Error distribution by floating-point precision (chaining 50 times the smooth max operators, k = 5) SmoothMax Operator LogSumExp Smooth AbsMax 10¹ -Smoothmax (Ours) 10^{-1} Absolute Error 10^{-3} 10^{-7} 10^{-9} float64 float32 float16 Floating Point Precision Type