Error distribution by floating-point precision (chaining 50 times the smooth max operators, k = 50) SmoothMax Operator LogSumExp Smooth AbsMax 10¹ -Smoothmax (Ours) 10^{-1} 10⁻³ Absolute Error 10⁻² 10^{-9} 10^{-11} 10^{-13} float32 float16 float64 Floating Point Precision Type