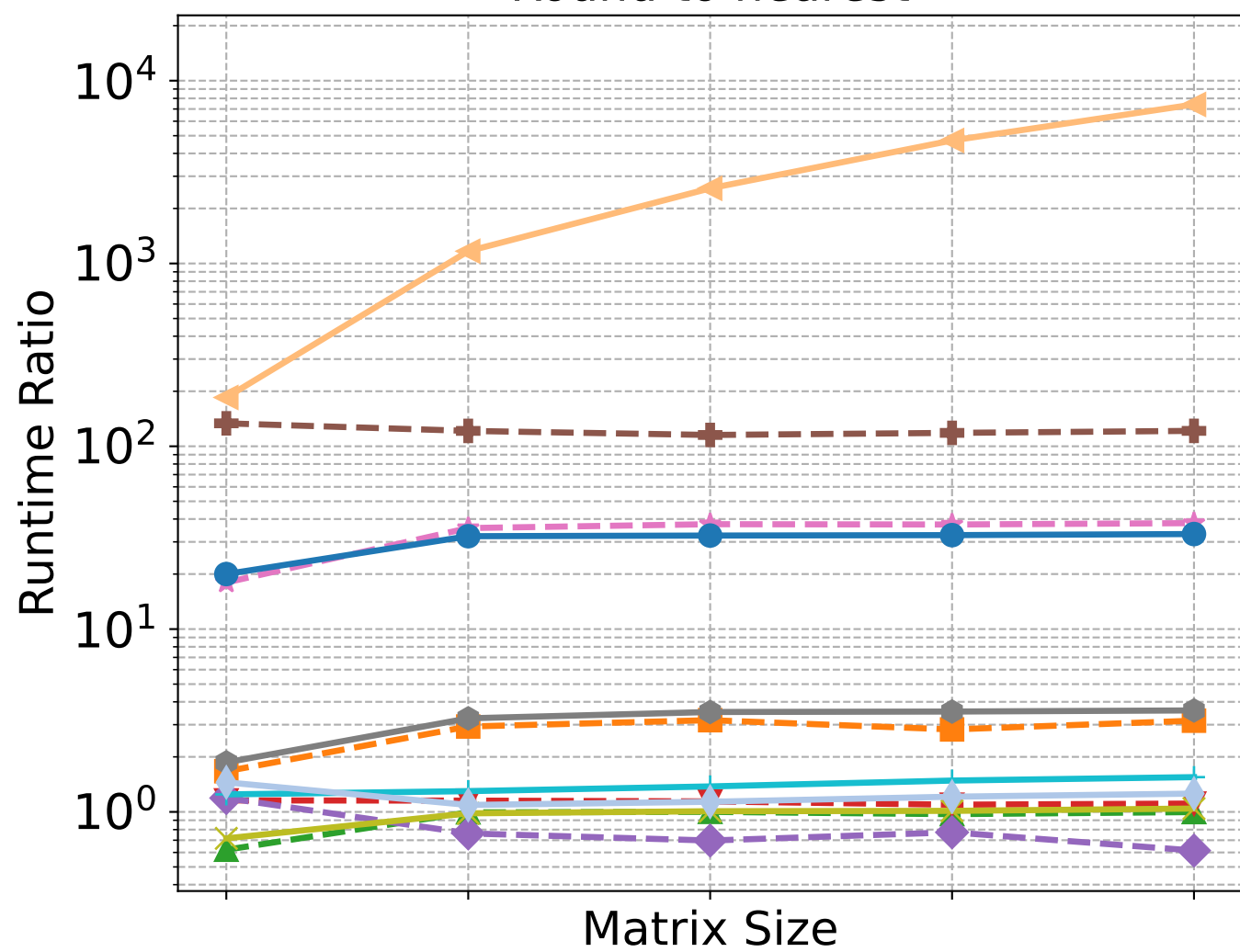
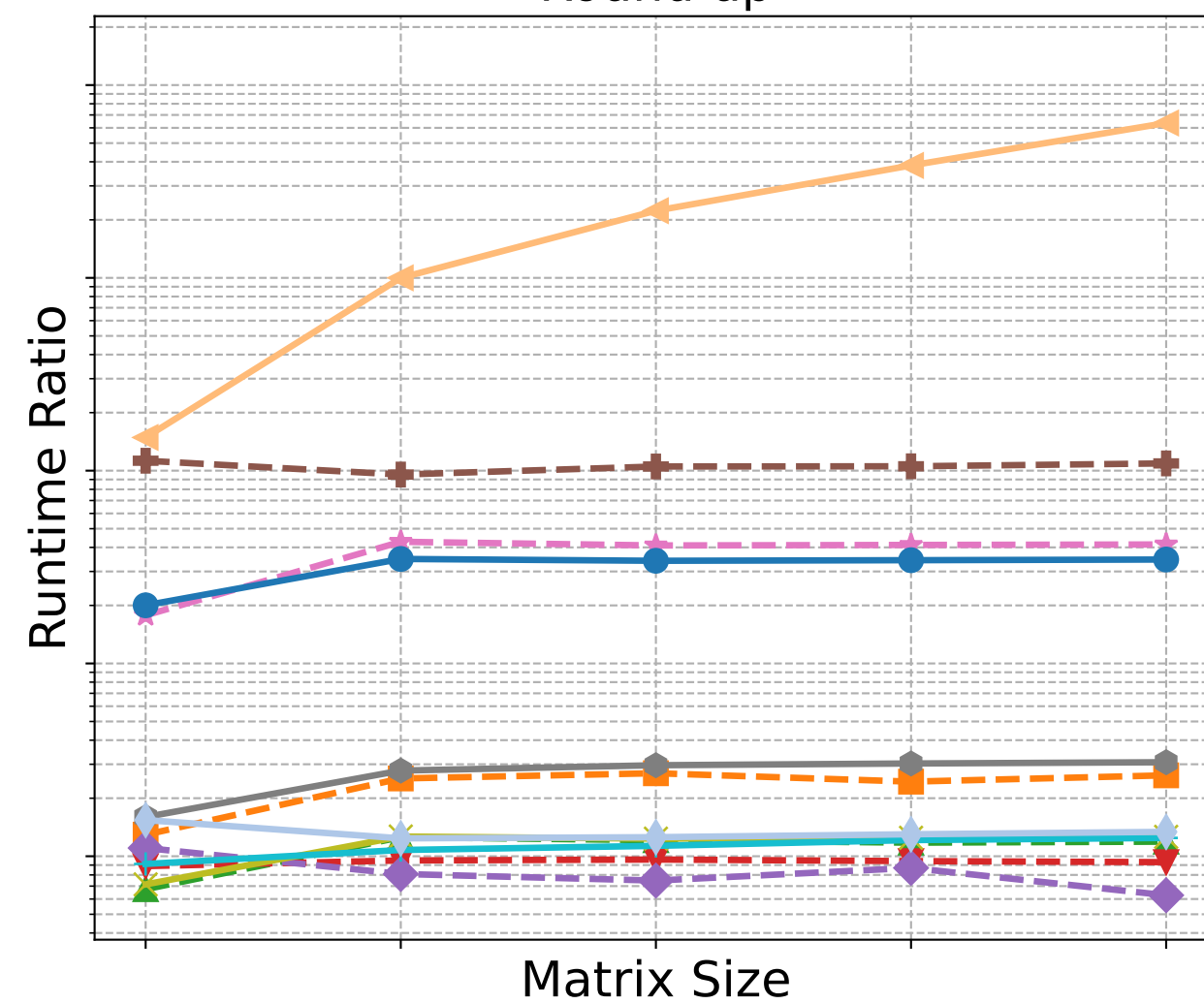


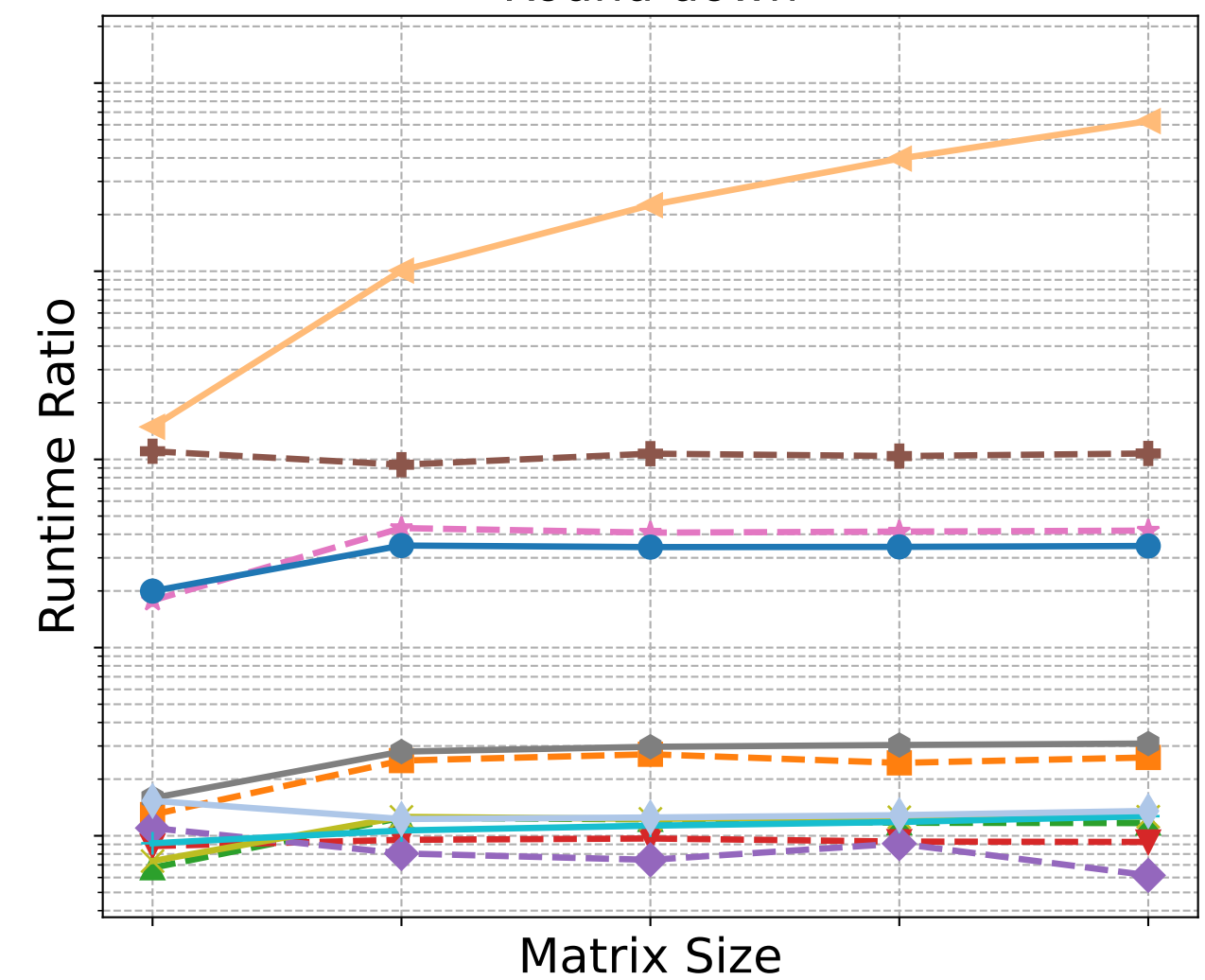
Round to nearest



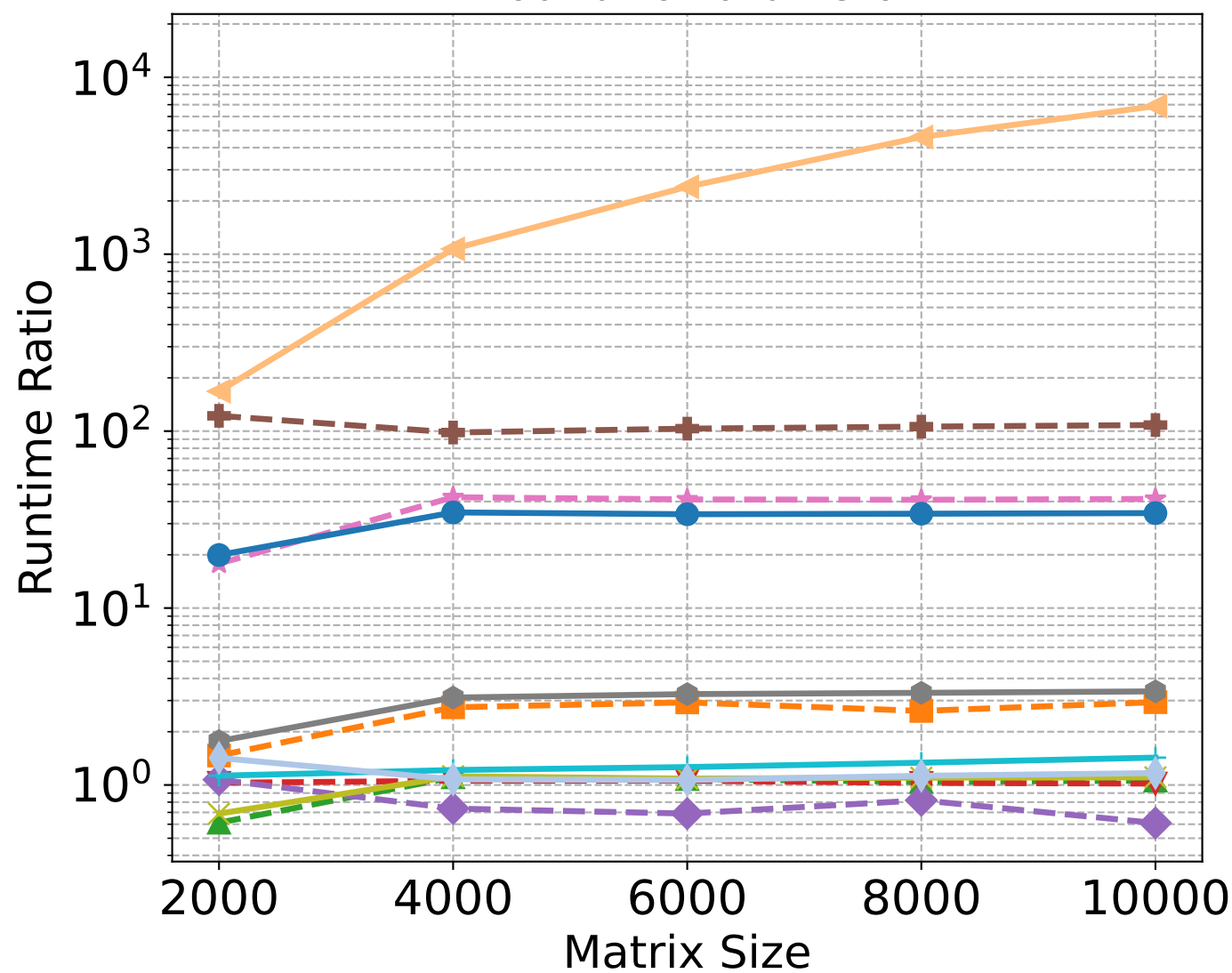
Round up



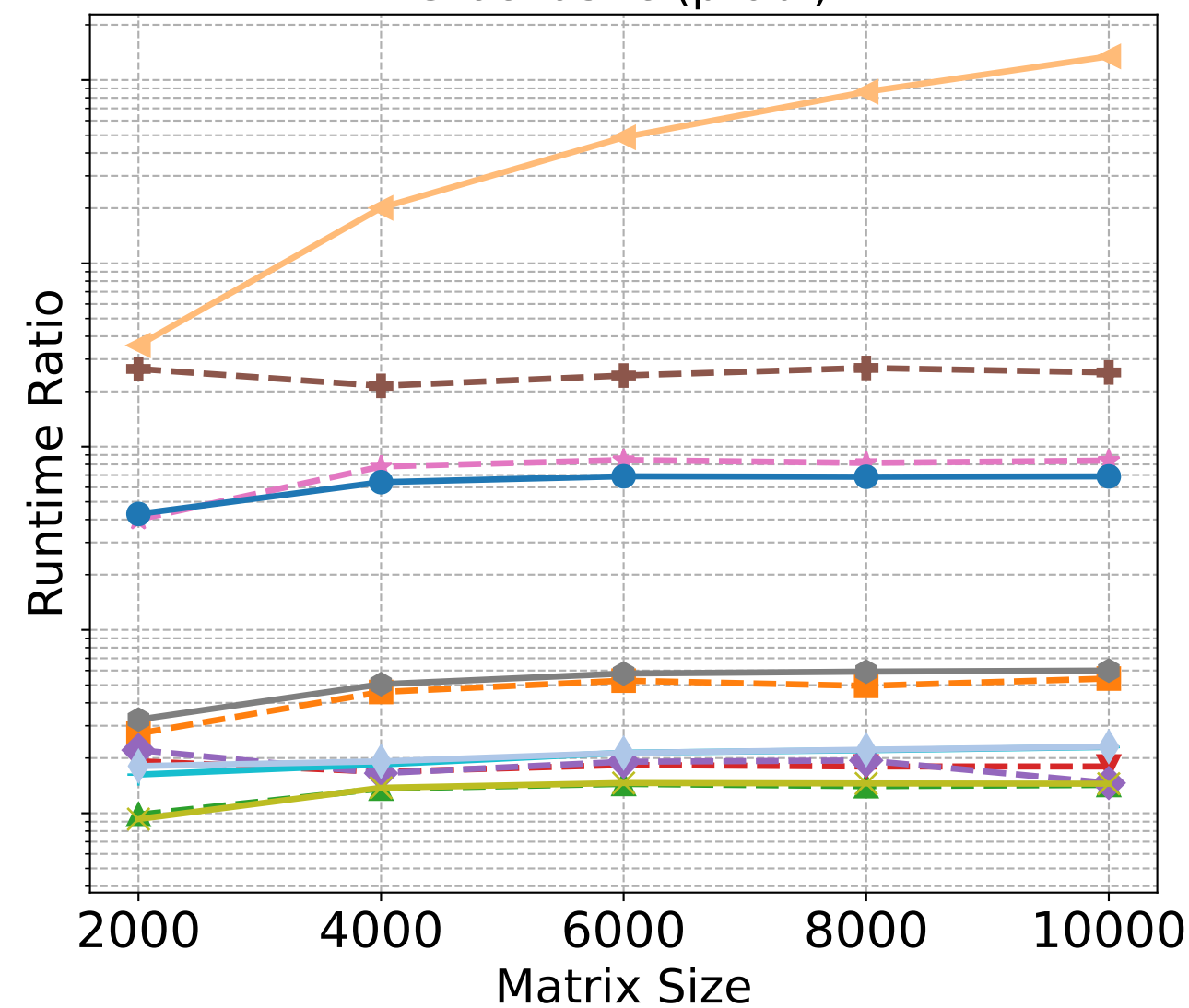
Round down



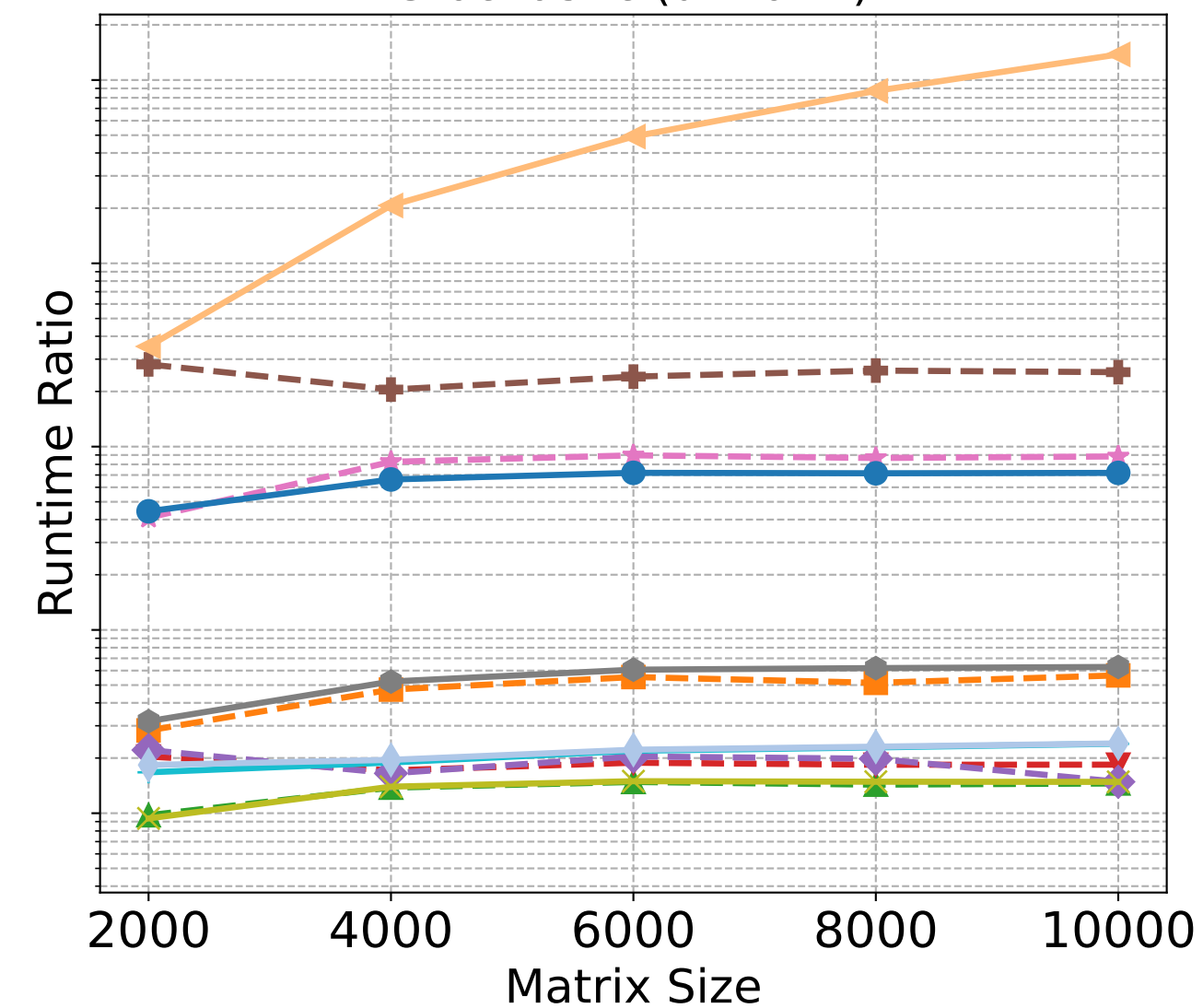
Round toward zero



Stochastic (prob.)



Stochastic (uniform)



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

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