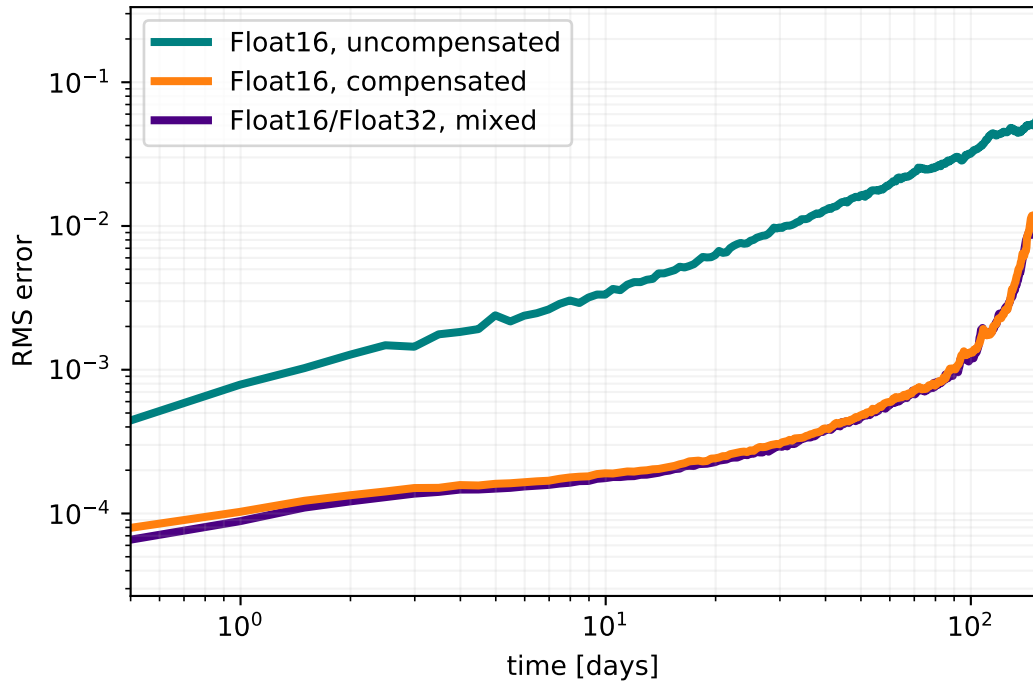
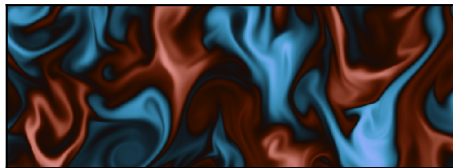


Rounding error growth

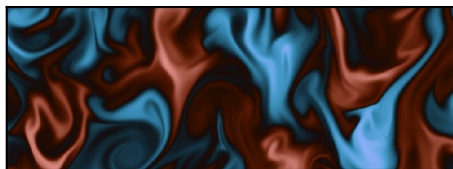


a Float64



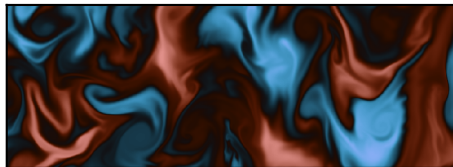
b

Float16, compensated



c

Float16, uncompensated



d