Optimal Bounds for Floating-Point Addition in Constant Time

Mak Andrlon¹ Peter Schachte¹ Harald Søndergaard¹ Peter J. Stuckey²

¹School of Computing and Information Systems The University of Melbourne

> ²Faculty of Information Technology Monash University

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When does $x \oplus y = z$ hold?

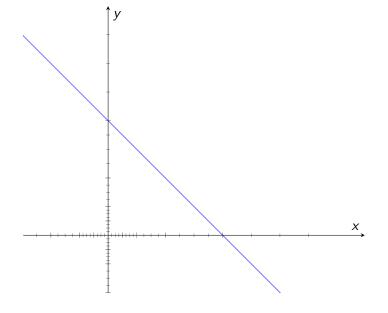
Assumptions:

- x, y and z are drawn from intervals X, Y and Z.
- **2** IEEE 754 numbers with radix- β , precision *p*, exponents e_{\min} to e_{\max} .
- **③** Rounding function $fl : \overline{\mathbb{R}} \to \overline{\mathbb{F}}$ is nondecreasing and faithful.

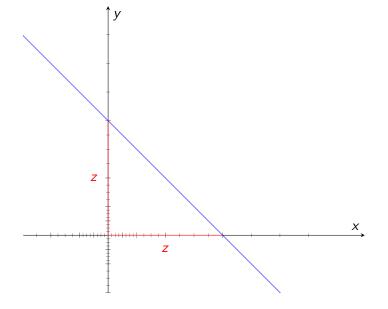
Unary rounded functions are easy, since the preimage of $fl \circ f$ is just $f^{-1} \circ fl^{-1}$. However, addition is binary.

We can partially solve this by fixing one argument and taking the preimage, but that isn't guaranteed to give the optimal answer in one step unless the argument to the preimage is *feasible*.

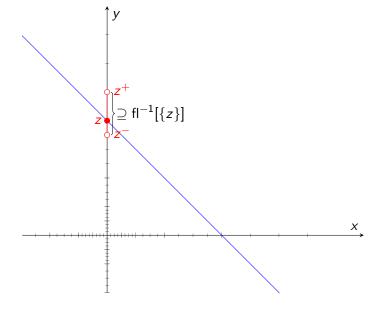
In pathological cases, it can take quadrillions of steps to arrive at the true answer!



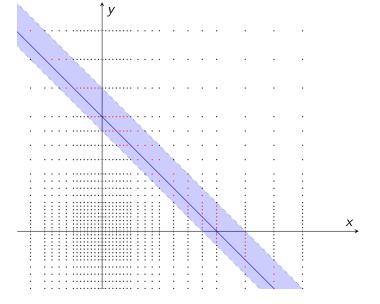
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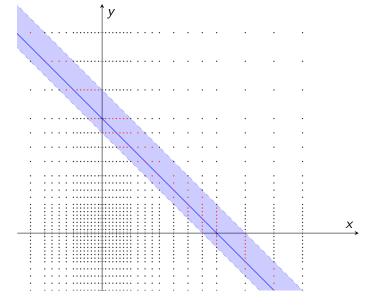
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Observation: candidate solutions all lie on parallel line segments!

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For $\beta = 2$, B. Marre and C. Michel (2010) give exact extremal bounds on x and y such that $x \oplus y = z$.

These bounds are independent of the exponent range. Further, they are guaranteed to sum *exactly* to z.

Question: does this hold for $\beta > 2$?

When is the addition in $x \oplus y = z$ exact? That is, when do we have x + y = z?

Observation: the floating-point grid can be decomposed into overlapping (scaled) integer lattices. Therefore, we are looking for the *lattice points* of x + y = z.

Lemma (Bézout's lemma)

ax + by = c has integer solutions iff c is a multiple of gcd(a, b).

We can apply this by writing x, y and z as scaled integers:

$$M_x\beta^{q_x}+M_y\beta^{q_y}=M_z\beta^{q_z}.$$

Lemma

 $M_x\beta^{q_x} + M_y\beta^{q_y} = M_z\beta^{q_z}$ has integer solutions iff min $\{q_x, q_y\} \le q_z + k$ where k is the largest integer such that β^k divides M_z .

Proof.

1 Let
$$a = \beta^{q_x}$$
, $b = \beta^{q_y}$, $c = M_z \beta^{-k} \beta^{q_z+k}$.

2 By Bézout's lemma, $aM_x + bM_y = c$ is solvable iff gcd(a, b) divides c.

- $I M_z \beta^{-k} \text{ is not divisible by } \beta, \text{ but } \gcd(a, b) = \beta^{\min\{q_x, q_y\}}.$
- Therefore gcd(a, b) divides c iff $min\{q_x, q_y\} \le q_z + k$.

Since integral significands are bounded, there is a finite upper bound U(z) on exact addition independent of exponent range!

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We now have the upper bound U(z) and lower bound L(z) = z - U(z) for exact addition. But are there any floating-point numbers x > U(z) or y < L(z) such that $x \oplus y = z$ inexactly?

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No!

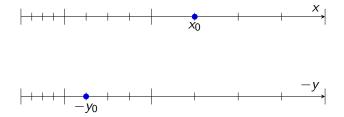
Even when $\beta > 2$, the extremal bounds for exact addition are also extremal for rounded addition. The quantum of U(z) and L(z) is simply too coarse-grained.

Suppose we have some x and y such that $x \oplus y = z$. Can we use them to find another nearby solution?

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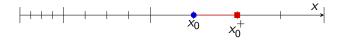
Maybe!

We can look at their neighbors to find x' and y' such that x' + y' = x + y. (Hint: all points with the same exact sum must be collinear.)



ARITH-26 10 / 14

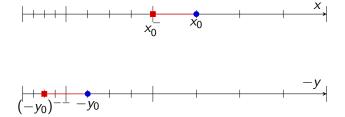
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Exploiting collinearity

All solutions summing to the same exact value are collinear. Therefore, all exact solutions are collinear.

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$$|y/2| \le |x| \le U(|y|),$$

then x - y is exactly representable.

Observation: if x + y = z, then we cannot have both x < z/2 and y < z/2.

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ARITH-26 12 / 14

With these results in hand, everything becomes relatively straightforward.

Theorem

If the intervals X and Y are within $[\min L[Z], \max U[Z]]$, the algorithm based on unary preimages converges in at most two steps.

Questions?

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