I present two new methods for exactly summing a set of floating-point numbers, and then correctly rounding to the nearest floating-point number. Higher accuracy than simple summation (rounding after each addition) is important in many applications, such as finding the sample mean of data.

Some common methods that attempt to improve accuracy without being exact may therefore be pointless, at least for large summations, since they are slower than computing the sum exactly.
Schnellen Code schreiben

Schnell: +, −, *

Langsamer: /, %

Langsamer: Verzweigungen im Code, if, switch ...

Langsam: exp(), cos(), ln()...
Beschleunigung z.B. mit MKL vectorfunctions möglich

Wenn möglich langsame Operationen aus inneren Schleifen herausnehmen!