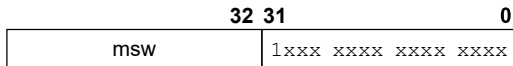
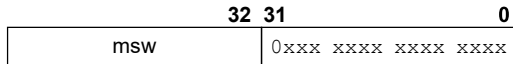


Conventional (Biased)

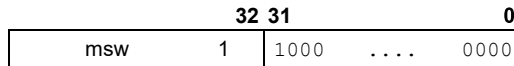


Round Up (add 1 to msw) when:
 $lsw \geq 0x80000000$

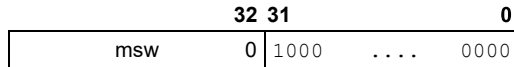


Round Down (add nothing) when:
 $lsw < 0x80000000$

Convergent (Unbiased)



Round Up (add 1 to msw) when:
 $lsw = 0x80000000$ and bit 32 = 1



Round Down (add nothing) when:
 $lsw = 0x80000000$ and bit 32 = 0