

1 2
3 4

Rounding in Python: `round()` vs Custom Rounding

Functions

Python's built-in `round()` function typically works well for general use. However, it may not always behave as expected due to its use of **banker's rounding** (also called **round half to even**). This can surprise developers in certain use cases — especially in finance or precise measurement.

Default Behavior of `round()`

```
round(2.5) # Output: 2
```




```
round(3.5) # Output: 4
```

Why this happens:

- Python uses **round half to even**:
 - If a number is exactly halfway between two integers (e.g., 2.5), it rounds to the **nearest even number**.
 - This reduces **rounding bias** over large datasets, which is useful in **statistics** and **finance**.
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When Should You Define Your Own Rounding Function?

You should write your own rounding function when:

-  You need consistent behavior for `.5` values (e.g., **always round up** or **always round down**).
 -  Your application is sensitive to rounding errors:
 - **Financial calculations**
 - **Precise engineering measurements**
 -  You want to match **common rounding expectations** (“round half up” like on paper).
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Custom “Round Half Up” Function

```
import math
```

```
def round_half_up(n):  
    if n >= 0:  
        return math.floor(n + 0.5)  
    else:  
        return math.ceil(n - 0.5)
```

How It Works (Step-by-Step)

♦ For Positive Numbers

- `math.floor(n + 0.5)`
- Pushes numbers with fractional parts ≥ 0.5 just past the next integer:
 - $2.5 + 0.5 = 3.0 \rightarrow \text{floor}(3.0) = 3$
 - $2.4 + 0.5 = 2.9 \rightarrow \text{floor}(2.9) = 2$

♦ For Negative Numbers

- `math.ceil(n - 0.5)`
- Subtracting 0.5 pushes the number further into the negative:
 - $-1.5 - 0.5 = -2.0 \rightarrow \text{ceil}(-2.0) = -2$
 - $-2.5 - 0.5 = -3.0 \rightarrow \text{ceil}(-3.0) = -3$

Output Examples

```
print(round_half_up(2.5))    # 3
print(round_half_up(3.5))    # 4
print(round_half_up(1.4))    # 1
print(round_half_up(-1.5))   # -2
print(round_half_up(-2.5))   # -3
```

Notes About Floor Division (//)

- `//` performs **floor division**, which always rounds **towards negative infinity**:

```
5 // 2    # 2
-5 // 2    # -3 (not -2)
```
- It's **not suitable** for general-purpose rounding — especially with **negative numbers**, due to asymmetric behavior.

TL;DR

Use Case	Recommended Approach
General-purpose rounding	Use Python's built-in <code>round()</code>
Consistent rounding of .5 up	Use a custom <code>round_half_up()</code>
Financial/precise applications	Use a custom approach to avoid bias
Working with negative numbers	Handle them explicitly (e.g., <code>ceil(n - 0.5)</code>)
