From CRLibm to Metalibm : assisting the production of high-performance proven floating-point code

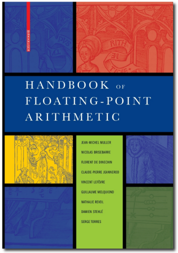
Florent de Dinechin
Arénaire/AriC project

My research group

The Arénaire project (soon to be renamed AriC) @ École Normale Supérieure de Lyon :

Computer Arithmetic at large

- Hardware and software
- From addition to linear algebra
- Fixed point, floating-point, multiple-precision, finite fields, ...
- Pervasive concern of performance, numerical quality and validation



BIRKHÄUSER

HANDBOOK OF
FLOATING-POINT
ARITHMETIC

JEAN-MICHEL MULLER
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FLORENT DE DINECHIN
CLAUDE-PIERRE JEANNEROD
VINCENT LEFÈVRE
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NATHALIE REVOL
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SERGE TORRES

Outline

Introduction : performance versus accuracy

Elementary function evaluation

Formal proof of floating-point code for the masses

Other tools toward MetaLibm

Conclusion

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Bottom line of this talk

Common wisdom

The more accurate you compute, the more expensive it gets

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Reconciling performance and accuracy ?

Or, regain performance by computing just right ?

Double precision spoils us

The standard binary64 format (formerly known as double-precision) provides roughly 16 decimal digits.

Why should anybody need such accuracy ?

Count the digits in the following

- Definition of the second : *the duration of 9,192,631,770 periods of the radiation corresponding to the transition between the two hyperfine levels of the ground state of the cesium 133 atom.*
- Definition of the metre : *the distance travelled by light in vacuum in 1/299,792,458 of a second.*
- Most accurate measurement ever (another atomic frequency) to 14 decimal places
- Most accurate measurement of the Planck constant to date : to 7 decimal places
- The gravitation constant G is known to 3 decimal places only

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Doesn't this sound wrong ?

We would use these 16 digits just to accumulate garbage in them ?

Back to the point

… which was :

Mastering accuracy for performance

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“Computing cores” considered so far : elementary functions, sums of products, linear algebra, Euclidean lattices algorithms.

Elementary function evaluation

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Simplistic example : an exponential

- identity : $e^{a+b} = e^a \times e^b$
- split $x = a + b$
  - a : k leading bits of x
  - b : lower bits of x $\qquad b << 1$
- tabulate all the e^a $\quad (2^k$ entries)
- use a Taylor polynomial for e^b

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- In physics : time discretization errors, etc

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- Correctly rounded : As perfect as can be, considering the finite nature of floating-point arithmetic
  - same standard of quality as $+, \times, /, \sqrt{}$
- Now recommended by the IEEE754-2008 standard, but long considered too expensive

because of the Table Maker's Dilemma

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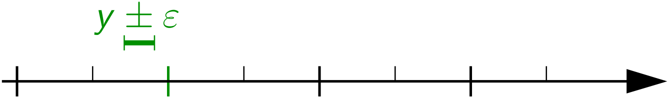

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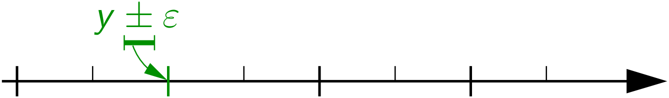

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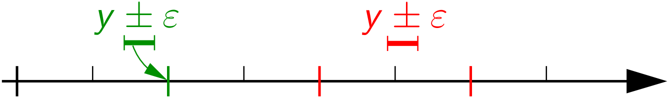

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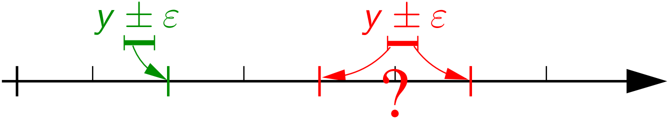

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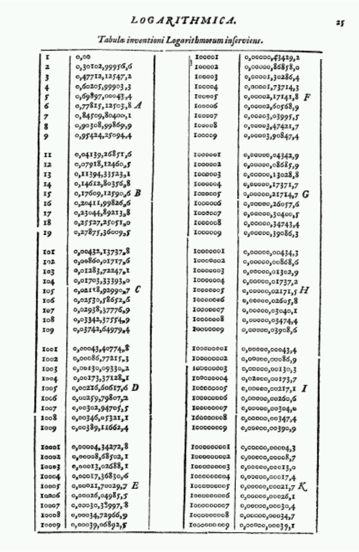
The first digital signature algorithm



LOGARITHMICA. 25

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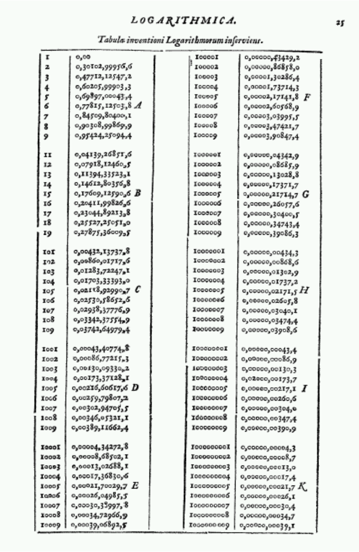

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- I want 12 significant digits

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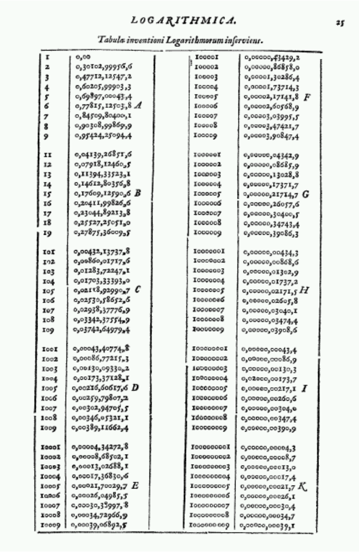

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- I have an approximation scheme that provides 14 digits

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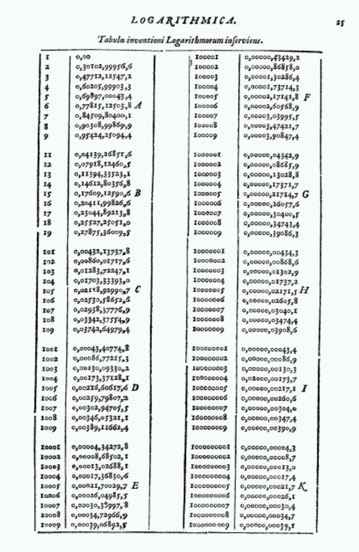

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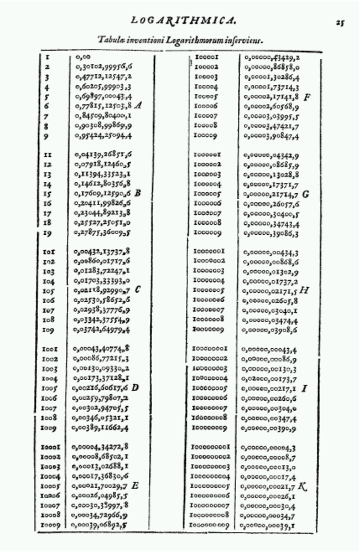

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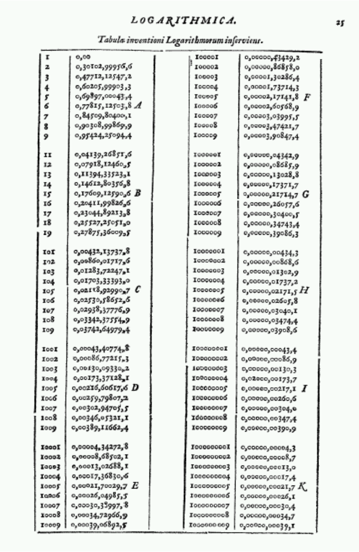

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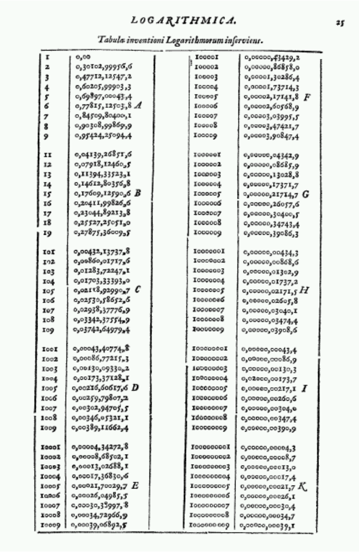

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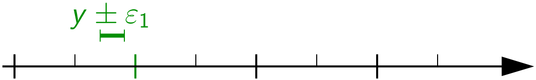
The first table-makers rounded these cases randomly, and recorded them to confound copiers.

Solving the table maker's dilemma

Ziv's onion peeling algorithm

1. Initialisation : $\varepsilon = \varepsilon_1$

Solving the table maker's dilemma



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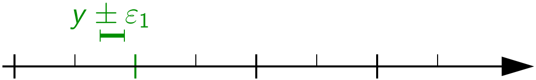

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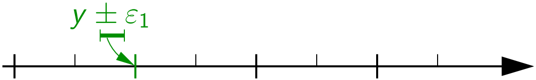

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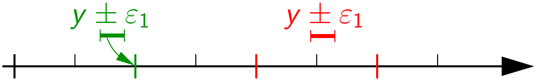

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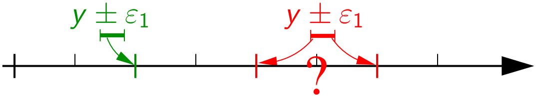

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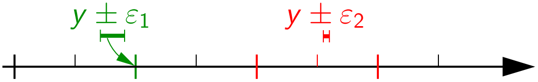

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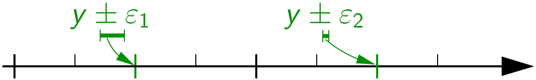

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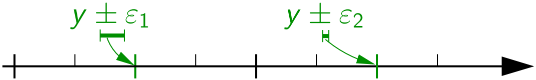

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It is a *while* loop... we have to show it terminates, a topic in itself.

Accuracy versus performance

When we know that the loop terminates...

CRLibm : 2-step approximation process

- first step fast but accurate to $\overline{\varepsilon}_1$

  sometimes not accurate enough

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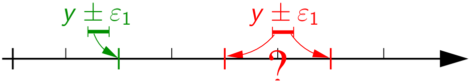

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First correctly rounded elementary function in CRLibm

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- worst-case time $T_2 \approx 10{,}000$ cycles
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- problem now is : performance and coffee consumption of the programmer

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Latest function developments in Arénaire

C. Lauter at the end of his PhD,

- development time for sinpi, cospi, tanpi : 2 days
- worst-case time $T_2 \approx 1{,}000$ cycles

(but as a result of three more PhDs)

Summary of the progress made

$$T_{\text{avg}} = T_1 + p_2 T_2$$

- Reduction of T_1 by learning from Intel
- Reduction of p_2 by automating the computation of tight $\overline{\varepsilon}_1$

  (p_2 is proportional to $\overline{\varepsilon}_1$)
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The MetaLibm vision

Automate libm expertise so that a new, correct libm can be written for a new processor/context in minutes instead of months.

Formal proof of floating-point code for the masses

Introduction : performance versus accuracy

Elementary function evaluation

Formal proof of floating-point code for the masses

Other tools toward MetaLibm

Conclusion

`crlibm.pdf` 5 years ago : 124 pages of this

```
1     yh2 = yh*yh;                                        \
2     ts = yh2 * (s3.d + yh2*(s5.d + yh2*s7.d));          \
3     Add12(*psh,*psl,    yh,  yl+ts*yh);                 \
```

Upon entering DoSinZero, we have in $y_h + y_l$ an approximation to the ideal reduced value $\hat{y} = x - k\frac{\pi}{256}$ with a relative accuracy $\varepsilon_{\text{argred}}$:

$$y_h + y_l = (x - k\frac{\pi}{256})(1 + \varepsilon_{\text{argred}}) = \hat{y}(1 + \varepsilon_{\text{argred}}) \tag{1}$$

with, depending on the quadrant, $\sin(\hat{y}) = \pm\sin(x)$ or $\sin(\hat{y}) = \pm\cos(x)$ and similarly for $\cos(\hat{y})$. This just means that $\hat{y}$ is the ideal, errorless reduced value.
In the following we will assume we are in the case $\sin(\hat{y}) = \sin(x)$, (the proof is identical in the other cases), therefore the relative error that we need to compute is

$$\varepsilon_{\text{sinkzero}} = \frac{(*\mathtt{psh} + *\mathtt{psl})}{\sin(\mathtt{x})} - 1 = \frac{(*\mathtt{psh} + *\mathtt{psl})}{\sin(\hat{y})} - 1 \tag{2}$$

One may remark that we almost have the same code as we have for computing the sine of a small argument (without range reduction). The difference is that we have as input a double-double $\mathtt{yh} + \mathtt{yl}$, which is itself an inexact term.

At Line 4, the error of neglecting y_l and the rounding error in the multiplication each amount to half an ulp :

$\mathtt{yh2} = \mathtt{yh}^2(1 + \varepsilon_{-53})$, with $\mathtt{yh} = (\mathtt{yh} + \mathtt{yl})(1 + \varepsilon_{-53}) = \hat{y}(1 + \varepsilon_{\text{argred}})(1 + \varepsilon_{-53})$

Therefore

$$\mathtt{yh2} = \hat{y}^2(1 + \varepsilon_{\mathtt{yh2}}) \tag{3}$$

with

$$\overline{\varepsilon}_{\mathtt{yh2}} = (1 + \overline{\varepsilon}_{\mathrm{argred}})^2(1 + \overline{\varepsilon}_{-53})^3 - 1 \tag{4}$$

Line 5 is a standard Horner evaluation. Its approximation error is defined by :

$$P_{\mathtt{ts}}(\hat{y}) = \frac{\sin(\hat{y}) - \hat{y}}{\hat{y}}(1 + \varepsilon_{\mathrm{approxts}})$$

This error is computed in Maple as previously, only the interval changes :

$$\overline{\varepsilon}_{\mathrm{approxts}} = \left\| \frac{xP_{\mathtt{ts}}(x)}{\sin(x) - x} - 1 \right\|_{\infty}$$

We also compute $\overline{\varepsilon}_{\mathrm{hornerts}}$, the bound on the relative error due to rounding in the Horner evaluation thanks to the `compute_horner_rounding_error` procedure. This time, this procedure takes into account the relative error carried by `yh2`, which is $\overline{\varepsilon}_{\mathtt{yh2}}$ computed above. We thus get the total relative error on `ts` :

$$\mathtt{ts} = P_{\mathtt{ts}}(\hat{y})(1 + \varepsilon_{\mathrm{hornerts}}) = \frac{\sin(\hat{y}) - \hat{y}}{\hat{y}}(1 + \varepsilon_{\mathrm{approxts}})(1 + \varepsilon_{\mathrm{hornerts}}) \tag{5}$$

The final `Add12` is exact. Therefore the overall relative error is :

$$\begin{aligned}
\varepsilon_{\mathsf{sinkzero}} &= \frac{((\mathtt{yh} \otimes \mathtt{ts}) \oplus \mathtt{yl}) + \mathtt{yh}}{\sin(\hat{y})} - 1 \\
&= \frac{(\mathtt{yh} \otimes \mathtt{ts} + \mathtt{yl})(1 + \varepsilon_{-53}) + \mathtt{yh}}{\sin(\hat{y})} - 1 \\
&= \frac{\mathtt{yh} \otimes \mathtt{ts} + \mathtt{yl} + \mathtt{yh} \ + \ (\mathtt{yh} \otimes \mathtt{ts} + \mathtt{yl}).\varepsilon_{-53}}{\sin(\hat{y})} - 1
\end{aligned}$$

Let us define for now

$$\delta_{\mathrm{addsin}} = (\mathtt{yh} \otimes \mathtt{ts} + \mathtt{yl}).\varepsilon_{-53} \tag{6}$$

Then we have

$$\varepsilon_{\mathsf{sinkzero}} = \frac{(\mathtt{yh} + \mathtt{yl})\mathtt{ts}(1 + \varepsilon_{-53})^2 + \mathtt{yl} + \mathtt{yh} \ + \ \delta_{\mathrm{addsin}}}{\sin(\hat{y})} - 1$$

Using (1) and (5) we get :

$$\varepsilon_{\mathsf{sinkzero}} = \frac{\hat{y}(1 + \varepsilon_{\mathsf{argred}}) \times \frac{\sin(\hat{y}) - \hat{y}}{\hat{y}}(1 + \varepsilon_{\mathrm{approxts}})(1 + \varepsilon_{\mathrm{hornerts}})(1 + \varepsilon_{-53})^2 + \mathtt{yl} + \mathtt{yh} \ + \ \delta_{\mathrm{addsin}}}{\sin(\hat{y})} - 1$$

To lighten notations, let us define

$$\varepsilon_{\mathrm{sin1}} = (1 + \varepsilon_{\mathrm{approxts}})(1 + \varepsilon_{\mathrm{hornerts}})(1 + \varepsilon_{-53})^2 \ - \ 1 \tag{7}$$

We get

$$\begin{aligned}\varepsilon_{\mathsf{sinkzero}} &= \frac{(\sin(\hat{y}) - \hat{y})(1+\varepsilon_{\mathrm{sin1}}) + \hat{y}(1+\varepsilon_{\mathsf{argred}}) \;+\; \delta_{\mathrm{addsin}} - \sin(\hat{y})}{\sin(\hat{y})} \\ &= \frac{(\sin(\hat{y}) - \hat{y}).\varepsilon_{\mathrm{sin1}} + \hat{y}.\varepsilon_{\mathsf{argred}} \;+\; \delta_{\mathrm{addsin}}}{\sin(\hat{y})}\end{aligned}$$

Using the following bound :

$$|\delta_{\mathrm{addsin}}| = |(\mathtt{yh} \otimes \mathtt{ts} + \mathtt{yl}).\varepsilon_{-53}| \quad < \quad 2^{-53} \times |y|^3/3 \tag{8}$$

we may compute the value of $\overline{\varepsilon}_{\mathrm{sinkzero}}$ as an infinite norm under Maple. We get an error smaller than 2^{-67}.

4 pages for 3 lines of code...

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- takes a set of C files,
- parses them,
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It's hopeless, of course :

- Where, in your code, can you read what it is supposed to compute ?
- Most of the knowledge used to build the code is not in the code

Trusted error computation means : formal proof

but... automatic proof assistants are not there yet

- Research on formal proofs for arithmetic
    - John Harrison at Intel (HOL light)
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    - And many others...

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- Here is the typical `crlibm` code for which I want the relative error :

```
yh2 = yh*yh ;
ts = yh2 * (s3 + yh2*(s5 + yh2*s7));
tc = yh2 * (c2 + yh2*(c4 + yh2*c6 ));
Mul12(&cahyh_h,&cahyh_l, cah, yh);
Add12(thi, tlo, sah,cahyh_h);
tlo = tc*sah+(ts*cahyh_h+(sal+(tlo+(cahyh_l+(cal*yh +
    cah*yl)))) ;
Add12(*psh,*psl,  thi, tlo);
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    cah*yl))))) ;
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```

... and it changes all the time as we optimize it.

Let us take a simple example

```
s3 = -0.16666666666666665741480812812369549646973609924;
s5 =  8.3333333262892793358300735917509882710874081e-3;
s7 = -1.98400103113668426196153360407947729981970042e-4;

y2 = y * y;
ts = y2 * (s3 + y2*(s5 + y2*s7));
r  = y + y*ts
```

- evaluation of sine as an odd polynomial
  $p(y) = y + s_3 y^3 + s_5 y^5 + s_7 y^7$
  (think Taylor for now)
- reparenthesized as $p(y) = y + y^2 t(y^2)$ to save operations
- `y + y*ts` is more accurate than `y*(1+ts)` in floating-point, do you see why ?

Rounding errors piled over approximations

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y2 = y * y;
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- This polynomial is an approximation to $sin(y)$

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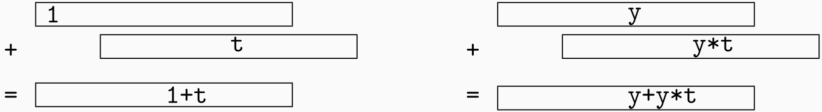
How many correct bits at the end ?

My programmer's genius is hidden in this code

`y*(1+ts)` is a bit less accurate than `y + y*ts` in floating-point

That's because $|t| < 2^{-14}$ because $|y| < 2^{-7}$ (not in the code)



`1`
+ `t`
= `1+t`

`y`
+ `y*t`
= `y+y*t`

Gappa

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Written by Guillaume Melquiond, Gappa is a tool that

- takes an input that closely matches your C file,
- forces you to express what this code is supposed to compute
- ... and some numerical property to prove (expressed in terms of intervals)
- and eventually outputs a proof of this property suitable for checking by Coq or HOL Light

Try it, it's free software

Should I present interval arithmetic ?

Using a machine's finite precision, manipulate reals safely

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- represent a real x in a machine as an interval $[x_l, x_r]$

  guaranteed to enclose it
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Guarantees based on the inclusion property

$I_x \oplus I_y$ must be an interval I_z such that

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- Example : interval addition using floating-point arithmetic

$$[a, b] + [c, d] \quad \text{is} \quad [\text{RoundDown}(a + c),\ \text{RoundUp}(b + d)]$$

- (multiplication, division similar but more complex)

A Gappa tutorial

```
# Convention: uncapitalized variables match the variables in the C code.

y = float<ieee_64,ne>(dummy); # y is a double

#---------------- Transcription of the C code ---------------------------

s3 float<ieee_64,ne>= -1.6666666666666665741480812812369549646974e-01;
s5 float<ieee_64,ne>= 8.3333333333333332176851016015461937058717e-03;
s7 float<ieee_64,ne>= -1.9841269841269841252631711547849135968136e-04;

y2 float<ieee_64,ne>= y * y;
ts float<ieee_64,ne>= y2 * (s3 + y2*(s5 + y2*s7));
r  float<ieee_64,ne>= y + y*ts;

#-------- Mathematical definition of what we are approximating --------
#    (The same expression as in the code, but without rounding errors)

Y2 = Y * Y;
Ts = Y2 * (s3 + Y2*(s5 + Y2*s7));
R = Y + Y*Ts;

#---------------------- The theorem to prove ---------------------------
{
  # Hypotheses (numerical values computed by Sollya)
     Y            in [-6.15e-3, 6.15e-3] #  Pi/512, rounded up
 /\ y - Y         in [-2.53e-23, 2.53e-23] # max abs. range reduction error
 /\ R-SinY   in [-3.55e-23, 3.55e-23] # approximation error (this defines SinY)
->
 r-SinY in ?                 # A goal: absolute error
 /\
 (r-SinY)/SinY in ?          # Another goal: relative error
}
```

tutorial1.gappa

```
$ gappa < tutorial1.gappa
Results for Y in [-0.00615, 0.00615] and y - Y in [-2.53e-23, 2.53
r - SinY in [-2^(-60.9998), 2^(-60.9998)]
Warning: some enclosures were not satisfied.
Missing (r - SinY) / SinY
$
```

- A tight bound on the absolute error
- No bound for the relative error
    - of course, I have to prove that SinY cannot come close to zero
    - that's formal proof for you

We should now try `gappa -Bcoq`

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- Gappa tries to associate an interval with each expression.
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- Gappa uses rewriting of expressions

  As `r = float64ne(E);`

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  `float64ne(E)) - SinY -> (float64ne(E) - E) + (E - SinY);`

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  - The final graph will be used to generate the formal proof.

Gappa's theorem library

- Predefined set of rewriting rules :
  - `float64ne(a)- b ->(float64ne(a)- a)+ (a - b);`
  - ...
- Support library of theorems (with their Coq proofs) :
  - Theorems giving the errors when rounding
    - `a in [...] ->(float64ne(a)-a)/a in [...]`
      Note how this takes care of dangerous cases (subnormal numbers, over/underflows...)

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To obtain a good relative error, Gappa will demand to prove that y may not be subnormal...

y + y*ts is a bit more accurate than y*(1+ts)

```
r1 float<ieee_64,ne>= y*(1+ts);
r2 float<ieee_64,ne>= y+y*ts;

yts float<ieee_64,ne>= y*ts;   # for lighter hints

#-------- Mathematical definition of what we are approximating --------
#    (The same expression as in the code, but without rounding errors)
Y2 = y*y;
Ts = Y2 * (s3 + Y2*(s5 + Y2*s7));
Poly = y*(1+Ts);
#---------------------- The theorem to prove ----------------------
{
  # Hypotheses (numerical values computed by Sollya)
y  in [1b-200, 6.15e-3] #  left: Kahan/Douglas algorithm. Right: Pi/512, rounded up
->
 r1-/Poly in ?         #  relative error
 /\
 r2-/Poly in ?         #  relative error
}

#-------------------Loads of rewriting hints needed for r2 ------------------
y+yts -> y* ( (1+ts) + ts*((yts-y*ts) / (y*ts)))   {y*ts <> 0};

(r2-Poly)/Poly  -> ((r2 - (y+yts))/(y+yts) + 1)   * (   ((y+yts)/y) / (1+Ts)) -1 {1+Ts
     <>0};

(y+yts)/y ->
          # (y+y*ts-y*ts+yts) /y;
          # 1+ts + (yts-y*ts)/y;
          1+ts + ts*( (yts-y*ts)/(y*ts)  )   {y*ts <> 0};

((y+yts)/y) / (1+Ts) -> (1+ts)/(1+Ts) + ts*( (yts-y*ts)/(y*ts)  )/(1+Ts)  {1+Ts<>0};

(1+ts)/(1+Ts) -> 1 + (Ts*((ts-Ts)/Ts))/(1+Ts)  {1+Ts<>0};
```

tutorial2.gappa

```
$ gappa < tutorial2.gappa

Results for y in [7.88861e-31, 0.00615]:
(r1 - Poly) / Poly in [-2^(-52.415), 2^(-52.415)]
(r2 - Poly) / Poly in [-2^(-52.9777), 2^(-52.9339)]

$
```

Conclusion on Gappa

- I probably failed to convey this, but...
  Gappa is surprisingly easy to use.
  (if you didn't understand my Gappa proof, you just don't understand my C code)
    - if you don't know where it is stuck, ask it (by adding goals)
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  - The same RR work for large classes of generated codes.
- Also support for arbitrary-precision fixed-point.

Other tools toward MetaLibm

Introduction : performance versus accuracy

Elementary function evaluation

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MPFR

Multiple Precision Floating-point correctly Rounded

MPFI : interval arithmetic on top of MPFR

Sollya

The Swiss Army Knife of the libm developer (Lauter, Chevillard, Joldes)

- multiple-precision, last-bit accurate evaluation of arbitrary expressions
  - apologizes each time it rounds something
  - a demo ?

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- Machine-efficient polynomial approximation

The Patriot bug

In 1991, a Patriot missile failed to intercept a Scud, and 28 people were killed.

- The code worked with time increments of 0.1 s.
- But 0.1 is not representable in binary.
- In the 24-bit format used, the number stored was 0.099999904632568359375
- The error was 0.0000000953.
- After 100 hours = 360,000 seconds, time is wrong by 0.34s.
- In 0.34s, a Scud moves 500m

(similar problems have been discovered in civilian air traffic control systems, after near-miss incidents)

Test : which of the following increments should you use ?

10 5 3 1 0.5 0.25 0.2 0.125 0.1

Machine-efficient polynomial approximation

- Remez' minimax algorithm finds the best polynomial approximation over the reals
- But we need polynomials with machine coefficients
  - `float`, `double`, fixed-point, ...
- Rounding Remez coefficients does not provide the best polynomial among polynomial with machine coefficients.

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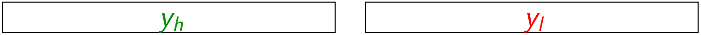
Nice number theory behind.

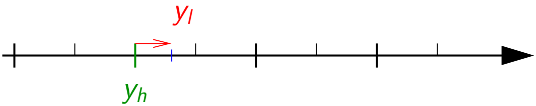
Classical doubled FP

- Store a $2p$-digit number y as two p-digit numbers y_h and y_l
- $y = y_h + y_l$
- $\text{exponent}(y_l) \ \le \ \text{exponent}(y_h) - p$



Example

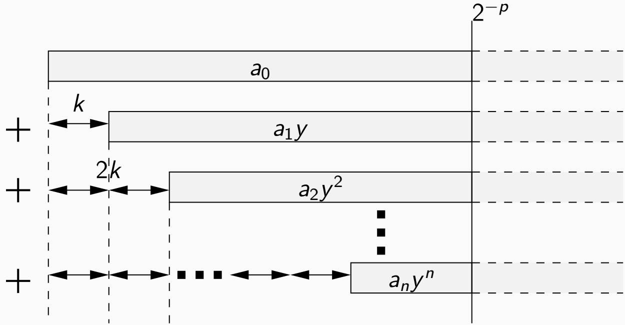
Decimal format, $p = 3$ digits,
3.14159 stored as $y_h = 3.14$, $y_l = 1.59e-3$



A lot of litterature to compute efficiently on doubled-FP.

Never compute more accurately than you need

Polynomial evaluation $P(y)$ when $y < 2^{-k}$



For CRLibm

- doubled-binary64 (106 bits) is not enough,
- but triple-binary64 (159 bits) is overkill

An example of overlaping triple-double arithmetic

Add233 : add a double-FP to a triple-FP

Require: $a_h + a_\ell$ is a double-double number and $b_h + b_m + b_\ell$ is a triple-double number such that $|b_h| \le 2^{-2} \cdot |a_h|, \quad |a_\ell| \le 2^{-53} \cdot |a_h|,$ $|b_m| \le 2^{-\beta_o} \cdot |b_h|, \quad |b_\ell| \le 2^{-\beta_u} \cdot |b_m|.$

Ensure: $r_h + r_m + r_\ell$ is a triple-double number approximating $a_h + a_\ell \; + \; b_h + b_m + b_\ell$ with a relative error given by the Theorem on next slide.

```
$(r_h, t_1) \leftarrow \text{Fast2Sum}(a_h, b_h)$
$(t_2, t_3) \leftarrow \text{Fast2Sum}(a_\ell, b_m)$
$(t_4, t_5) \leftarrow \text{Fast2Sum}(t_1, t_2)$
$t_6 \leftarrow \text{RN}(t_3 + b_\ell)$
$t_7 \leftarrow \text{RN}(t_6 + t_5)$
$(r_m, r_\ell) \leftarrow \text{Fast2Sum}(t_4, t_7)$
```

β_o and β_u measure the possible overlap of the significands of the inputs.

The associated theorem

Theorem (Result overlap and relative error of Add233)

Under the conditions on previous slide, the values r_h*,* r_m*, and* r_ℓ *returned by the algorithm satisfy*

$$r_h + r_m + r_\ell = ((a_h + a_\ell) + (b_h + b_m + b_\ell)) \cdot (1 + \varepsilon)\,,$$

where ε *is bounded by*

$$|\varepsilon| \leq 2^{-\beta_o - \beta_u - 52} + 2^{-\beta_o - 104} + 2^{-153}.$$

The values r_m *and* r_ℓ *will not overlap at all, and the overlap of* r_h *and* r_m *will be bounded by*

$$|r_m| \leq 2^{-\gamma} \cdot |r_h|$$

with

$$\gamma \geq \min\left(45, \beta_o - 4, \beta_o + \beta_u - 2\right).$$

30 more, but who will read the proofs ?

- See crlibm source and documentation for the operators themselves.
- Manipulating these theorems by hand is painful : Lauter's metalibm assembles such operators automatically for polynomial evaluation.

CGPE

Code generation for polynomial evaluation

- explores different parallelizations of a polynomial on a VLIW processor
- generates code and Gappa proof of the evaluation error

CGPE

Code generation for polynomial evaluation

- explores different parallelizations of a polynomial on a VLIW processor
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Used to generate the code for the division and square root of FLIP,
a Floating-Point Library for Integer Processors
(collaboration with ST Microelectronics)

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Main messages

- Are you able to express what your code is supposed to compute ?

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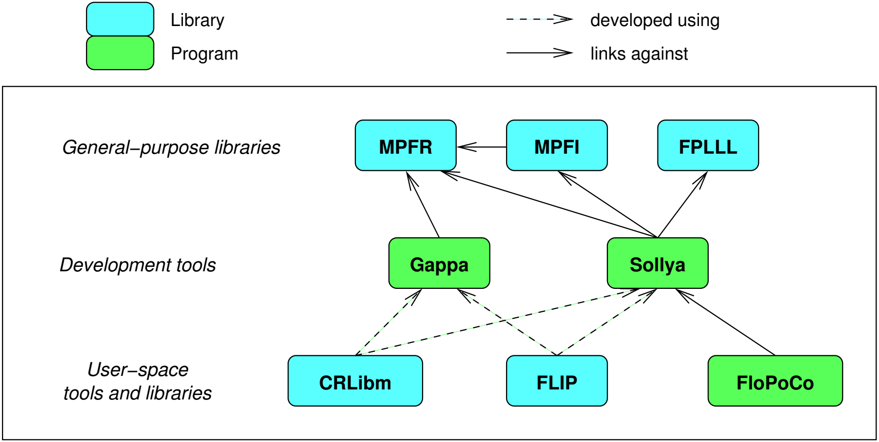
  If yes, we can help you sort out the gory floating-point issues.

- If you're computing accurately enough, you're probably computing too accurately.

The Arénaire Touch

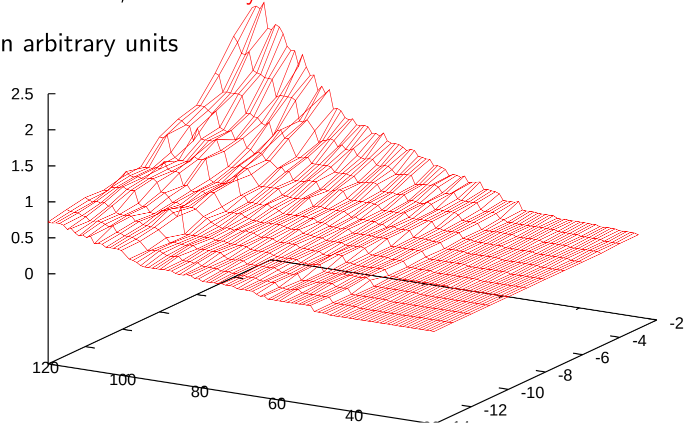


All these developments are free software.

More automation means more optimization

- $\log(1+x)$
- Two parameters
  - k from 1 to 13, defines table size
  - target accuracy, between 20 and 120 bits
- 1203 implementations, all formally checked

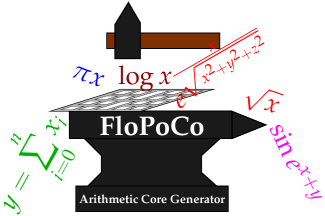
z axis : timings in arbitrary units



My other research project

Computing just right for FPGAs

- Finer granularity : never compute 1 bit that you don't need
- More qualitative freedom : build the operators you need
  - A squarer, a multiplier by ln(2), a divider by 3...
- Compute more efficiently ?



`http://flopoco.gforge.inria.fr/`

Thank you for your attention