Test 2: Circle Radius and Float64 Breakdown

Success by Radius

Method	10^{-1}	10^{-2}	10^{-3}	10^{-4}	10^{-5}	10^{-6}	10^{-8}
BigFloat-128	–	–	–				
BigFloat-256	–	–	–				
Miyajima							
Ogita							
V1							
V2							
V2.5							
V3							

Breakdown Radii

Method	Smallest Successful Radius
V3	$1e-08$
BigFloat-256	$1e-08$
V2	$1e-08$
V2.5	$1e-08$
BigFloat-128	$1e-08$
Ogita	$1e-08$
Miyajima	$1e-08$
V1	$1e-08$

Bound Quality vs Radius