

Iteration	Rolling AVG	VPREC
1	10.59	11
2	9.54	11
3	8.42	11
4	7.28	8
...
Nth	14.29	24
...

Hardware Support



AVG(Pmin): 10.59 bits
Format: 11 bits (TF32)



$$\mu_i = \frac{1}{w} \sum_{j=N-w}^N Pmin_j$$

where w is the window size



FP64: Float64; TF32: TensorFloat32; FP32: Float32