

$1/5 \neq 0.2$

Elizabeth  
Goodman

The Problem  
with Floats

The Decimal  
Module

# Floats vs the Decimal package: What to do when $1/5 \neq 0.2$

Elizabeth Goodman

Hackbright Academy

*elizabethsqg@gmail.com*

January 23, 2017

# Overview

## ① The Problem with Floats

## ② The Decimal Module

# Checking things are equal

Computation with integers? Great!

Python's even pretty good at really large integers.

Computation with floats? Python will deceive you!

(But really it's a hardware problem.)

# Checking things are equal

Computation with integers? Great!

Python's even pretty good at really large integers.

Computation with floats? Python will deceive you!

(But really it's a hardware problem.)

```
>>> 1.1+2.2  
3.3000000000000003
```

Why does that matter?

`1.1+2.2 == 3.3` returns `False`. So do a lot of other things.

# We can't see the rounding errors, but they're happening

I wrote a function to read amounts on a receipt from a file, convert to floats, add them up, then check if they equal the subtotal written at the bottom.

Good

```
>>>print subtotal  
123.12  
>>>print written_subtotal  
123.12
```

## We can't see the rounding errors, but they're happening

I wrote a function to read amounts on a receipt from a file, convert to floats, add them up, then check if they equal the subtotal written at the bottom.

### Good

```
>>>print subtotal
123.12
>>>print written_subtotal
123.12
```

### Bad

```
>>>subtotal == written_subtotal
False
>>>subtotal
123.11999999999999
```

$1/5 \neq 0.2$

Elizabeth  
Goodman

The Problem  
with Floats

The Decimal  
Module

# Binary expansion of fractions

$1/3$  is still a problem

Number	Decimal	Binary	Float (52 places)
$1/3$	0.333...	0.0101010101...	$1.0101 \dots 11 \times 2^{-2}$

# Binary expansion of fractions

1/3 is still a problem

Number	Decimal	Binary	Float (52 places)
1/3	0.333...	0.0101010101...	$1.0101 \dots 11 \times 2^{-2}$

But 1/10 is also a problem

Number	Decimal	Binary	Float (52 places)
1/10	0.1	0.000110011 ...	$1.100 \dots 11010 \times 2^{-4}$



# Binary expansion of fractions

1/3 is still a problem

Number	Decimal	Binary	Float (52 places)
1/3	0.333...	0.0101010101...	$1.0101 \dots 11 \times 2^{-2}$

But 1/10 is also a problem

Number	Decimal	Binary	Float (52 places)
1/10	0.1	0.000110011...	$1.100 \dots 11010 \times 2^{-4}$

Actual value of 0.1 stored as a float (on my computer):

.10000000000000000055511151231257827021181583404541015625

## from decimal import Decimal

From the Python docs:

“...computers must provide an arithmetic that works in the same way as the arithmetic that people learn at school.”

## from decimal import Decimal

From the Python docs:

“...computers must provide an arithmetic that works in the same way as the arithmetic that people learn at school.”

A Decimal object looks like

`Decimal('2.20')` prints as 2.20 (no formatting needed!)

## from decimal import Decimal

### From the Python docs:

“...computers must provide an arithmetic that works in the same way as the arithmetic that people learn at school.”

### A Decimal object looks like

`Decimal('2.20')` prints as 2.20 (no formatting needed!)

### Things that work well

- Trailing 0s and displaying them
- String formatting
- Sort works numerically (10.00 > 2.00 unlike strings)
- Accurate comparisons
- Customize rounding and precision
- `Decimal('2.0') == Decimal('2.00') == 2`
- My receipt function!

# Decimal Do's and Don'ts

Do:	Don't:
Convert from string <code>Decimal('1.10')</code>	Convert from float <code>Decimal(1.10)</code>

# Decimal Do's and Don'ts

Do:	Don't:
Convert from string <code>Decimal('1.10')</code>	Convert from float <code>Decimal(1.10)</code>
Mix with ints <code>Decimal('1.10')+2</code>	Mix with floats <code>Decimal('1.10')+2.0</code>

# Decimal Do's and Don'ts

Do:	Don't:
Convert from string <code>Decimal('1.10')</code>	Convert from float <code>Decimal(1.10)</code>
Mix with ints <code>Decimal('1.10')+2</code>	Mix with floats <code>Decimal('1.10')+2.0</code>
Round using the .quantize method <code>Decimal('.126').quantize(Decimal('.01'))</code>	Round function <code>round(Decimal('.126'), 2)</code>

# Questions?

Things I can answer:

- Why 52 places??
- What about speed?
- Binary expansions
- Offline: other stuff about floating point computations
- Maybe some other questions