



# `int`

unlimited precision signed integer

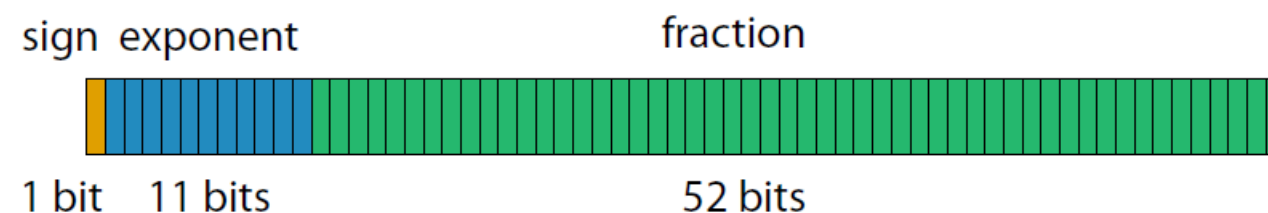


# float

IEEE-754 double precision (64-bit)

53 bits of binary precision

15 to 17 bits of decimal precision



# |

## What Every Computer Scientist Should Know About Floating-Point Arithmetic

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**Note** – This document is an edited reprint of the paper *What Every Computer Scientist Should Know About Floating-Point Arithmetic*, by David Goldberg, published in the March, 1991 issue of *Computing Surveys*. Copyright 1991, Association for Computing Machinery, Inc., reprinted by permission.

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The standard library **module**

decimal

containing the **class**

Decimal

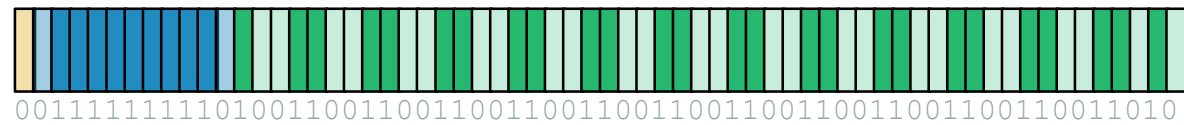
decimal floating point

configurable (although finite) precision

defaults to 28 digits of decimal precision

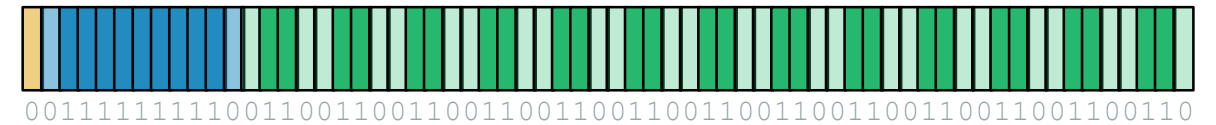
Decimal (0.8) – Decimal (0.7)

0.8



0.8000000000000000444089209850062616169452667236328125

0.7

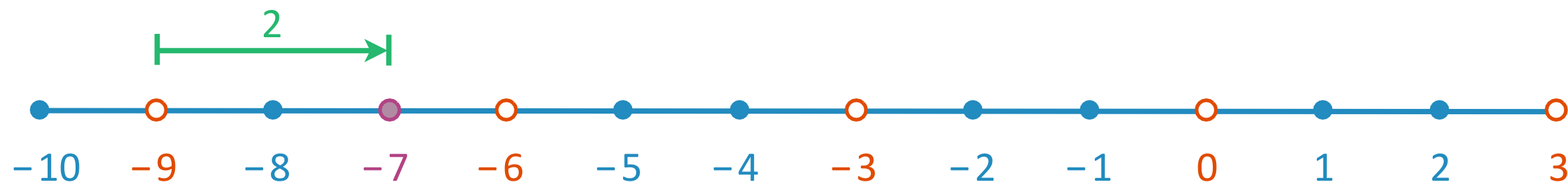


0.699999999999999955910790149937383830547332763671875

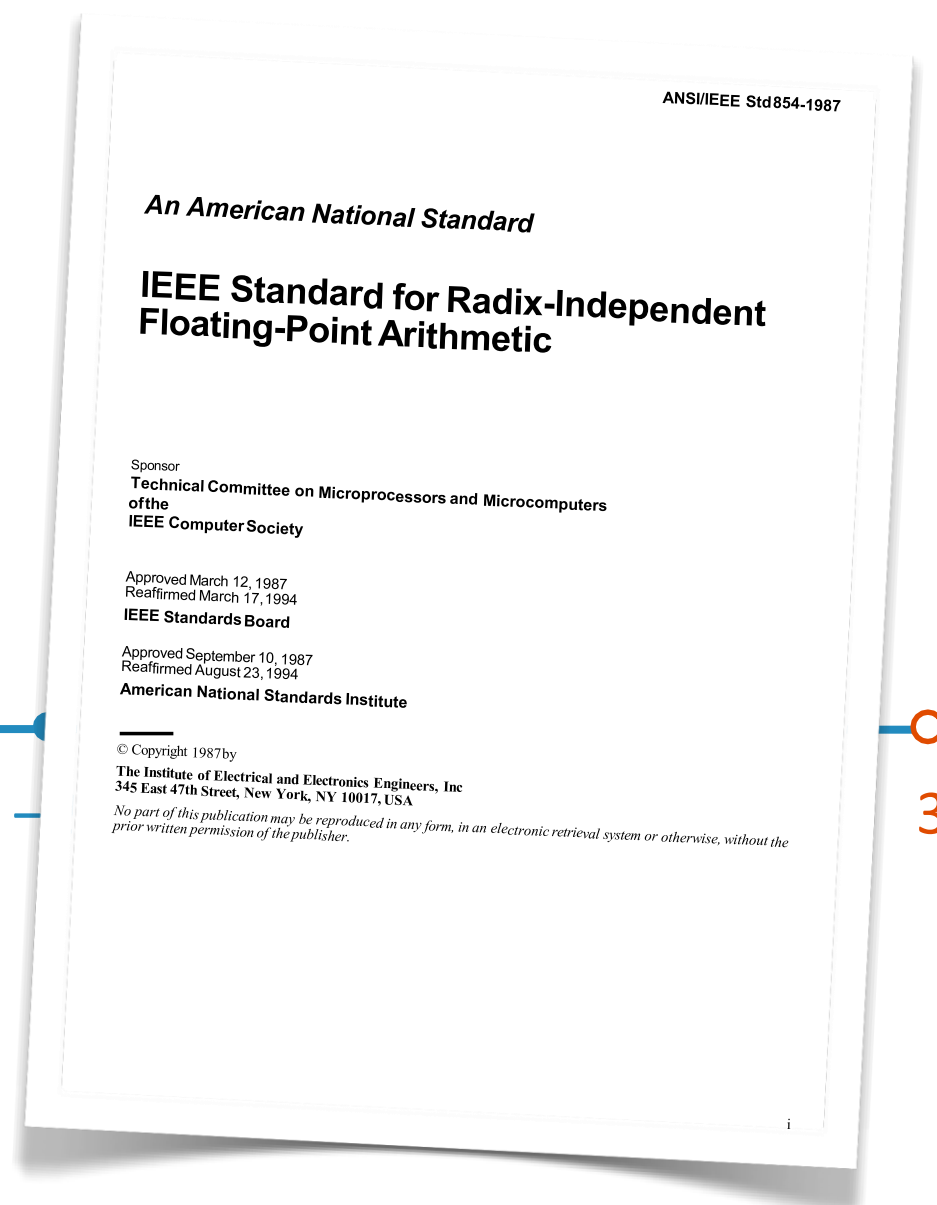
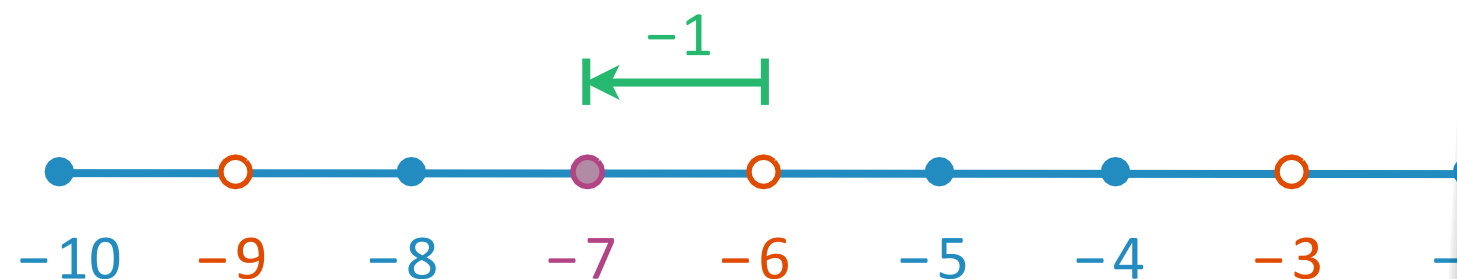
0.10000000000000000888178419700

always **quote** literal  
fractional values

>>>  $(-7) \% 3$   
2



>>> Decimal $(-7) \% \text{Decimal}(3)$   
Decimal(' -1')

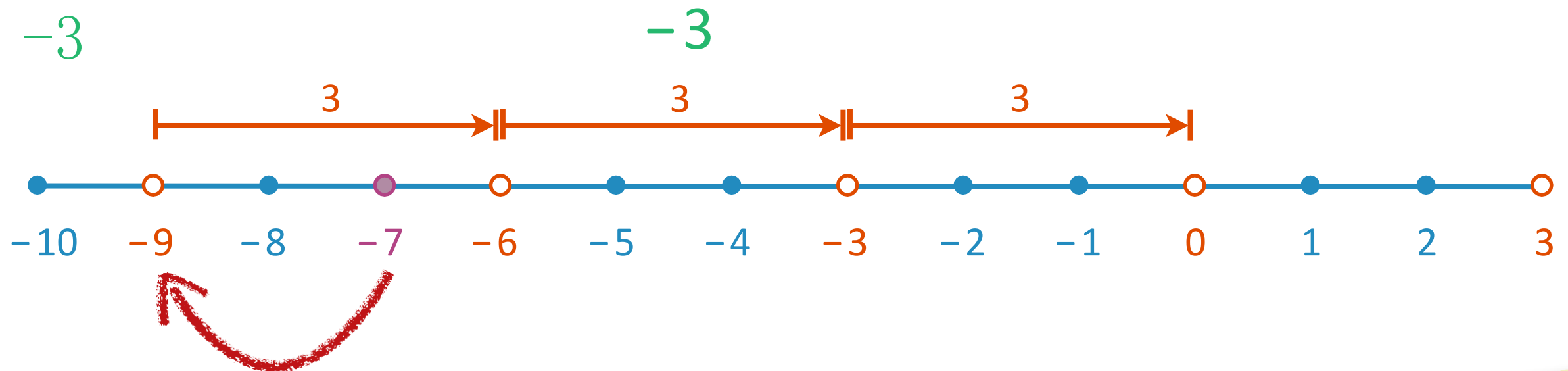


**This important  
identity is preserved**

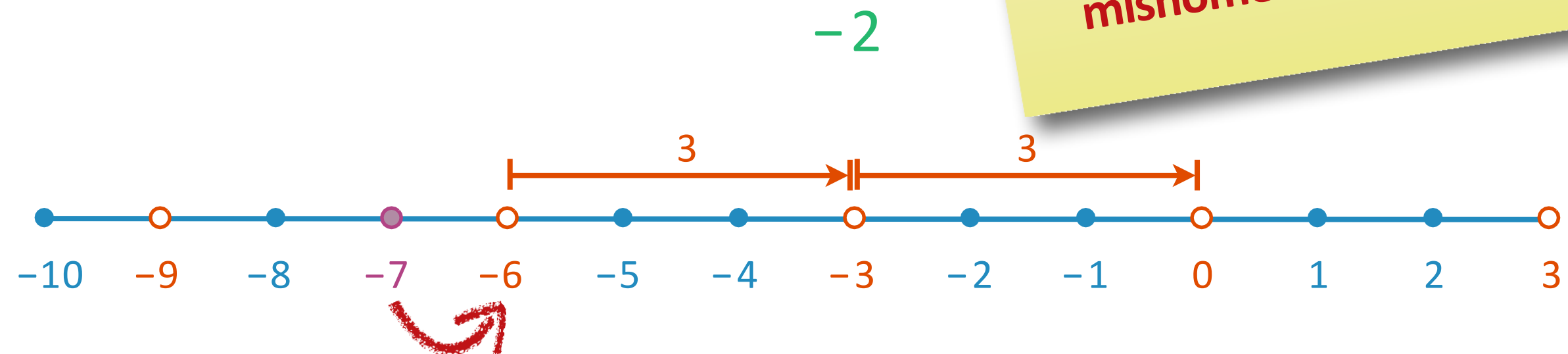
$$x == (x // y) * y + x \% y$$

**so integer division and modulus  
are consistent**

>>> (-7) // 3



>>> Decimal(-7) // Decimal(3)  
Decimal(' -2')



The **floor division** operator // is a **misnomer** for Decimal





The standard library **module**

fractions

containing the **class**

Fraction

denominator  
cannot be  
**zero**

numerator

$\frac{2}{3}$

for **rational** numbers

$\frac{4}{5}$

denominator



The **built-in** type

**complex**

for **complex** numbers



The **built-in** function

**abs()**

gives the **distance** from zero



The **built-in** function

# round()

performs **decimal** rounding  
for all scalar number types

round()  
can show **surprising**  
behaviour with float values  
which can't be represented  
**exactly** in binary.



## Number **base** conversions

`bin()`

base **2**

`oct()`

base **8**

`hex()`

base **16**

`int(x, base)`

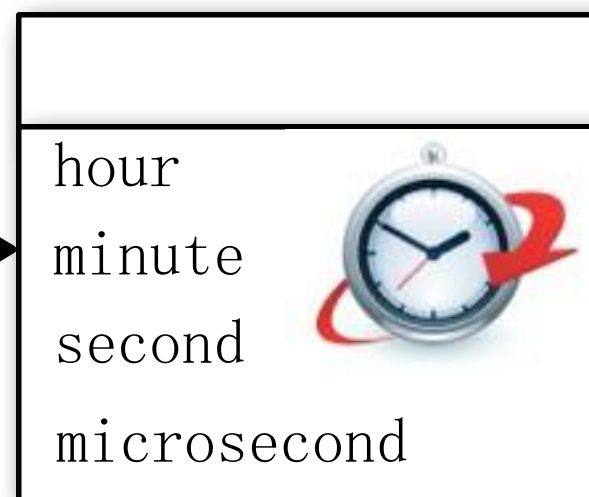
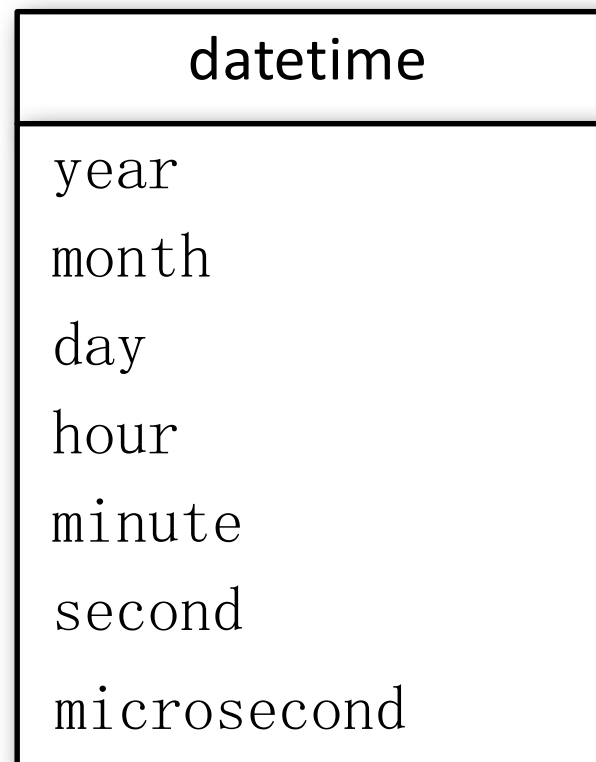
bases **2** to **36**



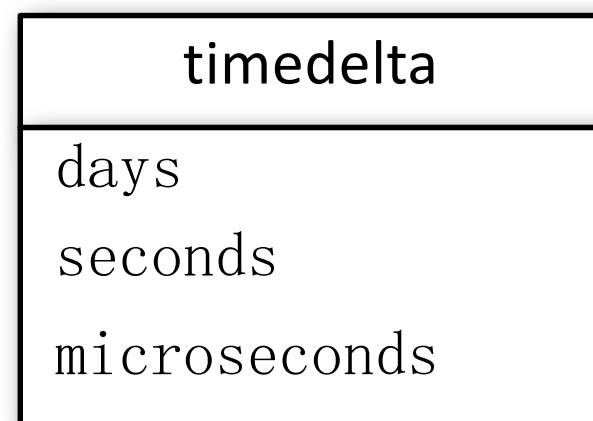
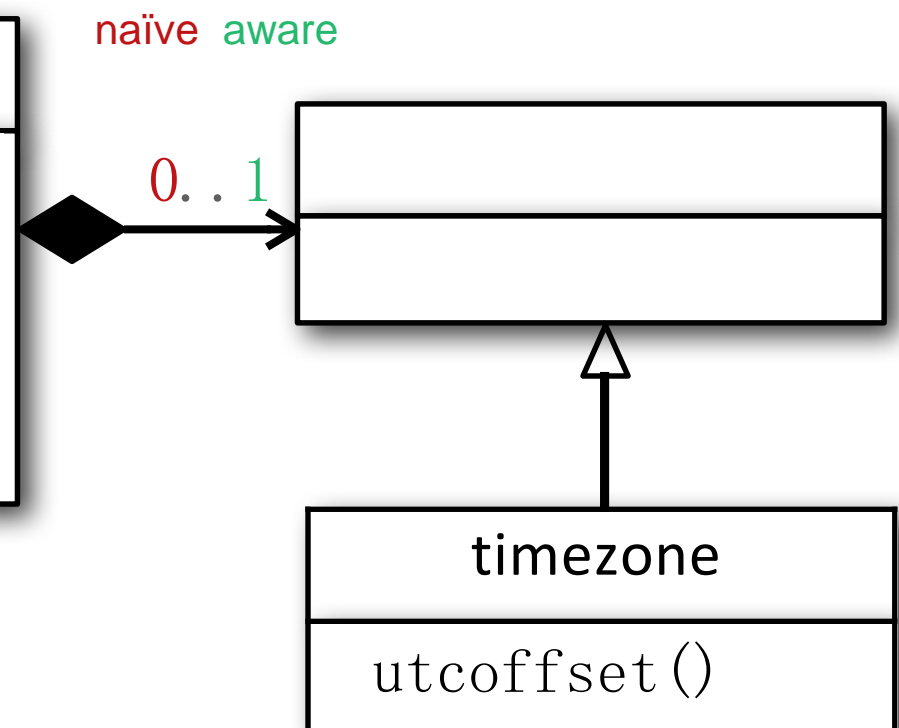
The standard library **module**

`datetime`





**Gregorian Calendar**  
**proleptic**  
 $-\infty \leftarrow \text{now} \rightarrow +\infty$



**immutable**



`strftime()`

`string-format-time`

`strptime()`

`string-parse-time`

**year:** 1-9999

**month:** 1-12

**day:** 1-31

`weekday()`

- 0 Monday
- 1 Tuesday
- 2 Wednesday
- 3 Thursday
- 4 Friday
- 5 Saturday
- 6 Sunday

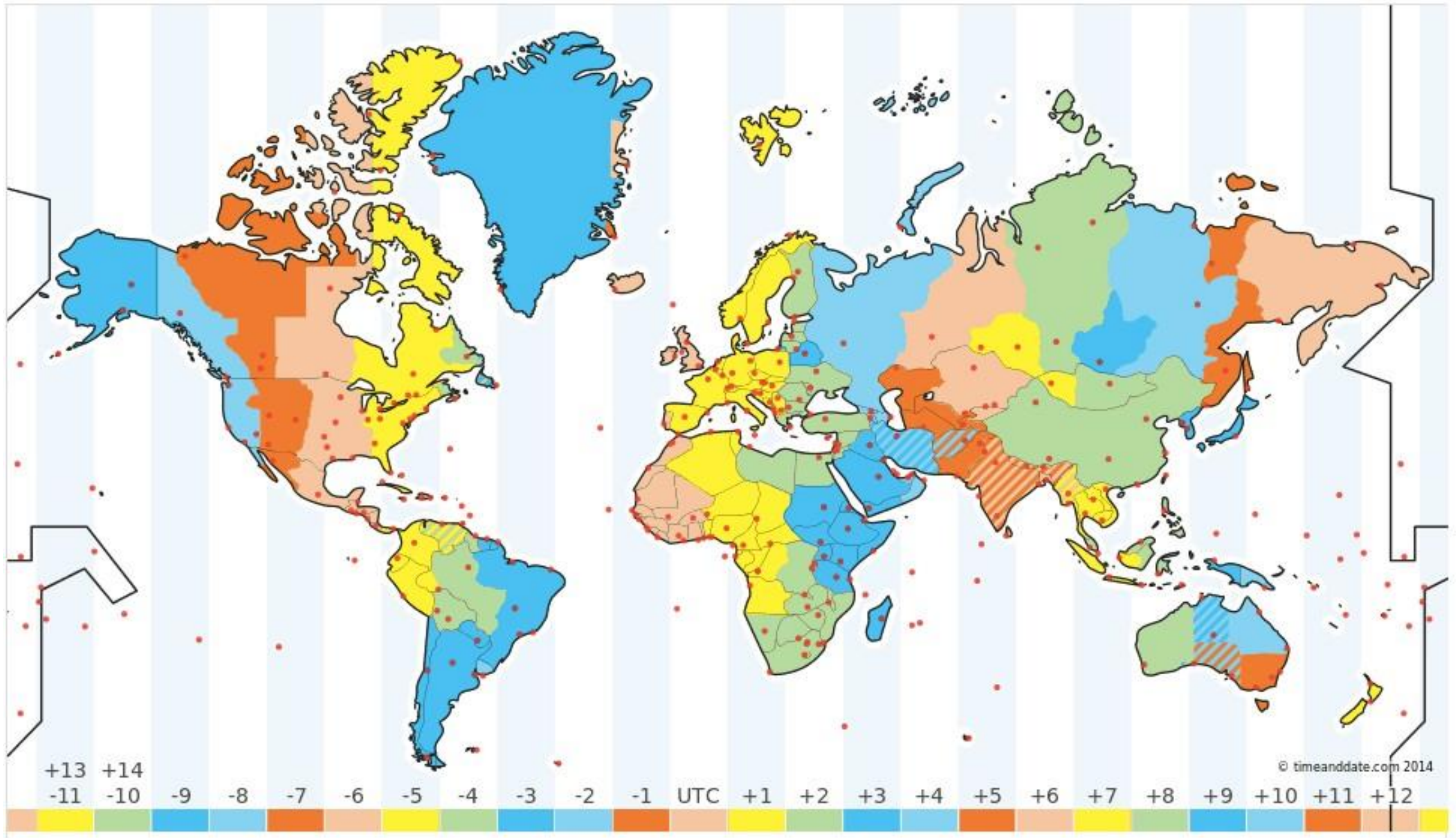
`isoweekday()`

- 1 Monday
- 2 Tuesday
- 3 Wednesday
- 4 Thursday
- 5 Friday
- 6 Saturday
- 7 Sunday

**ISO 8601:2004**

**Representation of  
dates and times**





python™

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## pytz 2013.9

World timezone definitions, modern and historical

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### Package Documentation

pytz - World Timezone Definitions for Python

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:Author: Stuart Bishop <stuart@stuartbishop.net>

### Introduction

-----

pytz brings the Olson tz database into Python. This library allows accurate and cross platform timezone calculations using Python 2.4 or higher. It also solves the issue of ambiguous times at the end of daylight savings, which you can read more about in the Python Library Reference (`datetime.tzinfo`).

Almost all of the Olson timezones are supported.

.. note::




This library differs from the documented Python API for `tzinfo` implementations; if you want to create local wallclock times you need to use the `localize()` method documented in this document. In addition, if you perform date arithmetic on local times that cross DST boundaries, the result may be in an incorrect timezone (ie. subtract 1 minute from 2002-10-27 1:00 EST and you get 2002-10-27 0:59 EST instead of the correct 2002-10-27 1:59 EDT). A `normalize()` method is provided to correct this. Unfortunately these issues cannot be resolved without modifying the Python datetime implementation (see PEP-431).

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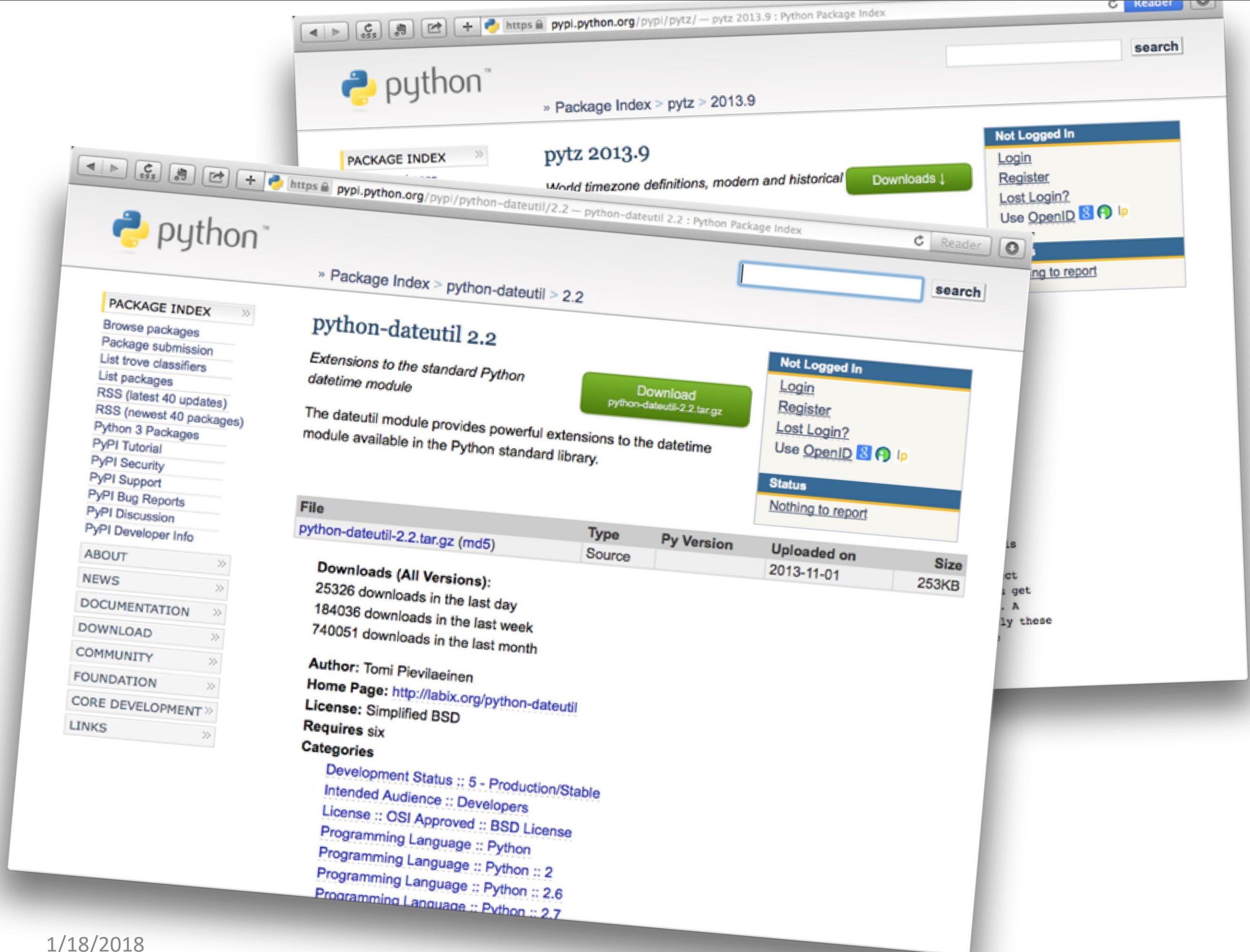
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# Numeric and Scalar Types

```
int  
float  
sys.float_info
```

```
complex("3+4j")
```

```
from decimal import Decimal
```

£ \$ ¥

```
Decimal % → 0
```

```
int, float % → -∞
```



```
abs(-5)
```

```
round(0.6)
```

```
bin(100)
```

```
oct(100)
```

```
hex(100)
```

```
int("100", base=5)
```

```
from fractions import Fraction
```

```
f = Fraction("2/3")
```

```
from datetime import (date, time)
```

```
from datetime import datetime as Datetime
```

```
from datetime import timedelta
```

```
from datetime import (tzinfo, timezone)
```