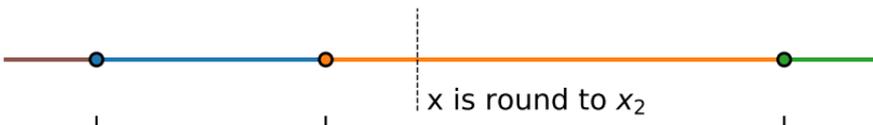
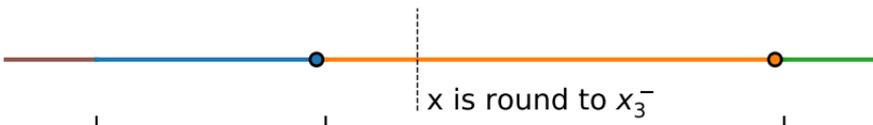


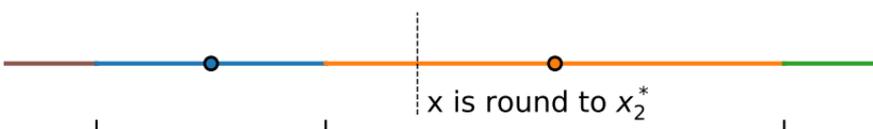
Bitshave (round-to-zero) **a**



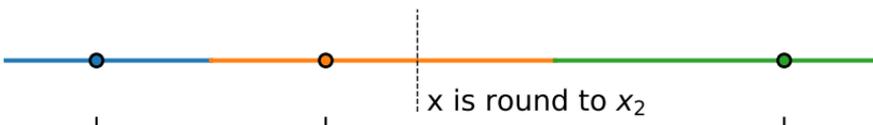
Bitset (round-away-from-zero) **b**



Halfshave **c**



Round-to-nearest **d**



Stochastic rounding **e**

