Both ABS and GRT are efficient divergence detection methods.

1. ABS: Handling $F^N \rightarrow D^N$ Type
   - Initial inputs
   - Divergence causing input found by ABS
   - Real result
   - Floating-point result
   - $E[X^2] - (E[X])^2$ for $Var \geq 0$
   - $E[X^2] - (E[X])^2$ for $Var < 0$

2. GRT: Handling $F^N \rightarrow $ Boolean Type
   - Target: $Var = E[X^2] - (E[X])^2$
   - Post-condition: $(Var \geq 0)$
   - Enumerate input $X$
   - Verify $E[X^2] - (E[X])^2 < 0$

3. Divergence Detection Methods
   - 4-vertex polygon
   - 3-vertex polygon

4. Conclusions, Future Work, and References
   - Both ABS and GRT are efficient divergence detection methods work on many realistic numerical routines.
   - We plan to handle heterogeneity-induced divergences.

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