WG14 N2200

C Floating Point Study Group Teleconference

February 20, 2018 9 AM PST / 12 PM EST

Conference ID: 82968194

Toll-free Dial-in number: 1-888-426-6840 Other (International) Dial In Numbers:

https://www.teleconference.att.com/servlet/glbAccess?process=1&accessCode=82968194&accessNumber=2158616239#C3

Screen sharing: https://apps.na.collabserv.com/meetings/join?id=1950-7849, Password: cfeisdygk

Wiki: http://wiki.edg.com/twiki/bin/login/CFP/WebHome

Draft Agenda

Meeting logistics

Note taker, mail out notes - Rajan

Introduction of attendees

Approval of agenda

Notes from 2018-01-09 meeting

Posted on CFP wiki

Action items from 2018-01-09 meeting

All: exp10m1: Look at exp10m1 difference between the TS and 754 in more detail.

Jim: pow: Add a note to F10.4.4 pow to say it is the same as IEEE-754.

Jim: reduc sumprod: "computed sum" -> "computed dot product" for clarity.

Jim: Add preferred exponents functions list to part 4.

Jim: Get a N# and post the new TC for DR13 to WG14.

Jim: Create a new DR for arguments for comparison macros

(http://wiki.edg.com/pub/CFP/WebHome/DR for incommensurate arguments for comparison macros.pdf)

Fred: Draft a note for roundTiesToEven for the exceptional case of two odd values.

Jim: Draft a proposal for CR DECIMAL DIG corrections (with the removal of

DECIMAL DIG) and updating the footnote (F.5).

Jim: DR15: Make the Suggested TC the Proposed TC.

Jim: Re-update the activities list from results from today.

Study group logistics

Next meeting date: Tuesday, March 13?

IEEE 754 revision

C++ liaison

Action item details

exp10m1 underflow pow consistency with 754 preferred exponents for part 4 roundTiesToEven for case of two odd neighbors fixups for removal of DECIMAL_DIG

Other followup

C DR16 cbrt example for tgmath

Binding for IEEE 754-2018

Functions for augmented arithmetic
Min/max functions
Payload functions
Total order functions
WG14 paper about updating to IEEE 754:2018

C2x integration

Status

Activities

Review activities in progress

Deferred issues

C standard use of "floating" vs "floating-point"