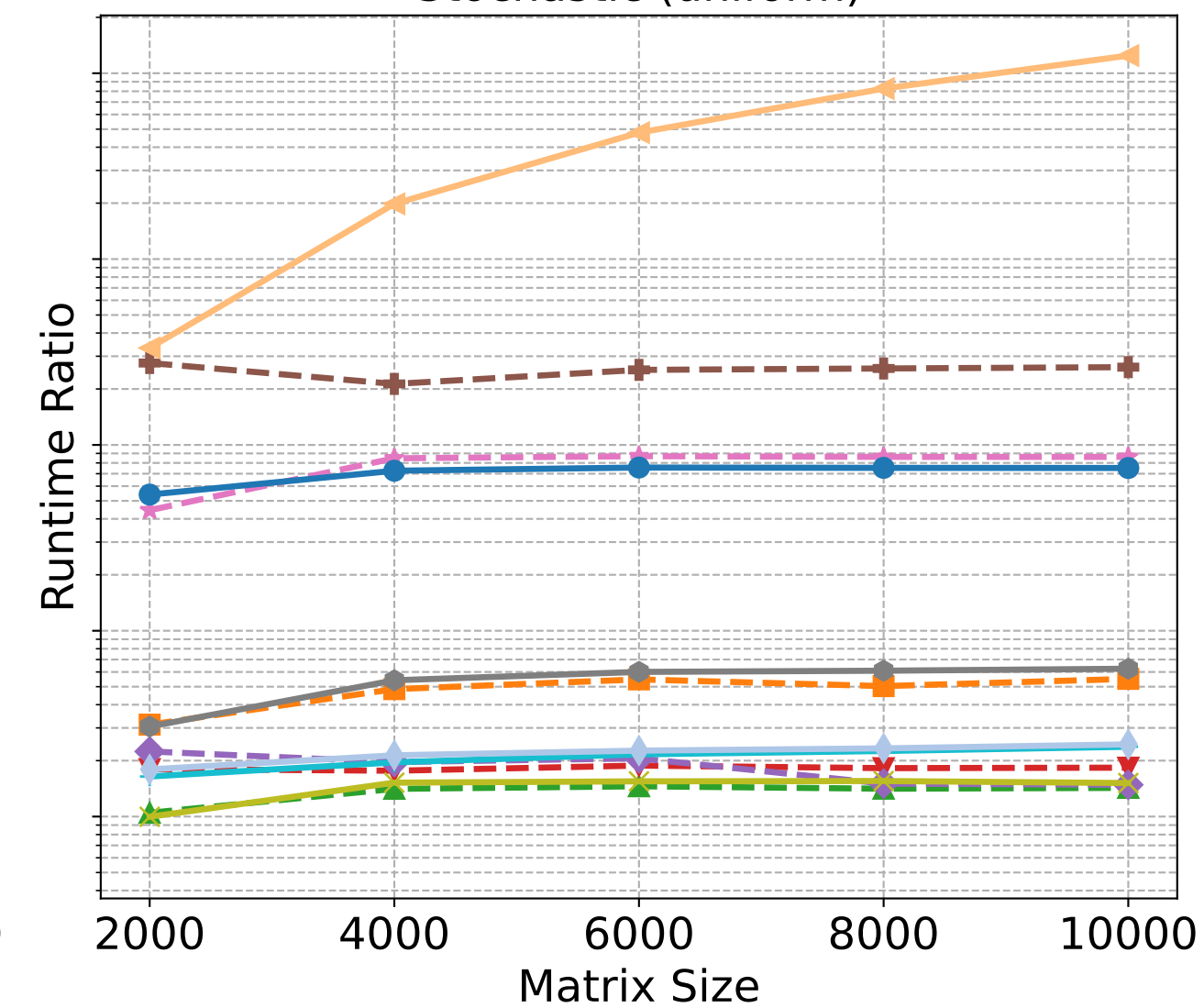
Round toward zero



Stochastic (prob.)



Stochastic (uniform)



- |  |  |
|--|--|
| —■— LightChop (MATLAB, NumPy backend)        | —●— LightChop (Python, NumPy backend)        |
| —▲— Chop (MATLAB, NumPy backend)             | —✕— Chop (Python, NumPy backend)             |
| —▼— LightChop (MATLAB, PyTorch backend)      | —+— LightChop (Python, PyTorch backend)      |
| —◆— Chop (MATLAB, PyTorch backend)           | —◇— Chop (Python, PyTorch backend)           |
| —⊕— LightChop (MATLAB, GPU, PyTorch backend) | —◀— LightChop (Python, GPU, PyTorch backend) |
| —★— Chop (MATLAB, GPU, PyTorch backend)      | —●— Chop (Python, GPU, PyTorch backend)      |