STOP USING FLOATS

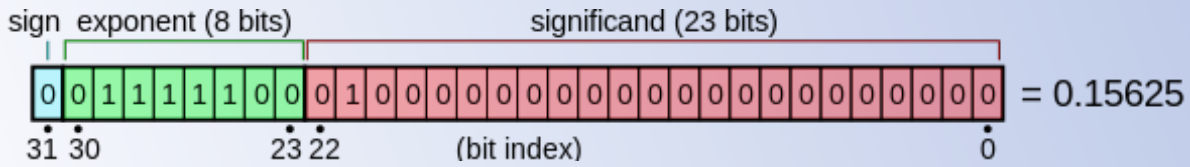
- BINARY DATA WAS NOT SUPPOSED TO HAVE DECIMAL PARTS
- YEARS OF COMPILER DEVELOPMENT yet NO REAL-WORLD USE FOUND for anything other than `char` and `int`
- Wanted to use decimal numbers anyway for a laugh? We had a tool for that: It was called FIXED-POINT ARITHMETIC
- '`x==x` can be FALSE', '$\frac{1}{0}$ is a number', 'the sum of $\frac{1}{10}$ and $\frac{2}{10}$ is 0.30000000004'—statements dreamt up by the utterly Deranged

LOOK at what Floating-Point Numbers have been demanding your Respect for all this time, with all the circuits and data types we built for them

(This is REAL Floating-Point Arithmetic, done by REAL computers):

```
fld     TBYTE PTR [rdi]
fyl2xp1
fdecstp
fld     st(0)
fstp    TBYTE PTR [rdi]
fld     TBYTE PTR [rsi]
fstp    QWORD PTR [rsp+16]
movsd   xmm0, QWORD PTR [rsp+16]
ucomisd xmm1, xmm0
```

```
x2 = number * 0.5F;
y  = number;
i  = * ( long * ) &y;
i  = 0x5f3759df - ( i >> 1 );
y  = * ( float * ) &i;
y  = y * ( threehalfs - ( x2 * y * y ) );
```



'Hello, I want to know if `f` is a real number and less than `-1` please?'
'Sure, that'll be `f!=f?0:-1/0.f==f||f==-1.f/0?0:-1.f>f`'

They have played us for absolute fools