a) Floating-point 32-bit b) Fixed-point 8-bit c) Hybrid-Float6 Error distribution Error distribution Error distribution -0.2 0.0 x-distance loss (m) x-distance loss (m) x-distance loss (m) Loss distance histogram Loss distance histogram Loss distance histogram -0.2 0.0 -0.2 -0.1 0.0 0.1 x-distance loss (m) x-distance loss (m) x-distance loss (m) Loss distance histogram Loss distance histogram 0.0 squaree loss (m) -0.2 0.0 x-distance loss (m) x-distance loss (m) x-distance loss (m)