

Decalendar and Declock

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1 1 Summary

Decalendar is a calendar system that aims to first peacefully co-exist with, but then ultimately replace the [Gregorian calendar](#). Similarly, Declock is a timekeeping system designed to take the place of [standard time](#). Instead of months, weeks, hours, minutes, and seconds, Decalendar and Declock use days as their base unit and derive other units from days using metric, Roman, and Greek [numeral prefixes](#). In essence, Decalendar units group days together, while Declock units divide days up.

2 2 Related systems

2.1 2.1 Gregorian calendar

2.1.1 2.1.1 Coordinate analogy

In the Gregorian calendar, dates are like a set of coordinates, where the month and the day-of-the-month (dotm) are like longitude and latitude in the [geographic coordinate system](#) or x and y in the [Cartesian coordinate system](#). Decalendar provides two coordinates in one number: the day-of-the-year (doty). The first two digits of the doty are the dek number. Deks are groups of 10 days that fulfill the role of both months and weeks in Decalendar. The last digit of the doty is the day-of-the-dek (dotd) number, which serves as both the dotm and the day-of-the-week (dotw) in Decalendar. [Table 1](#) shows the doty equivalents of all Gregorian calendar dates. To locate a specific date in [Table 1](#), first find the month among the columns (think of the month as an x-axis value) and then move down through the rows to the correct day (the dotm is like a y-axis value).

2.1.1.1 [Table 1](#)

Click to expand

Table 1: Gregorian calendar date to positive doty conversion

| Day | Mar | Apr | May | Jun | Jul | Aug | Sep | Oct | Nov | Dec | Jan | Feb |
|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|
| 1 | 0 | 31 | 61 | 92 | 122 | 153 | 184 | 214 | 245 | 275 | 306 | 337 |
| 2 | 1 | 32 | 62 | 93 | 123 | 154 | 185 | 215 | 246 | 276 | 307 | 338 |
| 3 | 2 | 33 | 63 | 94 | 124 | 155 | 186 | 216 | 247 | 277 | 308 | 339 |
| 4 | 3 | 34 | 64 | 95 | 125 | 156 | 187 | 217 | 248 | 278 | 309 | 340 |
| 5 | 4 | 35 | 65 | 96 | 126 | 157 | 188 | 218 | 249 | 279 | 310 | 341 |
| 6 | 5 | 36 | 66 | 97 | 127 | 158 | 189 | 219 | 250 | 280 | 311 | 342 |
| 7 | 6 | 37 | 67 | 98 | 128 | 159 | 190 | 220 | 251 | 281 | 312 | 343 |
| 8 | 7 | 38 | 68 | 99 | 129 | 160 | 191 | 221 | 252 | 282 | 313 | 344 |
| 9 | 8 | 39 | 69 | 100 | 130 | 161 | 192 | 222 | 253 | 283 | 314 | 345 |
| 10 | 9 | 40 | 70 | 101 | 131 | 162 | 193 | 223 | 254 | 284 | 315 | 346 |
| 11 | 10 | 41 | 71 | 102 | 132 | 163 | 194 | 224 | 255 | 285 | 316 | 347 |
| 12 | 11 | 42 | 72 | 103 | 133 | 164 | 195 | 225 | 256 | 286 | 317 | 348 |
| 13 | 12 | 43 | 73 | 104 | 134 | 165 | 196 | 226 | 257 | 287 | 318 | 349 |
| 14 | 13 | 44 | 74 | 105 | 135 | 166 | 197 | 227 | 258 | 288 | 319 | 350 |
| 15 | 14 | 45 | 75 | 106 | 136 | 167 | 198 | 228 | 259 | 289 | 320 | 351 |
| 16 | 15 | 46 | 76 | 107 | 137 | 168 | 199 | 229 | 260 | 290 | 321 | 352 |
| 17 | 16 | 47 | 77 | 108 | 138 | 169 | 200 | 230 | 261 | 291 | 322 | 353 |
| 18 | 17 | 48 | 78 | 109 | 139 | 170 | 201 | 231 | 262 | 292 | 323 | 354 |
| 19 | 18 | 49 | 79 | 110 | 140 | 171 | 202 | 232 | 263 | 293 | 324 | 355 |
| 20 | 19 | 50 | 80 | 111 | 141 | 172 | 203 | 233 | 264 | 294 | 325 | 356 |
| 21 | 20 | 51 | 81 | 112 | 142 | 173 | 204 | 234 | 265 | 295 | 326 | 357 |
| 22 | 21 | 52 | 82 | 113 | 143 | 174 | 205 | 235 | 266 | 296 | 327 | 358 |
| 23 | 22 | 53 | 83 | 114 | 144 | 175 | 206 | 236 | 267 | 297 | 328 | 359 |
| 24 | 23 | 54 | 84 | 115 | 145 | 176 | 207 | 237 | 268 | 298 | 329 | 360 |
| 25 | 24 | 55 | 85 | 116 | 146 | 177 | 208 | 238 | 269 | 299 | 330 | 361 |
| 26 | 25 | 56 | 86 | 117 | 147 | 178 | 209 | 239 | 270 | 300 | 331 | 362 |
| 27 | 26 | 57 | 87 | 118 | 148 | 179 | 210 | 240 | 271 | 301 | 332 | 363 |
| 28 | 27 | 58 | 88 | 119 | 149 | 180 | 211 | 241 | 272 | 302 | 333 | 364 |
| 29 | 28 | 59 | 89 | 120 | 150 | 181 | 212 | 242 | 273 | 303 | 334 | 365 |
| 30 | 29 | 60 | 90 | 121 | 151 | 182 | 213 | 243 | 274 | 304 | 335 | |
| 31 | 30 | | 91 | | 152 | 183 | | 244 | | 305 | 336 | |

2.1.2 2.1.2 Gregorian calendar date conversion

In addition to using a conversion table like [Table 1](#), we can convert between Gregorian calendar dates and Decalendar doty numbers programmatically. The code in [Example 1](#) is derived from the [days from civil](#) and [civil from days](#) algorithms described by [Howard Hinnant](#) in [chrono-Compatible Low-Level Date Algorithms](#) (2014). The output of the `date2doty` function is a doty number, while its inverse function, `doty2date`, returns an array containing a month and a dotm number.

Example 1

- [JavaScript](#)
- [Julia](#)
- [Python](#)
- [R](#)

2.1.2.0.1 date2doty

▼ Code

```
function date2doty(month = 1, day = 1) {
  return Math.floor(
    (153 * (month > 2 ? month - 3 : month + 9) + 2) / 5 + day - 1
  )}

```

```
date2doty()
```

```
306
```

2.1.2.0.2 doty2date

▼ Code

```
function doty2date(doty = 306) {
  const m = Math.floor((5 * doty + 2) / 153);
  return [Math.floor(m < 10 ? m + 3 : m - 9), Math.floor(doty - (153 *
  )}

```

```
doty2date()
```

```
[ 1, 1 ]
```

2.1.2.0.3 date2doty

▼ Code

```
function date2doty(month=1, day=1)
  Int(floor((153 * (month > 2 ? month - 3 : month + 9) + 2) / 5 + day -
end

```

```
date2doty()
```

```
306
```

2.1.2.0.4 doty2date

▼ Code

```
function doty2date(doty = 306)
  m = floor((5 * doty + 2) / 153);
  return Int(m < 10 ? m + 3 : m - 9), Int(floor(doty - (153 * m + 2) /
end

```

```
doty2date()
```

```
(1, 1)
```

2.1.2.0.5 date2doty

▼ Code

```
def date2doty(month=1, day=1):
  return (153 * (month - 3 if month > 2 else month + 9) + 2) // 5 + day

```

```
date2doty()
```

```
306
```

2.1.2.0.6 doty2date

▼ Code

```
def doty2date(doty=306):
    m = (5 * doty + 2) // 153
    return m + 3 if m < 10 else m - 9, doty - (153 * m + 2) // 5 + 1

doty2date()
```

(1, 1)

2.1.2.0.7 date2doty

▼ Code

```
date2doty <- function(month = 1, day = 1) {
    floor((153 * (ifelse(month > 2, month - 3, month + 9)) + 2) / 5 + day)
}

date2doty()
```

Unable to display output for mime type(s): text/html

2.1.2.0.8 doty2date

▼ Code

```
doty2date <- function(doty = 306) {
    m <- floor((5 * doty + 2) / 153)
    c(ifelse(m < 10, m + 3, m - 9), floor(doty - (153 * m + 2) / 5 + 2))
}

doty2date()
```

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2.1.3 2.1.3 Gregorian calendar months and years

Decalendar only uses months for converting to and from Gregorian calendar dates. Nevertheless, discussing months can help to explain how Decalendar works. The Decalendar year ends with January and February, as shown in [Table 2](#). During these two months, the Decalendar year is 1 less than the Gregorian calendar year. To obtain a Decalendar year (dy) from a Gregorian calendar year (gy) and month number (gm), we subtract 1 from gy if gm is less than 3 ($dy = gy - [gm < 3]$). To obtain a Gregorian calendar year (gy) from a Decalendar year (dy) and Decalendar doty (doty), we add 1 to dy if doty is greater than 305 ($gy = dy + [dm > 305]$). Code to convert between Decalendar and Gregorian calendar years is provided in [Example 2](#).

2.1.3.1 [Table 2](#)

Click to expand

Table 2: The numeric values of months in Decalendar and the Gregorian calendar

| dm | gm | Month |
|----|----|-----------|
| 0 | 3 | March |
| 1 | 4 | April |
| 2 | 5 | May |
| 3 | 6 | June |
| 4 | 7 | July |
| 5 | 8 | August |
| 6 | 9 | September |
| 7 | 10 | October |
| 8 | 11 | November |
| 9 | 12 | December |
| 10 | 1 | January |
| 11 | 2 | February |

Example 2

- [JavaScript](#)
- [Julia](#)
- [Python](#)
- [R](#)

2.1.3.1.1 *date2year*

▼ Code

```
function date2year(year = 1970, month = 1) { return year - (month < 3) }
console.log(date2year());
```

1969

2.1.3.1.2 *doty2year*

▼ Code

```
function doty2year(year = 1969, doty = 306) { return year + (doty > 305) }
console.log(doty2year());
```

1970

2.1.3.1.3 *date2year*

▼ Code

```
function date2year(year=1970, month=1)
  year - (month < 3)
end
date2year()
```

1969

2.1.3.1.4 *doty2year*

▼ Code

```
function doty2year(year=1969, doty=306)
    year + (doty > 305)
end

doty2year()
```

1970

2.1.3.1.5 date2year

▼ Code

```
def date2year(year=1970, month=1):
    return year - (month < 3)

date2year()
```

1969

2.1.3.1.6 doty2year

▼ Code

```
def doty2year(year=1969, doty=306):
    return year + (doty > 305)

doty2year()
```

1970

2.1.3.1.7 date2year

▼ Code

```
date2year <- function(year = 1970, month = 1) {
    year - (month < 3)
}

date2year()
```

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2.1.3.1.8 doty2year

▼ Code

```
doty2year <- function(year = 1969, doty = 306) {
    year + (doty > 305)
}

doty2year()
```

Unable to display output for mime type(s): text/html

2.1.4 2.1.4 Leap years

The first day of the Decalendar year, Day 0, is March 1 in the Gregorian calendar. Starting the year on March 1 positions Leap Day, Day 365 in Decalendar and February 29 in the Gregorian calendar, at the end of the year. Decalendar leap years therefore occur one year earlier than Gregorian calendar leap years. To check if a year is a Decalendar leap year, we add 1 to the year and proceed with the [is_leap](#) algorithm as described by (Hinnant 2014) and shown in [Equation 1](#) and [Example 3](#).

$$y \bmod 4 = 0 \wedge year \bmod 100 \neq 0 \vee year \bmod 400 = 0 \quad (1)$$

Example 3

- [JavaScript](#)
- [Julia](#)

- [Python](#)
- [R](#)

2.1.4.0.1 leap

▼ Code

```
function is_leap(year=1970) {
  return year % 4 == 0 && year % 100 != 0 || year % 400 == 0;
}
is_leap()
```

false

2.1.4.0.2 leap

▼ Code

```
function is_leap(year=1970)
  year % 4 == 0 && year % 100 != 0 || year % 400 == 0
end
is_leap()
```

false

2.1.4.0.3 leap

▼ Code

```
def is_leap(year=1970):
  return year % 4 == 0 and year % 100 != 0 or year % 400 == 0
is_leap()
```

False

2.1.4.0.4 leap

▼ Code

```
is_leap <- function(year=1970) {
  year %% 4 == 0 & year %% 100 != 0 | year %% 400 == 0
}
is_leap()
```

Unable to display output for mime type(s): text/html

2.2 2.2 ISO 8601

2.2.1 2.2.1 ISO 8601 years

[ISO 8601](#) is the [international standard](#) for [dates](#) and [times](#). Both Decalendar and ISO 8601 dates show [years](#) as 4-digit numbers. Unlike ISO 8601, Decalendar does not require years to be included in dates. Year 0 in both Decalendar and ISO 8601 is 1 BCE (Before Common Era) in the Gregorian calendar. The first day of Year 0 in Decalendar, 0000+000, is March 1, 1 BCE in the Gregorian calendar. The first day of Year 0 according to ISO 8601 is –0001+306 in Decalendar and January 1, 1 BCE in the Gregorian calendar.

2.2.2 2.2.2 ISO 8601 ordinal dates

Decalendar dates (year+day) are most similar to [ISO 8601 ordinal dates](#) (year–day). Like Decalendar doty numbers, ISO 8601 ordinal dates count the number of days since the start of the year. Unlike ordinal dates, doty numbers are [zero-based](#) and do not differ across common and leap years. The Decalendar date can be easily obtained from the ISO 8601 ordinal date using the calculations shown in [Equation 2](#), [Equation 3](#), and [Example 4](#). These

calculation shift the ordinal date by 60 or 61 days to account for the 2-month difference between Decalendar and the Gregorian calendar.

In [Example 4](#), the `isoo2doty` and `doty2isoo` functions convert between ISO 8601 ordinal day numbers and doty numbers, while the `isoo2year` and `doty2year` functions adjust the year if necessary. We use the `is_leap` function from [Example 3](#) in [Example 4](#) to correct for the fact that Leap Day shifts ISO 8601 ordinal day numbers by 1 day in leap years. Unlike ISO 8601 ordinal day numbers, Decalendar doty numbers are the same in common and leap years, because Leap Day is at the end of the Decalendar year.

$$(isooriginal+305-isleap(year)) \bmod 365 \quad (2)$$

$$(doty+60+isleap(year+1)) \bmod 365 \quad (3)$$

Example 4

- [JavaScript](#)
- [Julia](#)
- [Python](#)
- [R](#)

2.2.2.0.1 *isoo2year*

▼ Code

```
function isoo2year(year = 1970, day = 1) {  
  return year - (day < (60 + is_leap(year - 1)))  
}  
  
isoo2year()
```

1969

2.2.2.0.2 *isoo2doty*

▼ Code

```
function isoo2doty(year = 1970, day = 1) {  
  return (day + 305 - is_leap(year)) % 365  
}  
  
console.log(  
  `${isoo2year().toString().padStart(4, "0")}`+`${  
    isoo2doty().toString().padStart(3, "0")}``);
```

1969+306

2.2.2.0.3 *doty2isoo*

▼ Code

```
function doty2isoo(year = 1970, doty = 0) {  
  return (doty + 60 + is_leap(year + 1)) % 365  
}  
  
console.log(  
  `${doty2year().toString().padStart(4, "0")}`+`${  
    doty2isoo().toString().padStart(3, "0")}``);
```

1970+060

2.2.2.0.4 *isoo2year*

▼ Code

```
function isoo2year(year = 1970, day = 1)
    year - (day < (60 + is_leap(year - 1)))
end

isoo2year()
```

1969

2.2.2.0.5 isoo2doty

▼ Code

```
function isoo2doty(year=1970, day=1)
    (day + 305 - is_leap(year)) % 365
end

"${lpad(isoo2year(), 4, '0')}+${lpad(isoo2doty(), 3, '0')}}"

"1969+306"
```

2.2.2.0.6 doty2isoo

▼ Code

```
function doty2isoo(year=1970, doty=0)
    (doty + 60 + is_leap(year + 1)) % 365
end

"${lpad(doty2year(), 4, '0')}+${lpad(doty2isoo(), 3, '0')}}"

"1970+060"
```

2.2.2.0.7 isoo2year

▼ Code

```
def isoo2year(year=1970, day=1):
    return year - (day < (60 + is_leap(year - 1)))

isoo2year()

1969
```

2.2.2.0.8 isoo2doty

▼ Code

```
def isoo2doty(year=1970, day=1):
    return (day + 305 - is_leap(year)) % 365

f"{isoo2year():>04}+{isoo2doty():>03}"

'1969+306'
```

2.2.2.0.9 doty2isoo

▼ Code

```
def doty2isoo(year=1970, doty=0):
    return (doty + 60 + is_leap(year + 1)) % 365

f"{doty2year():>04}+{doty2isoo():>03}"

'1970+060'
```

2.2.2.0.10 isoo2year

▼ Code

```
isoo2year <- function(year = 1970, day = 1) {
  year - (day < (60 + is_leap(year - 1)))
}

isoo2year()
```

Unable to display output for mime type(s): text/html

2.2.2.0.11 isoo2doty

▼ Code

```
isoo2doty <- function(year = 1970, day = 1) {
  (day + 305 - is_leap(year)) %% 365
}

paste0(sprintf("%04d", isoo2year()), "+", sprintf("%03d", isoo2doty()))
```

Unable to display output for mime type(s): text/html

2.2.2.0.12 doty2isoo

▼ Code

```
doty2isoo <- function(year = 1970, doty = 0) {
  (doty + 60 + is_leap(year + 1)) %% 365
}

paste0(sprintf("%04d", doty2year()), "+", sprintf("%03d", doty2isoo()))
```

Unable to display output for mime type(s): text/html

2.2.3 2.2.3 ISO 8601 calendar dates

ISO 8601 [calendar dates](#) consist of a four-digit year, a two-digit month, and a two-digit dotm separated by hyphens (year-mm-dd). This format is the current widely accepted standard for displaying Gregorian calendar dates. We can combine code from [Example 1](#) and [Example 2](#) to convert between Decalendar dates and ISO 8601 calendar dates, as shown in [Example 5](#). The code formats the output of the date2year and date2doty functions into Decalendar dates and the output of the doty2year and doty2date functions into ISO 8601 calendar dates.

As mentioned in [Section 2.1.1](#), Decalendar uses doty numbers as dates instead of month and day-of-the-month (dotm) numbers, but if required, Gregorian calendar dates can be provided in the .m format (year+m+dd), which is very similar to the ISO 8601 calendar date format. The .m format is described in [Section 6.1](#). Examples of the .m format are provided in [Section 6.3](#). To be clear, the .m format is only used to display Gregorian calendar dates and otherwise does not play any role in Decalendar.

Example 5

- [JavaScript](#)
- [Julia](#)
- [Python](#)
- [R](#)

2.2.3.0.1 doty timestamp

▼ Code

```
console.log(
  `${date2year().toString().padStart(4, "0")}${
    date2doty().toString().padStart(3, "0")}`);
```

1969+306

2.2.3.0.2 date timestamp

▼ Code

```
console.log(
  `${doty2year().toString().padStart(4, "0")}-${
    doty2date().map(
      i => i.toString().padStart(2, "0")
    ).join("-")} `);
```

1970-01-01

2.2.3.0.3 doty timestamp

▼ Code

```
"${(lpad(date2year(), 4, '0'))+$(lpad(date2doty(), 3, '0'))}"
```

"1969+306"

2.2.3.0.4 date timestamp

▼ Code

```
"${(lpad(doty2year(), 4, '0'))}-${(join(map((x) -> lpad(x, 2, '0'), doty2da
```

"1970-01-01"

2.2.3.0.5 doty timestamp

▼ Code

```
f"{date2year():>04}+{date2doty():<3}"
```

'1969+306'

2.2.3.0.6 date timestamp

▼ Code

```
f"{doty2year():>04}-${'-'.join(map(lambda i: str(i).rjust(2, '0'), doty2d
```

'1970-01-01'

2.2.3.0.7 doty timestamp

▼ Code

```
paste0(
  sprintf("%04d", date2year()), "+",
  sprintf("%03d", date2doty())
)
```

Unable to display output for mime type(s): text/html

2.2.3.0.8 date timestamp

▼ Code

```
paste0(sprintf("%04d", doty2year()), "-",
  paste(sprintf("%02d", doty2date()), collapse = '-')
)
```

Unable to display output for mime type(s): text/html

2.2.4 2.2.4 ISO 8601 times

Decalendar seeks to make months and weeks obsolete. Similarly, Declock aims to deprecate hours, minutes, and seconds in favor of [fractional days](#) (.day). The [ISO 8601 time format](#) is hh:mm:ss. Both Declock and ISO 8601 times can be appended to dates to form timestamps. Decalendar timestamps are more concise and easier to read than ISO 8601 timestamps.

An ISO 8601 calendar date timestamp that includes seconds is 23 characters long (year-mm-ddThh:mm:ss), while a Decalendar timestamp with slightly greater precision is only 14 characters long (year+day.ddddd). ISO 8601 timestamps can omit delimiters except for the T which separates the date and the time (yearmddThhmmss). Without delimiters, ISO 8601 timestamps become even more difficult to read and still cannot match the brevity of Decalendar timestamps.

2.2.5 2.2.5 ISO 8601 time zone codes

ISO 8601 timestamps will often have a Z at the end (year-mm-ddThh:mm:ssZ). This Z is a [military time zone code](#) that represents the [UTC+00:00](#) time zone, which is the basis of [Coordinated Universal Time \(UTC\)](#). Declock times that are synonymous with UTC can end in Z (year+day.dddddZ) or a +0 (year+day.ddddd+0). Noon UTC can be written .5Z or .5+0 in Declock and 12:00:00Z or 12:00:00+00:00 as per ISO 8601. The code in [Example 6](#) converts between UTC offsets and military time zone codes. [Section 5](#) provides more information on Declock time zones.

Example 6

- [JavaScript](#)
- [Julia](#)
- [Python](#)
- [R](#)

2.2.5.0.1 hour2zone

▼ Code

```
function hour2zone(hour = 0) {
  return hour == 0 ? "Z"
    : hour > 0 && hour < 10 ? String.fromCharCode(hour + 64)
    : hour > 9 && hour < 13 ? String.fromCharCode(hour + 65)
    : hour < 0 && hour > -13 ? String.fromCharCode(Math.abs(hour) + 64)
    : "J";
}

console.log(hour2zone(-new Date().getTimezoneOffset() / 60))
```

Q

2.2.5.0.2 zone2hour

▼ Code

```
function zone2hour(zone = "Z") {
  return zone == "Z" ? 0
    : zone > "@" && zone < "J" ? zone.charCodeAt() - 64
    : zone > "J" && zone < "N" ? zone.charCodeAt() - 65
    : zone < "Z" && zone > "M" ? -(zone.charCodeAt() - 77)
    : zone;
}

console.log(zone2hour(hour2zone(-new Date().getTimezoneOffset() / 60)))
```

-4

2.2.5.0.3 hour2zone

▼ Code

```
# import Pkg; Pkg.add("TimeZones")
# using TimeZones
# localzone()
function hour2zone(hour=0)
    (
        hour == 0 ? "Z" :
        hour > 0 && hour < 10 ? Char(hour + 64) :
        hour > 9 && hour < 13 ? Char(hour + 65) :
        hour < 0 && hour > -13 ? Char(abs(hour) + 77) : "J";
    )
end

hour2zone()

"Z"
```

2.2.5.0.4 zone2hour

▼ Code

```
function zone2hour(zone="Z")
    (
        (zone = string(zone)) == "Z" ? 0 :
        zone > "@" && zone < "J" ? Int(codepoint(only(zone))) - 64 :
        zone > "J" && zone < "N" ? Int(codepoint(only(zone))) - 65 :
        zone < "Z" && zone > "M" ? -(Int(codepoint(only(zone))) - 77) :
    )
end

zone2hour()

0
```

2.2.5.0.5 hour2zone

▼ Code

```
# import time
# print(int(-time.timezone / 3600))
def hour2zone(hour=0):
    return (
        "Z" if hour == 0 else
        chr(hour + 64) if 0 < hour < 10 else
        chr(hour + 65) if 9 < hour < 13 else
        chr(abs(hour) + 77) if -13 < hour < 0 else "J"
    )

hour2zone()

'Z'
```

2.2.5.0.6 zone2hour

▼ Code

```
def zone2hour(zone="Z"):
    return (
        0 if zone == "Z" else
        ord(zone) - 64 if "@" < zone < "J" else
        ord(zone) - 65 if "J" < zone < "N" else
        -(ord(zone) - 77) if "M" < zone < "Z" else zone
    )

zone2hour()

0
```

2.2.5.0.7 hour2zone

▼ Code

```
# Sys.timezone()
hour2zone <- function(hour = 0) {
  ifelse(hour == 0, "Z",
    ifelse(hour > 0 && hour < 10, intToUtf8(hour + 64),
      ifelse(hour > 9 && hour < 13, intToUtf8(hour + 65),
        ifelse(hour < 0 && hour > -13, intToUtf8(abs(hour) + 77), "J")))))
}

hour2zone()
```

Unable to display output for mime type(s): text/html

2.2.5.0.8 zone2hour

▼ Code

```
zone2hour <- function(zone = "Z") {
  ifelse(zone == "Z", 0,
    ifelse(zone > "@" && zone < "J", utf8ToInt(zone) - 64,
      ifelse(zone > "J" && zone < "N", utf8ToInt(zone) - 65,
        ifelse(zone < "Z" && zone > "M", -(utf8ToInt(zone) - 77), zone))))
}

zone2hour()
```

Unable to display output for mime type(s): text/html

2.2.5.1 Standard Time to Decimal Time Conversion

The formula for conversion of standard time to Declock time is shown in [Equation 4](#). The value of x in [Equation 4](#) can be modified to obtain different units, which are displayed in [Table 3](#). To convert Declock time into standard time, we first convert into hours using [Equation 5](#) and the appropriate x value from [Table 3](#). Then, we convert hours into minutes with [Equation 6](#) and minutes into seconds with [Equation 7](#). The `time2doty` and `doty2time` functions in [Example 7](#) convert between standard time and Declock time. To create a full Decalendar timestamp, we can use the `date2year`, `date2doty`, `time2doty`, and `hour2zone` functions as shown in [Example 7](#). Similarly, [Example 7](#) also shows how to create an ISO 8601 calendar date timestamp with the `doty2year`, `doty2date`, `doty2time`, and `hour2zone` functions.

$$\$declock = \frac{\text{hours}}{24} + \frac{\text{minutes}}{1440} + \frac{\text{seconds}}{86400} \cdot 10^x \quad \text{mod}(4)$$

$$hours = declock \cdot 24 \cdot 10^x \quad (5)$$

$$minutes = \frac{\text{hours} - \lfloor \text{hours} \rfloor}{60} \quad \text{mod}(6)$$

$$seconds = \frac{\text{minutes} - \lfloor \text{minutes} \rfloor}{60} \quad \text{mod}(7)$$

2.2.5.2 [Table 3](#)

Click to expand

Table 3: The powers of ten of units based on days

| x | units |
|----|---------|
| -1 | deks |
| 0 | days |
| 1 | dimes |
| 2 | cents |
| 3 | mils |
| 4 | phrases |
| 5 | beats |
| 6 | mics |

Example 7

- [JavaScript](#)
- [Julia](#)
- [Python](#)
- [R](#)

2.2.5.2.1 time2doty

▼ Code

```
function time2doty(hours = 1, minutes = 0, seconds = 0) {
  return hours / 24 + minutes / 1440 + seconds / 86400
}

console.log(`${date2year().toString().padStart(4, '0')}${
  date2doty().toString().padStart(3, '0')}.${
    (Math.round(time2doty(0) * 1e5) / 1e5).toString().padStart(5, '0')
  }${hour2zone()}`)
```

1969+306.00000Z

2.2.5.2.2 doty2time

▼ Code

```
function doty2time(doty = 1/24) {
  const hours = doty * 24,
    floorHours = Math.floor(hours),
    minutes = (hours - floorHours) / 60,
    floorMinutes = Math.floor(minutes);
  return [floorHours, floorMinutes, (minutes - floorMinutes) / 60]
}

console.log(`${doty2year()}${
  doty2date().map(
    i => i.toString().padStart(2, "0")
  ).join("-")}T${doty2time().map(
    i => Math.round(i).toString().padStart(2, "0")
  ).join(":")}${hour2zone()}`)
```

1970+01-01T01:00:00Z

2.2.5.2.3 time

2.2.5.2.4 time2doty

▼ Code


```
function time2doty(hours=1, minutes=0, seconds=0)
  hours / 24 + minutes / 1440 + seconds / 86400
end

"${lpad(date2year(), 4, '0')}+${lpad(date2doty(), 3, '0')}.${(
  lpad(Int(round(time2doty(0) * 1e5)), 5, '0'))$(hour2zone())}"

"1969+306.00000Z"
```

2.2.5.2.5 doty2time

▼ Code

```
function doty2time(doty=1/24)
  hours = doty * 24
  floorHours = floor(hours)
  minutes = (hours - floorHours) / 60
  floorMinutes = floor(minutes)
  return floorHours, floorMinutes, (minutes - floorMinutes) / 60
end

"${lpad(doty2year(), 4, '0')}-${join(
  map((x) -> lpad(x, 2, '0')
), doty2date(), '-')}T${join(
  map((x) -> lpad(Int(x), 2, '0')
), doty2time(0)), ':')}${hour2zone()}"

"1970-01-01T00:00:00Z"
```

2.2.5.2.6 time2doty

▼ Code

```
def time2doty(hours=1, minutes=0, seconds=0):
  return hours / 24 + minutes / 1440 + seconds / 86400

f"{date2year():>04}+{date2doty():>03}.${round(time2doty(0) * 1e6):>05}{hou"

'1969+306.00000Z'
```

2.2.5.2.7 doty2time

▼ Code

```
def doty2time(doty = 1/24):
  hours = doty * 24
  floorHours = hours.__floor__()
  minutes = (hours - floorHours) / 60
  floorMinutes = minutes.__floor__()
  return floorHours, floorMinutes, (minutes - floorMinutes) / 60

(
  f"{doty2year():>04}-{ '-' }.join(map(lambda i: str(i).rjust(2, '0'), do
  f"T{' ':'.join(map(lambda i: str(round(i)).rjust(2, '0'), doty2time(0)
)

'1970-01-01T00:00:00Z'
```

2.2.5.2.8 time2doty

▼ Code

```
time2doty <- function(hours = 1, minutes = 0, seconds = 0) {
  hours / 24 + minutes / 1440 + seconds / 86400
}

paste0(
  sprintf("%04d", date2year()), "+",
  sprintf("%03d", date2doty()), ".",
  sprintf("%05d", round(time2doty(0) * 1e5)),
  hour2zone()
)
```

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2.2.5.2.9 doty2time

▼ Code

```
doty2time <- function(doty = 1 / 24) {
  hours <- doty * 24
  floorHours <- floor(hours)
  minutes <- (hours - floorHours) / 60
  floorMinutes <- floor(minutes)
  c(floorHours, floorMinutes, (minutes - floorMinutes) / 60)
}

paste0(sprintf("%04d", doty2year()), "-",
  paste(sprintf("%02d", doty2date()), collapse = "-"), "T",
  paste(sprintf("%02d", doty2time()), collapse = ":"),
  hour2zone()
)
```

Unable to display output for mime type(s): text/html

2.2.6 2.2.6 ISO 8601 recurring intervals

The doty numbers in the Decalendar dates are essentially [zero-based indexes](#) that can be positive or negative, like in computer [programming](#). Another inspiration from computer programming, is the ability to use [array slicing](#) to create time intervals. For example, [indexing and slicing of dates and times](#) is fully implemented in the [Pandas Python library](#).

Building on the concept of array slicing (start:stop:step), Decalendar introduces a new technique called “array spreading” (start>span>split>space) and even allows for nesting and mixing of slices and spreads. The various expressions that represent dates, times, timestamps, and time intervals are collectively called Decalendar strings. ISO 8601 has three methods of unequivocally creating [time intervals](#), start/stop, start/span, and span/stop. The Decalendar string equivalents of these three interval creation methods are start:stop, start>span, and stop<span.

Unlike Decalendar strings, ISO 8601 expressions cannot create non-consecutive or overlapping recurring intervals. Consecutive recurring intervals in ISO 8601 can look like Rn/start/stop, Rn/start/span, or Rn/span/stop, where n is the number of repetitions. In Decalendar, consecutive intervals can be created in several ways, but the easiest is with a spread (e.g. start>span>split>0). To create non-consecutive recurring intervals, we can set a non-zero space value (e.g. start>span>split>space) to create space-sized breaks in between the splits of the spread. If we want the intervals to overlap, we can flip the last sign in the spread and the space becomes the size of the overlap.

2.3 2.3 French Republican calendar

2.3.1 2.3.1 French Republican calendar *décades*

The [French Republican calendar](#) and Decalendar both organize days in groups of 10. A group of 10 days in the French Republican calendar is called a *décade*, while a group of 10 days in Decalendar is called a dek. The names of the days in a Decalendar dek are derived from their [zero-based](#) cardinal numbers (zero, one, two...), whereas the days of the *décade* are named after their ordinal numbers (first, second, third...). [Table 4](#) provides the cardinal numbers, one-letter codes, names, and types of the days of the dek as well as the names of their French Republican calendar equivalents.

2.3.1.1 [Table 4](#)

Click to expand

Table 4: The days of the dek and their French Republican calendar equivalents

| # | Code | Name | Type | French |
|---|------|--------|------|----------|
| 0 | N | Nulday | work | primidi |
| 1 | U | Unoday | work | duodi |
| 2 | D | Duoday | work | tridi |
| 3 | T | Triday | rest | quartidi |
| 4 | Q | Quaday | rest | quintidi |
| 5 | P | Penday | work | sextidi |
| 6 | H | Hexday | work | septidi |
| 7 | S | Sepday | work | octidi |
| 8 | O | Octday | rest | nonidi |
| 9 | E | Ennday | rest | décadi |

2.3.2 2.3.2 French Republican calendar time

The French Republican calendar and Declock both break the day down into decimal portions. In Declock, a *dime* is a tenth ($\frac{1}{10}$) of a day, a *cent* is a hundredth (10^{-2}) of a day, a *mil* is a thousandth (10^{-3}) of a day, and a *beat* is a hundred thousandth (10^{-5}) of a day, whereas the French Republican calendar calls these units decimal hours, decimal minutes, *décimes*, and decimal seconds, respectively. [Table 5](#) shows the start times of each *dime* ($\frac{1}{10}$) in a day and their equivalents in 24-hour and 12-hour standard time.

2.3.2.1 [Table 5](#)

Click to expand

Table 5: The start times of each dime in a day and their standard time equivalents

| $\frac{1}{10}$ | 24-hour | 12-hour |
|----------------|---------|---------|
| 0 | 00:00 | 12:00AM |
| 1 | 02:24 | 2:24AM |
| 2 | 04:48 | 4:48AM |
| 3 | 07:12 | 7:12AM |
| 4 | 09:36 | 9:36AM |
| 5 | 12:00 | 12:00PM |
| 6 | 14:24 | 2:24PM |
| 7 | 16:48 | 4:48PM |
| 8 | 19:12 | 7:12PM |
| 9 | 21:36 | 9:36PM |

2.4 2.4 Swatch Internet Time

[Swatch Internet Time](#) uses the term “beats” to describe a thousandth of day (10^{-3}). In Declock, a *beat* is a hundred thousandth of a day (10^{-5}), because this is the approximate duration of a heartbeat or a beat of music. Another difference is that Swatch Internet Time has only 1 time zone, [UTC+1](#), limiting its utility outside of Central Europe or West Africa. Declock has 11 main single-digit time zones, but can support as many time zones as needed by adding additional digits. More information on Declock time zones can be found in [Section 5](#).

2.5 2.5 Julian dates

Julian dates are the number of [fractional days](#) since $-4713+327.5$, which is noon on November 24, 4714 BC in the Gregorian calendar and January 1, 4713 BC in the Julian calendar. Julian days start at noon, whereas Decalendar days, and some [Julian day variants](#), start at midnight. Like Swatch Internet Time, Julian dates only use a single time zone ([UTC+0](#)). To obtain a Declock time from a Julian date, we subtract the Julian day number ($\lfloor JD \rfloor$) from the Julian date (JD), add 0.5, and then obtaining the remainder after dividing by 1 as shown in [Equation 8](#).

$$time = (JD - \lfloor JD \rfloor + .5) \bmod 1 \quad (8)$$

2.6.2.6 UNIX time

2.6.1 2.6.1 Julian time conversion to UNIX time

While it is possible to convert Julian dates into Decalendar dates and Declock times, the official definition of Decalendar dates and Declock times is based on UNIX time. UNIX time is the number of seconds since the UNIX Epoch, which is $1969+306.0$ in Decalendar or midnight in the [UTC+0](#) time zone on January 1, 1970 in the Gregorian calendar. A day is exactly 86,400 seconds (100,000 beats) long in UNIX time, Julian dates, Decalendar dates, and Declock times. To obtain UNIX time from a Julian Date, we subtract 2440587.5 from the Julian Date and multiply by 86400 as shown in [Equation 9](#).

$$unix = (JD - 2440587.5) \cdot 86400 \quad (9)$$

2.6.2 2.6.2 UNIX time conversion to Decalendar date

To calculate Decalendar dates directly from UNIX time, we can use a calculation described by [Howard Hinnant](#) in his 2021 article entitled “[chrono-Compatible Low-Level Date Algorithms](#)”. Briefly, the seconds (or milliseconds) in UNIX time are first converted to days ($days = seconds \div 86400$). Then, the days are used to obtain the era ([Equation 10](#)), day-of-era ([Equation 11](#)), year-of-era ([Equation 12](#)), year ([Equation 13](#)), and doty ([Equation 14](#)).

$$\$Sera = \frac{\begin{cases} days & \text{if } days \geq 0; \\ days - 146096 & \text{otherwise.} \end{cases}}{146097} \bmod(10) \$$$

$$doe = days - era \cdot 146097 \quad (11)$$

$$\$S_{yoe} = \lfloor \frac{doe - \frac{doe}{1460} + \frac{doe}{36524} - \frac{doe}{146096} }{365} \rfloor \bmod(12) \$$$

$$year = yoe + era \cdot 400 \quad (13)$$

$$\$S_{doty} = \lfloor doe - (365 \cdot yoe + \frac{yoe}{4} - \frac{yoe}{100}) \rfloor \bmod(14) \$$$

2.6.3 2.6.3 UNIX time conversion to Decalendar timestamp

To obtain fractional days, we have to sum up all of the days in previous years and subtract this sum from days to obtain the current Decalendar timestamp as shown in [Equation 15](#). The code in [Example 8](#) converts UNIX time into a Decalendar date or a Decalendar timestamp in the Zone 0 time zone. The last line in [Example 8](#) obtains the current Decalendar date by passing the current UNIX timestamp to the `unix2doty` function. If we call this function without arguments (`unix2doty()`) the result should be the UNIX Epoch: 1969+306. To see [Example 8](#) in action, visit this [CodePen](#) which displays the current timestamps in the Decalendar (`year+day.ddddd`) and ISO 8601 (`year-mm-ddThh:mm:ss`) timestamp formats.

$$\$S_{time} = year \cdot 365 + \sum_{n=1}^{year} \left[\begin{array}{c} y \bmod 4 = 0 \\ \wedge y \bmod 100 \neq 0 \\ \vee y \bmod 400 = 0 \end{array} \right] \bmod(15) \$$$

Example 8

- [JavaScript](#)
- [Julia](#)
- [Python](#)
- [R](#)

- [CopyQ](#)

2.6.3.0.1 unix2doty

▼ Code

```
function unix2doty(ms = 0) {
  const days = ms / 86400000 + 719468,
    era = Math.floor((days >= 0 ? days : days - 146096) / 146097),
    doe = days - era * 146097,
    yoe = Math.floor((doe - doe / 1460 + doe / 36524 - doe / 146096) / 365),
    year = yoe + era * 400,
    timestamp = days - Math.floor(year * 365 + year / 4 - year / 100),
    doty = Math.floor(timestamp);
  return [year, doty, timestamp - doty];
}
const [year, doty, time] = unix2doty(Date.now());
console.log(
  `${year.toString().padStart(4, "0")}.${doty.toString().padStart(3, "0")}.${(Math.round(time * 1e5)).toString().padStart(5, "0")}${hour2zone()}`
);
```

2023+212.14627Z

2.6.3.0.2 unix

2.6.3.0.3 unix2doty

▼ Code

```
function unix2doty(s=0, ms=0)
  days = s / 86400 + ms / 86400000 + 719468
  era = floor((days >= 0 ? days : days - 146096) / 146097)
  doe = days - era * 146097
  yoe = floor((doe - doe / 1460 + doe / 36524 - doe / 146096) / 365)
  year = Int(yoe + era * 400)
  timestamp = days - floor(year * 365 + year / 4 - year / 100 + year / 400)
  doty = Int(floor(timestamp))
  year, doty, timestamp - doty
end

y, d, t = unix2doty(time())
"${lpad(y, 4, '0')}.${lpad(d, 3, '0')}.${lpad(Int(round(t * 1e5)), 5, '0')}
```

"2023+212.14639Z"

2.6.3.0.4 unix2doty

▼ Code

```
from time import time

def unix2doty(s=0, ms=0):
  days = s / 86400 + ms / 86400000 + 719468
  era = (days if days >= 0 else days - 146096) // 146097
  doe = days - era * 146097
  yoe = (doe - doe / 1460 + doe / 36524 - doe / 146096) // 365
  year = int(yoe + era * 400)
  timestamp = days - (year * 365 + year / 4 - year / 100 + year / 400)
  doty = int(timestamp.__floor__())
  return year, doty, timestamp - doty

y, d, t = unix2doty(time())
f"{y:>04}+{d:>03}.{round(t * 1e5):>05}{hour2zone()}"
```

'2023+212.14648Z'

2.6.3.0.5 unix2doty

▼ Code

```
unix2doty <- function(s = 0, ms = 0) {
  days = s / 86400 + ms / 86400000 + 719468
  era = floor(ifelse(days >= 0, days, days - 146096) / 146097)
  doe = days - era * 146097
  yoe = floor((doe - doe / 1460 + doe / 36524 - doe / 146096) / 365)
  year = yoe + era * 400
  timestamp = days - floor(year * 365 + year / 4 - year / 100 + year / 4)
  doty = floor(timestamp)
  c(year, doty, timestamp - doty)
}

ydt <- unix2doty(as.numeric(Sys.time()))

paste0(sprintf("%04d", ydt[1]),
        "+",
        sprintf("%03d", ydt[2]),
        ".",
        sprintf("%05d", round(ydt[3] * 1e5)),
        hour2zone()
)
```

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```
copyq:
function unix2doty(ms = 0) {
  const days = ms / 86400000 + 719468,
        era = Math.floor((days >= 0 ? days : days - 146096) / 146097),
        doe = days - era * 146097,
        yoe = Math.floor((doe - doe / 1460 + doe / 36524 - doe / 146096) / 365),
        year = yoe + era * 400,
        timestamp = days - Math.floor(year * 365 + year / 4 - year / 100 + year / 4),
        doty = Math.floor(timestamp);
  return [year, doty, timestamp - doty];
}
const [year, doty, time] = unix2doty(Date.now()),
      datetime = `${year.toString().padStart(4, "0")}.${doty.toString().padStart(3, "0")}.${Math.round(time * 1e5).toString().padStart(5, "0")}${hour2zone()}`;
copy(datetime)
copySelection(datetime)
paste()
```

3 3 Basic concepts

3.1 3.1 Fractions analogy

In the simplest terms, Decalendar counts fractions of a year, while Declock counts fractions of a day. The denominator for Decalendar is the number of days in the year, and the Declock denominator is 10^x , where x is the number of digits in the numerator. In both systems, only the numerator, not the denominator, is provided. In the context of Decalendar, the numerator is the days that have passed in the year, while in the context of Declock, the numerator is the parts of the day that have passed.

To avoid any confusion between the two, we can say “Day 5” to mean the date when 5 days have passed this year or Day 0 to mean the first day of the year (doty). This is like the use of the term “day zero” in other contexts, such as epidemiology. The analogous term for times is Dot. The word Dot conveys that at its core Declock is a system built on fractional days expressed as decimal numbers. The 5 in Dot 5 can be thought of as a number after a decimal (0.5) or a numerator ($\frac{5}{10}$), either way it means noon, the time when half the day has passed.

3.2 3.2 Implied tolerance and duration

The analogy to decimals or fractions is important, because it explains why adding a zero at the end of a time does not change the time, only the implied tolerance of time points or the implied duration of time intervals. If Dot 5 is a time point, it has an implied tolerance of 5% of the day ($.5 \pm .05$), because any time after Dot 45 and before Dot 55 ($[.45, .55)$) would round to Dot 5. On the other hand, if Dot 5 is the start time for a time interval, that interval is implied to start at Dot 5 and end before Dot 6 ($[.5, .6)$) and thus have a duration of 10% of the day (Dot 6-Dot 5). Every additional digit we add decreases the implied tolerance and the implied duration 10-fold.

If we really want to insist on punctuality, we could include up to 5 digits in a time. Specifying times with more than 5 digits is possible, and may be useful for scientific or technical purposes, but it is analogous to providing [extremely long GPS coordinates](#); at some point the level of precision stops having relevance to daily life. If we want to strive for the highest level of precision possible, we can add the word “sharp” or the # symbol to the time. Saying “5 Sharp” or writing 5# means as close as possible to noon. Times that include # cannot have an implied duration. We can only add # to a time, so there is no need say “Dot 5 Sharp” or write .5#.

3.3 3.3 Context clues

Not saying “Day” or “Dot” in general is acceptable, because it is convenient and often the numbers make perfect sense in context. If someone says “let’s have lunch at 5”, it is clear that they are referring to noon (Dot 5) and not the sixth doty (Day 5). Also, the number itself may provide a clue. Numbers greater than 365 could still be a doty date, but such dates would be in an upcoming year, not the current year. The meaning of such dates depends on whether the current year is a common year ($n=365$) or a leap year ($n=366$). Saying “500” could mean Day 134 (if $n=366$) or Day 135 (if $n=365$) of the subsequent year, but it would most likely mean noon (Dot 500).

3.4 3.4 Stamps

If a date and a time are combined they form a time stamp. The date always goes before the time in any stamp. When said together, the numbers “0” and “500” mean the first doty (Day 0) at noon (Dot 500). In written form, this would be 000.500. This format is called .y, which is read the same way as doty, but emphasizes that the . is used in a floating point decimal doty. In other words, doty can be used instead of “day of the year” in a sentence, whereas .y indicates a stamp, such as 000.500. Ideally, a stamp will include all of the information needed to identify a singular point in time, and thus should include a year and time zone.

3.5 3.5 Specific dates and times

The dates and times above assume that the year and time zone are known. A date without a year is like a time without a time zone, both depend on the context. Most likely, we are talking about the current year and the local time zone, but it may be unclear. Including a year allows us to pinpoint a specific day, instead of a day that could happen any year. Similarly, a time with a time zone occurs once a day, rather than once in every time zone per day. The first doty 2000, would be written 2000+000 and said “Year 2000 Day 0” or simply “2000 0”, while noon in Zone 0 would be written .500+0 or 500+0 and said “Dot 500 Zone 0”, “500 Zone 0”, or “500 0”.

3.6 3.6 Negative numbers

The plus signs in the date and time above indicate that the doty date and the time zone can also be negative. In fact, all of the units above can be negative. A negative year is before 1 BCE (Before Common Era) and a negative time zone is West of Zone 0. Negative dates and times show the number of parts that are left in the whole (day or year). To extend the fractions analogy used above to negative numbers, the negative number added to the whole gives us the numerator of the positive fraction. Essentially, these numbers arrive at the same answer from opposite directions.

Negative doty numbers can be especially useful at the end of the year, because Day -1 is always the last doty, regardless of whether the year has 365 or 366 days. In certain contexts, the choice of using a negative number over a positive number may mean that we want to emphasize how much time is left instead of how much has passed. Even though Dot -1 and Dot 9 are synonymous Dec lock times, the former could highlight that there is only 1 tenth ($\frac{1}{10}$ or .1) of the day remaining before midnight. Dot 5 and Dot -5 both mean noon, like saying that a glass is half-empty or half-full.

The .y format can include positive and negative numbers, most commonly in the form $\pm\text{year}\pm\text{day}.\text{day}\pm z$, where .day is the time and z is the time zone. The year is usually provided without a sign, because most people rarely discuss years before 1 BCE. The other two signs are required in written form, but plus signs can be omitted when speaking. For example, the stamp 2000+000.500+0 is pronounced “Year 2000 Day 0 Dot 500 Zone 0” or “2000 0 500 0”, while 2000–366.600–1 (the same stamp in negative form and in Zone -1) would be said “Year 2000 Day Minus 366 Dot 600 Zone Minus 1” or “2000 –366 600 –1”.

4 4 Units

In the stamps above, the time has 3 digits, because this is the best level of precision for displaying time on clocks and watches, but times can have any number of digits, depending on the desired precision level. Dec lock provides names for extremely precise time units, but the most relevant units are within a few orders of magnitude from a day, which is the base unit of both Dec lock and Decalendar. Listing the units of each, as in [Table 6](#), highlights the relationship between the two:

4.0.0.1 [Table 6](#)

Click to expand

Table 6: The units of Decalendar and Declock

| Quantity | Name | Symbol | Formal Name |
|----------------------|--------|--------|-------------------|
| 100 | hekt | ρ | hectoday |
| 91 | delt | δ | deltakeraiayear |
| 90 | qop | ζ | qoppaday |
| 80 | pi | π | piday |
| 73 | ep | ε | epsilonkeraiayear |
| 70 | om | ο | omicronday |
| 61 | wau | ς | waukeraiayear |
| 60 | xi | ξ | xiday |
| 50 | nu | ν | nuday |
| 40 | mu | Μ | muday |
| 30 | lam | λ | lamday |
| 20 | kap | κ | kappaday |
| 10 | dek | ι, 旬 | decaday |
| 1 | day | d, 日 | day |
| 10 ⁻¹ | dime | ¼, 更 | deciday |
| 10 ⁻² | cent | ¢, % | centiday |
| 10 ⁻³ | mil | m, ‰ | milliday |
| 2 × 10 ⁻⁴ | period | . | didecimilliday |
| 10 ⁻⁴ | phrase | ⁄, ‰ | decimilliday |
| 2 × 10 ⁻⁵ | bar | | dicentimilliday |
| 10 ⁻⁵ | beat | ♪ | centimilliday |
| 10 ⁻⁶ | mic | μ | microday |
| 10 ⁻⁷ | liph | ̂m | decimicroday |
| 10 ⁻⁸ | lib | ̂m | centimicroday |
| 10 ⁻⁹ | nan | n | nanoday |
| 10 ⁻¹⁰ | roph | ̂u | decinanoday |
| 10 ⁻¹¹ | rob | ̂u | centinanoday |
| 10 ⁻¹² | pic | p | picoday |
| 10 ⁻¹³ | noph | ̂n | decipicoday |
| 10 ⁻¹⁴ | nob | ̂n | centipicoday |
| 10 ⁻¹⁵ | femt | f | femtoday |
| 10 ⁻¹⁶ | coph | ̂p | decifemtoday |
| 10 ⁻¹⁷ | cob | ̂p | centifemtoday |
| 10 ⁻¹⁸ | att | a | attoday |
| 10 ⁻¹⁹ | foph | ̂f | deciattoday |
| 10 ⁻²⁰ | fob | ̂f | centiattoday |
| 10 ⁻²¹ | zept | z | zeptoday |
| 10 ⁻²² | toph | ̂a | decizeptoday |
| 10 ⁻²³ | tob | ̂a | centizeptoday |
| 10 ⁻²⁴ | yokt | y | yoctoday |
| 10 ⁻²⁵ | zoph | ̂z | deciyoctoday |
| 10 ⁻²⁶ | zob | ̂z | centiyoctoday |
| 10 ⁻²⁷ | ront | r | rontoday |
| 10 ⁻²⁸ | yoph | ̂y | decirontoday |
| 10 ⁻²⁹ | yob | ̂y | centirontoday |
| 10 ⁻³⁰ | quek | q | quectoday |

In [Table 6](#), the units with positive exponents are used for Decalendar, while the ones with negative exponents are used for Declock. Cents (¢) can serve as a useful point of comparison to understand the scale of some of the units in [Table 6](#) above, because each cent is 1 percent of the day, which is about a quarter hour (1% = 14.4 minutes). In comparison to cents, mils are ten times smaller (.1% = 1.4 minutes), dimes (‰) are ten times larger (10% = 144 minutes), and deks (ι) are 1000 times larger (1000% = 14400 minutes). To be clear, 1 dek contains 10 whole days while the other units are fractions of days.

Declock units smaller than mils are not easy to think of as percents of a day. For phrases (ϣ) and beats (♩), music serves as a much more useful analogy. In fact, phrases and beats are musical terms. The duration of a musical beat depends on the tempo, but a Declock beat is always precisely 0.864 seconds long. This translates to a tempo of $69.\bar{4}$ ($69\frac{4}{9}$ or $625/9$) beats per minute, which is coincidentally also within the normal range of a resting heart rate. Declock beats are organized into groups of 2 called bars or measures, groups of 10 called phrases, and groups of 20 called periods. A real example of music that follows this exact pattern is Haydn's [Feldpartita](#).

Declock units smaller than beats are too small for typical daily use. For example, a mic (microday, μ) is faster than a blink of an eye. Each frame in a video playing at 60 frames per second will be shown for about 1.93 liphs (milliphrases, m̄). A lib (millibeat, m̄) is not enough time for a neuron in a human brain to fire and return to rest. Sound can travel from a person's ear to their other ear in about 7 nans (nanodays). Noticing that a sound reaches one ear before the other can help humans to localize the source of the sound, but a roph (microphrase, ρ̄) difference might be too fast to notice. In a rob (microbeat, ρ̄), a USB 3.0 cable transferring 5 gigabytes per second can send 4.32 kilobytes, the equivalent of a text file with 4320 characters.

5 5 Time zones

Of the units discussed above, dimes are notable, because they are the units of Declock time zones. The times in Zone 1 are one dime earlier than Zone 0 and two dimes earlier than Zone -1. Time zones are important, because different time zones could have very different times and even different dates. Mexico City is in Zone -3 and Tokyo is in Zone 4, meaning for the majority of the day (Dot 7 to be exact) Tokyo is one day ahead of Mexico City. If it is noon on the last day of the year 1999 in Mexico City, it will be Dot 200 on the first day of the year 2000 in Tokyo. This date and time in Mexico City can be written 2000+000.200+4 or 2000-365.800+4, while the equivalent date and time for Tokyo is 1999+365.500-3 or 1999-001.500-3. If we removed the time zone from the end, we would not know that all of these stamps describe the same moment in time.

Declock groups together the 26 [Coordinated Universal Time \(UTC\) offsets](#) (-12:00 to +14:00) into 11 time zones (Zone -5 to Zone 6) by converting hours into dimes ($dimes = hours \div 2.4$) and rounding to the nearest whole number ($dimes = \lfloor hours \div 2.4 \rfloor$). This time zone system is simple and facilitates conversion, but locations on the edges of the main time zones may experience a significant difference between Dot 5 and [solar noon](#), the point when the sun reaches its highest position in the sky.

If we decide to prioritize the amount of sunlight at Dot 5 over simplicity and ease of conversion, we could convert degrees of longitude into cents or mils, instead of converting hours into dimes. For example, we could say that Mexico City is in Zone -275 instead of Zone -3, because the longitude of Mexico City is 99 degrees West, which translates to an offset of -275 mils ($mils = degrees \div .36$). Essentially, we could create as many additional Declock time zones are desired simply by adding digits to the end of each time zone. Adding one digit yields 110 double-digit cent time zones, adding two digits creates 1100 triple-digit mil time zones, and so on.

6 6 Dot formats

The stamps shown above are in the decimal days of the year (.y) format, which is the main Decalendar format. In addition to the .y format, there are 2 other supplemental datetime formats, which are based on decimal days of the month (.m), and decimal days of the week (.w). [Table 7](#) summarizes the three decimal day-of-the (dot or .) formats:

6.0.0.1 [Table 7](#)

Click to expand

Table 7: The three dot formats

| Day of the | . | General Form | Specific Example |
|------------|---|-----------------|------------------|
| Year | y | year±day.day±z | 1999+365.500-3 |
| Month | m | year±m±dd.day±z | 1999+B+29.500-3 |
| Week | w | year±ww±d.day±z | 1999+52+5.500-3 |

In [Table 7](#), day is the 3-digit day of the year (doty) number, dd is the 2-digit day of the month (dotm) number, d is the 1-digit day of the week (dotw) number, and .day is the time in mils.

6.1 6.1 The .m format

The m in the .m format is the 1-digit month number and is the double-digit dotm. To fit all of the months in a single digit, m is in [hexadecimal](#) form (Base16 encoded). This means that the first 10 months are represented by the numbers 0 through 9 ([zero-based numbering](#)) while the last two months of the year are represented by the letters “A” and “B” instead of numbers. The .m format is similar to the [ISO8601 calendar date](#) format (year-mm-dd).

The [ordinal numerals](#) of September, October, November, and December in Decalendar (Sep=7th, Oct=8th, Nov=9th, Dec=10th) match the [numeral prefixes](#) in their names (Sep=7, Oct=8, Nov=9, Dec=10). The m value of a month is based on its cardinal number in Decalendar, which is 1 less than its ordinal number (Sep=6, Oct=7, Nov=8, Dec=9).

To convert a double-digit Gregorian calendar month number (mm) into a single-digit Decalendar m value, we subtract 3 if mm is greater than 2, add 9 if not, as shown in [Equation 16](#), and then encode into hexadecimal (Base16). To do the inverse (convert m to mm), we decode from hexadecimal, add 3 to m values less than 10 and subtract 9 from other m values, as shown in [Equation 17](#). After hexadecimal encoding, January is represented by A and February is represented by B (mnemonic: jAn=January, feB=February).

$$\$m = \begin{cases} mm - 3 & \text{if } month > 2; \\ mm + 9 & \text{otherwise.} \end{cases} \quad \text{mod } 16$$

$$\$m = \begin{cases} month + 3 & \text{if } month < 10; \\ month - 9 & \text{otherwise.} \end{cases} \quad \text{mod } 16$$

6.2 6.2 The .w format

The week number in the .w format, ww, ranges from 0 to 53 or -54 to -1. Weeks in the .w format start from Sunday. [Table 8](#) shows the possible dotw values, which range from 0 to 6 or -7 to -1.

6.2.0.1 [Table 8](#)

Click to expand

Table 8: The weeks in the .w format

| Day | Pos | Neg |
|-----------|-----|-----|
| Sunday | 0 | -7 |
| Monday | 1 | -6 |
| Tuesday | 2 | -5 |
| Wednesday | 3 | -4 |
| Thursday | 4 | -3 |
| Friday | 5 | -2 |
| Saturday | 6 | -1 |

6.3 6.3 Dot format examples

[Table 9](#) builds on the example from [Section 5](#) to compare all three . formats. The 3 . formats differ only in their approach to the date, not the time. Therefore, the times below are all shown to 1-digit time precision (same as time zones) instead of the typical 3-digit mil precision. In Mexico City, the time is +5-3 or -5-3, while the time in London is +8+0 or -2+0 and time in Tokyo is +2+4 or -8+4.

6.3.0.1 [Table 9](#)

Click to expand

Table 9: The time in Mexico City, London, and Tokyo in all three dot formats

| Day of the | . | Mexico City | London | Tokyo |
|------------|---|---------------|---------------|---------------|
| Year | y | 1999+365.5-3 | 1999+365.8-3 | 2000+000.2+4 |
| Year | y | 1999-001.5-3 | 1999-001.2-3 | 2000-365.8+4 |
| Month | m | 1999+B+29.5-3 | 1999+B+29.8-3 | 2000+0+00.2+4 |
| Month | m | 1999-1-01.5-3 | 1999-1-01.2-3 | 2000-C-31.8+4 |
| Week | w | 1999+52+2.5-3 | 1999+52+2.8-3 | 2000+00+3.2+4 |
| Week | w | 1999-01-5.5-3 | 1999-01-5.2-3 | 2000-53-4.8+4 |

In [Table 9](#), the .m format tells us that the month in Tokyo is January (Month 0) and the month in Mexico City and London is December (Month B). We could say the .m dates in Mexico City and London as “Year 1999 Month B Day 29” or “Year 1999 Month -1 Day -1” and the Tokyo date as “Year 2000 Month 0 Day 0” or “Year 2000 Month -C Day -31”.

The .w format always starts the year with Week 0, but the year can start on any day of the week. [Table 9](#) shows that the year 2000 starts on a Saturday (Week 0 Day 6). The .w dates in Mexico City and London could be said “Year 1999 Week 52 Day 2” or “Year 1999 Week -1 Day -5”, while the date in Tokyo could be pronounced “Year 2000 Week 0 Day 3” or “Year 2000 Week -52 Day -4” in Tokyo.

In contrast to the .m and the .w formats, the dates in the .y format are one character shorter and a little easier to say. The spoken form of the .y date in Mexico City and London is “Year 1999 Day 365” or “Year 1999 Day -1” and the spoken form of the Tokyo date is “Year 2000 Day 0” or “Year 2000 Day -365”.

6.4 6.4 Deks

Even though it provides formats for months and weeks, Decalendar envisions a world in which these units are replaced by deks. In terms of scale, deks are somewhere between a week and a month, precisely half a day less than a week and a half (1.5 weeks - 0.5 days) and approximately a third of a month. Deks could provide the functionality of both weeks and months if we followed a dekly schedule instead of weekly and monthly schedules. The transition to a dekly schedule would be a massive undertaking, but could start with the creation of the digital infrastructure needed for the new system. Every desktop and mobile application that uses dates could be adapted to optionally use deks instead of weeks and months.

6.4.1 6.4.1 Days of the dek

A major difficulty with the Gregorian calendar is that the date is disconnected from the day of the week. In contrast, the day of the dek (dotd) is simply the last digit of the day number in the .y format. For example, the first day of the year (Day 0) is always a Nulday, the last day of common years (Day 364) is always an Quaday, and the last day of leap years (Day 365) is always a Penday. The day number allows us to distinguish workdays from restdays. Decalendar defines Triday, Quaday, Octday, and Ennday as restdays, which means that days with numbers that end in 3, 4, 8, or 9 are days off from work and school. Each dek consists of 2 pents (pentadays), each pent has 3 workdays called the trep (trepalium) and 2 restdays called the pentend. In total, there are 219 workdays and 146 restdays in a Decalendar year, not counting the only obligatory holiday, Leap Day (Day 365).

6.4.2 6.4.2 Workdays

The Gregorian calendar has many more workdays, 260 in common years and 261 in leap year. Despite having many fewer workdays and many more restdays, workers following Decalendar would actually spent slightly more time at work overall, because the Decalendar workday goes from Dot 3 to Dot 7 and thus is 4 dimes (9.6 hours) long, 6.6 cents (96 minutes) longer than the typical 9-to-5 work schedule (Dot 375 to Dot 7083̄). In other words, this work schedule starts 75 mīls (1.8 hours) earlier than 9AM (Dot 375) and ends 8.3 mīls (12 minutes) earlier than 5PM (Dot 7083̄). In a typical 40-hour workweek, workers spend 23.80952381 cents per day at work on average, which adds up to 8.6 deks (2608/240) *per common year* and 8.7 deks (2618/240) *per leap year*. In contrast, workers following Decalendar spend 24 cents per day at work on average, which totals up to 8.76 deks (219*.04) spent at work every year. The default approach of Decalendar is to compensate for having more restdays with longer workdays.

6.4.3 6.4.3 Schedules

6.4.3.1 Pently schedules

If necessary, the length of the workday and the number of workdays in the dek can be adjusted according to different schedules. As mentioned above, each half of the dek is called a pent. Each pent can have its own pently schedule. The expectation is that workers will work for 12 dimes per pent. It is possible to split those 12 dimes over the course of 5, 4, 3, or 2 days in each pent. [Table 10](#) displays how the number of workdays and restdays in a pent affects the start time, end time, and duration of the workday. The different pently schedules are named after the number of workdays per pent. People can switch between pently schedules every pent as needed, but unless there is a compelling reason to follow a different pently schedule, everyone should follow the Schedule 3 by default. Schedule 3 has 3 workdays and 2 restdays in each pent. Each Schedule 3 workday starts at Dot 3, ends at Dot 7, and lasts 4 dimes.

6.4.3.2 [Table 10](#)

Click to expand

Table 10: The characteristics of the pently schedules

| Schedule | Workdays | Restdays | Start | End | Duration |
|----------|----------|----------|-------|-----|----------|
| 2 | 2 | 3 | .2 | .8 | .6 |
| 3 | 3 | 2 | .3 | .7 | .4 |
| 4 | 4 | 1 | .35 | .65 | .3 |
| 5 | 5 | 0 | .38 | .62 | .24 |

6.4.3.3 Daily schedules

Decalendar recommends waking up at Dot 2 and going to bed at Dot 8. This recommendation allots 4 dimes (9.6 hours) for falling asleep and sleeping. To keep daily schedules symmetrical, the time spent awake should be split evenly before and after work. People following Schedule 3 would thus have 10 cents (2.4 hours) to prepare for work and another 10 cents to prepare for bed. [Table 11](#) shows the recommended Schedule 3 daily schedule. Schedule 4 and Schedule 5 allot even more time, 15 cents (3.6 hours) and 18 cents (4.32 hours), respectively, for before-work and after-work activities. The recommended sleep schedule does not fit well with Schedule 2, but this incompatibility does not have to result in a sleep deficit. If the Schedule 2 workdays are not consecutive, people following Schedule 2 can catch up on sleep on their days off by going to bed early before and sleeping in after every workday.

6.4.3.4 [Table 11](#)

Click to expand

Table 11: The workday schedule

| Start | End | Duration | Description |
|-------|-----|----------|------------------------------|
| .2 | .3 | .1 | Wake up and prepare for work |
| .3 | .7 | .4 | Work |
| .7 | .8 | .1 | End work and prepare for bed |
| .8 | .2 | .4 | Go to bed and sleep |

6.5 6.5 Subyear units

In addition to serving as a part of the Gregorian date coordinate system described above, months can also indicate the current season or quarter. Deks can also serve as indicator of subyear units like seasons.

6.5.1 6.5.1 Seasons

We can use [Table 1](#) to convert any Gregorian calendar date to a positive doty number. This is especially useful for variable dates that have to be converted every year. For example, the dates of the solstices, the longest and shortest days of the year, vary slightly every year. Instead of calculating the exact doty number of the solstices ourselves we could translate from existing Gregorian calendar dates. Solstices and equinoxes (the points in between the solstices) are the basis of the some holidays, such as [Nowruz](#).

The dates of the solstices and the equinoxes can be used as definitions of the seasons. Each season has its opposite. The opposite of Spring is Fall and the opposite of Summer is Winter. These opposites are always occurring simultaneously, one opposing season in the Northern hemisphere and the other in the Southern hemisphere. [Table 12](#) lists the opposing seasons in the North and South columns (which correspond to the Northern and Southern hemispheres) and the approximate dates of the solstices and the equinoxes that mark the start of each season.

6.5.1.1 [Table 12](#)

Click to expand

Table 12: Solstice and equinox Gregorian calendar and doty dates

| Code | North | South | doty | dotm | Date | Event |
|------|--------|--------|------|------|--------------|--------------------|
| S0 | Spring | Fall | 19 | 0+19 | March 20 | Northward Equinox |
| S1 | Summer | Winter | 111 | 3+19 | June 20 | Northward Solstice |
| S2 | Fall | Spring | 205 | 6+21 | September 22 | Southward Equinox |
| S3 | Winter | Summer | 295 | 9+20 | December 21 | Southward Solstice |

Using the information in [Table 12](#), we can group the deks and pents in a year according to the seasons in which they occur. We identify deks using the first 2 digits of the 3-digit day number of any day in that dek. The pent number is twice the dek number plus one if the dotd is greater than 4 ($dek \cdot 2 + dotd > 4$). For example, Day 19 is the last day in Dek 1 and Pent 3, while Day 111 is the second day in Dek 11 and Pent 22.

We can round up the start of the first season and round down the start of the second season to obtain the division of pents by season as summarized in [Table 13](#). It is important to note that the last season starts in Pent 59 of one year and ends with Pent 3 of the subsequent year. In common years, each season in [Table 13](#) has 18 pents (90 days), except for the season in the second row, which has 19 pents (95 days). In leap years, the season in the last row of [Table 13](#) has 18.2 pents (91 days).

6.5.1.2 [Table 13](#)

Click to expand

Table 13: The pents that begin and end each season

| Code | North | South | First | Last | Duration |
|------|--------|--------|-------|------|----------|
| S0 | Spring | Fall | 4 | 21 | 18 |
| S1 | Summer | Winter | 22 | 40 | 19 |
| S2 | Fall | Spring | 41 | 58 | 18 |
| S3 | Winter | Summer | 59 | 3 | 18 |

6.5.2 6.5.2 Qops, Delts, Eps and Waus

6.5.2.1 Qops

In contrast to the variable length of seasons, other Decalendar units are constant length. Of these constant length units, qops (qoppas, ♅) are most like seasons. Qops divide the year into four parts, but unlike seasons, qops do not include Pent 72, the last pent of the year. Pent 72 is not included in the last qop so that each qop is 9 deks and 90 days long. The omission of Dek 36 also maintains the pattern of alternating even and odd numbers in each row. This omission leaves out only 5 or 6 days per year, because Dek 36 overlaps with Dek 0. [Table 14](#) shows the division of deks by qop.

6.5.2.2 [Table 14](#)

Click to expand

Table 14: The deks that begin and end each qop

| Code | First | Last |
|------|-------|------|
| Q0 | 0 | 8 |
| Q1 | 9 | 17 |
| Q2 | 18 | 26 |
| Q3 | 27 | 35 |

6.5.2.3 Delts

In addition to qops shown above, Decalendar describes 3 other similar units called delts (deltas, δ), eps (epsilons, ε), and waus (ς). These units do not leave out as many days in each year, because they split the year by day, rather than by dek. Delts, eps, and wau split the year into 4, 5, and 6 parts, respectively. Delts are 91 days long and leave out one day at the end of common years and two days at the end of leap years. Just as above, leaving out a small number of days at the end of the year preserves a pattern that can be useful for remembering the days on which delts start and end. [Table 15](#) list the numbers of the days that begin and end each delt. In [Table 14](#), not only do rows alternate between even and odd numbers, but the delt number is the last digit of both the start and the end day of the delt.

6.5.2.4 [Table 15](#)

Click to expand

Table 15: The days that begin and end each delt

| Code | First | Last |
|------|-------|------|
| D0 | 0 | 90 |
| D1 | 91 | 181 |
| D2 | 182 | 272 |
| D3 | 273 | 363 |

6.5.2.5 Eps

Unlike delts, eps are 73 days long and do not leave out any days from common years.

Oops, delts, and eps all leave out leap days in leap years. [Table 16](#) list the numbers of the days that begin and end each ep.

6.5.2.6 [Table 16](#)

Click to expand

Table 16: The days that begin and end each ep

| Code | First | Last |
|------|-------|------|
| E0 | 0 | 72 |
| E1 | 73 | 145 |
| E2 | 146 | 218 |
| E3 | 219 | 291 |
| E4 | 292 | 364 |

6.5.2.7 Waus

The only unit that can include the leap year is a wau (ç), which is 61 days long and follows a similar pattern as a delt, except the last wau in common years is 1 day short than all the others. [Table 17](#) list the numbers of the days that begin and end each wau. As with delts, the wau number is the last digit of the numbers of its first and last day.

6.5.2.8 [Table 17](#)

Click to expand

Table 17: The days that begin and end each wau

| Code | First | Last |
|------|-------|------|
| W0 | 0 | 60 |
| W1 | 61 | 121 |
| W2 | 122 | 182 |
| W3 | 183 | 243 |
| W4 | 244 | 304 |
| W5 | 305 | 365 |

All of the subyear unit codes can be preceded by a year and followed by a day number. The midpoint of common years is noon on the first day of Delt 2, D2+00.5 or +182.5, and the midpoint of leap years is midnight of the first day of Wau 3, W3+00.0 or +183.0. The first day of Spring in northern hemisphere and Fall in the southern hemisphere in the year 2000 is 2000S0+00 or 2000+020, while the last day of this season is 2000S0+89 or 2000+109. The subyear units are essentially date intervals, series of contiguous dates. Decalendar includes very powerful approaches to describing series of dates, times, and stamps.

7 7 Series

A single doty number, such as Day 0, implies a duration on 1 day. We can indicate a duration of multiple days by listing consecutive days in a series. A series consists of dates, times, or stamps separated by commas (,). The items in a series should all be of the same type. In other words, series should be homogeneous and not mix dates, times, and stamps. The first 3 days of the year in the form of a series would be written 0,1,2, while the last three days would be -3,-2,-1. The first half a day, from midnight to noon, could be written 0,.1,.2,.3,.4.

7.1 7.1 Slices

Instead of listing every single day in a `series`, we can “slice” from `Day 0` up to but not including `Day 3` by writing `:3`. Simple slices consist of a `start` and a `stop` separated by a colon (`start:stop`). When the `start` is omitted, slices begin at the first value, which in the context of a year is `Day 0` and in the context of a day is midnight. Therefore, writing `:3` is the same as writing `0:3`, both represent the first 3 days of the year: `0,1,2`. Using this approach, we can shorten the series `0,.1,.2,.3,.4` to `:.5`. If we omit the `stop`, instead of the `start`, we would “slice” up to and including the last value.

In the context of `doty` dates, omitting the `stop` value obtains all of the days in the year after the `start`, because the default `stop` is the number of days in the year (`n`). For example, the slice `3:` has a `start` of `Day 3` and a `stop` of `n`, and thus represents every day in the year except the first 3. The number of items we obtain from a slice is called a `span`. To calculate the `span`, we subtract the `start` from the `stop` (`stop - start`). In a common year, the `span` of `003:` is `n - 3 = 362`, while in a leap year it would be `n - 3 = 363`. If both the `start` and the `stop` are omitted, every day is included (`span = n - 0`). [Table 18](#) lists the seasons, `qops`, and `delt`s in the form of slices. The superscript plus sign (⁺) in [Table 18](#) indicates a number that has to be incremented in leap years.

7.1.0.1 [Table 18](#)

Click to expand

Table 18: The slices that represent the 4-part subyear units

| Index | Season | Qop | Delt |
|-------|----------------------|---------|---------|
| 0 | 20:110 | :90 | :91 |
| 1 | 110:205 | 90:180 | 91:182 |
| 2 | 205:354 | 180:270 | 182:273 |
| 3 | 295:385 ⁺ | 270:360 | 273:364 |

7.2 Steps

The simple slices (`start:stop`) described above are a type of time segment, an unbroken time interval. To break up a simple slice into a non-consecutive series, we can add a `step` value and create a stepped slice (`start:stop:step`). Stepped slices move in `step`-sized “steps” starting from `start`, skipping over `step - 1` items with each “step”, keeping only items that are “stepped” on.

In other words, stepped slices keep items whose index (zero-based position) in the slice is evenly divisible by `step`. A `step` value of 1 keeps every item, because every index is divisible by 1, and a `step` of 2 keeps every other item, those with even-numbered indexes. `Day 0` and every other third day in the year thereafter (`Day 3`, `Day 6`, etc.) can be represented by the slice `::3`.

To create a series of times on days throughout the year, we can use a slice with a series of steps. The slice `:365:1,1,3` represents all of the Decalendar workdays in a year. It is necessary to specify 365 as the `stop`, so that Leap Day (`Day 365`) is not included as a workday in leap years. Similarly, `3::1,4` is a `seq` that represents all of the regular restdays, not including the Leap Day holiday.

Stepped slices cannot be included in `series`, because both use commas (,) and it would not be possible to differentiate a series of steps from subsequent items in the series. The simple rule is that slices with more than 1 colon (:) cannot be part of a series. For example, `:365:1,1,3` is a stepped slice with a series of 3 steps rather than a series consisting of a slice and two numbers.

7.3 Spreads

To create series of consecutive items with breaks in between, it may be better to use a spread than a slice. Simple spreads consist of either a `start` and a `span` (`start>span`) separated by a greater-than sign (>) or a `stop` and a `span` (`stop<span`) separated by a less-than (<) sign. The default `start` and `stop` values are the same for both slices and spreads. We can spread forward from the default `start` to capture the first `span` days in a year. For example, the first 3 days in a year can be represented by the spread

>3, which is synonymous with the `slice :3`. In this example, the `start` is 0, while the `stop` and the `span` are both 3. In addition to default `start` and `stop` values, `spreads` also have default `span` values. A `spread` that only uses default values (`>` or `<`) will include every day in the year (`span = n`). [Table 19](#) lists the seasons, `qops`, and `delt`s in the form of `spreads`.

7.3.0.1 [Table 19](#)

Click to expand

Table 19: The `spreads` that represent the 4-part subyear units

| Index | Season | Qop | Delt |
|-------|---------------------|--------|--------|
| 0 | 20>90 | >90 | >91 |
| 1 | 110>95 | 90>90 | 91>91 |
| 2 | 205>90 | 180>90 | 182>91 |
| 3 | 295>90 ⁺ | 270>90 | 273>91 |

If we “spread” forward from a positive `start`, the default `span` is `n - start`. If we spread backward from a positive `stop`, the default `span` is `stop`. We can spread backward from the default `stop` to capture the last `span` days in a year. For example, `<3` represents the last 3 days of any year. We could also use a negative `start` of `-3`, the third to last day of any year, to create the `slice -3:` and the `spread -3>`, both of which are synonymous with `<3`. One advantage of `spreads` over `slices` is the ability to access days from the end of a year without negative numbers. A `span` value of zero does not return any items. Negative `span` values reverse the direction of the first sign, turning `start` into `stop` and vice versa.

7.4 7.4 Splits

As with stepped `slices`, we can create non-consecutive series by “splitting” a simple `spread` (`start>span` or `stop<span`) into `split spread` (e.g. `start>span>split`) with a `split` value that works like the opposite of a `step`. While `steps` keep items that are “stepped” on, `splits` exclude items that are used to create the boundaries of the `splits`. The default `split` value is `span`, meaning that the entire `span` is included in one `split`.

A `split spread` with a `split` value of 1 (`start>span>1`) is the same as a stepped `slice` with a `step` value of 2 (`start:stop:2`). `Split` values greater than 1 but less than `span` will yield a series of segments. If `split` is zero (`start>span>0`), the `split spread` will not return any items. A negative `split` value reverses the direction of the second greater-than sign (`start>span>-2` and `start>span<2` are synonymous). This can be useful when providing a series of `split` values. Negative `split` values reverse the direction of a `split` and a `split` value of zero skips a `split`. Just like stepped `slices`, `split spreads` cannot be included in a series, because every `split` can have a series of values.

The direction of the second sign in `split spreads` determines whether we begin creating splits from the `start` (`>`) or the `stop` (`<`) of the `span`. If the first two values (`start` and `span` or `stop` and `span`) are blank, the direction of the first sign does not matter and the first two signs can be combined into a “much greater-than sign” (`>>`), a “much less-than sign” (`<<`), a diamond (`◇`), or simply an `x`. The `split spreads` `>>4` and `◇4` are synonymous; both skip every 5th day to create groups of 4 days throughout the year starting with the first 4 days of the year `>4`. Notably, `>>4` and `◇4` will always end with a segment containing the last 4 days of common years, `360:364`, `360>4`, or `364<4`, even in leap years, because partial `splits` are not allowed.

7.5 7.5 Spaces

The patterns described above require that `splits` are separated by the default `space` value of 1. We can specify a different `space` value in the form `start>span>split>space`. The `split spreads` `>>3>2` and `◇3>2` create 3-day splits separated by 2-day spaces. This is the pattern of workdays in the Decalendar system. The first segment of `>>3>2` and `◇3>2` can be written as `:3`, `>3`, or `3<`, while the last segment is `360:363`, `360>3`, or `363<3`. The workdays in the first dek of `>>3>2` and `◇3>2` can be written as the following series of segments: `:4,5:8`, `>3,5>3`, or `3<,8<3`. Unlike stepped `slices` and `split spreads`, simple `slices` and simple `spreads` can be used in series.

A space value of 0 may also be useful. For example, `delts`, `qops`, `eps`, and `waus` can be summarized as `split` spreads as shown in [Table 20](#). When `space` is zero, the direction of the third sign does not matter. The `split` spreads `»61>0`, `◊61>0`, `»61<0`, and `◊61<0` all represents the `waus` in a year. `Waus` divide leap years evenly and `eps` divide common years evenly. Therefore, `x61>0` and `x61<0` can represent all of the `waus` in leap years, just like `x73>0` and `x73<0` can represent all of the `eps` in common years. The seasons can be described by a spread with a series of splits and a space of 0: `»90,95,90,90+>0`.

7.5.0.1 [Table 20](#)

Click to expand

Table 20: The spreads that represent the constant length subyear units

| Unit | Spread |
|------|--------|
| Delt | »91>0 |
| Qop | »90>0 |
| Ep | »73>0 |
| Wau | »61>0 |

If `space` is greater than zero and the second and third sign are pointing in opposite directions, the resulting time segments will overlap. The `split` spreads `>1>.4<.2` and `<1<.4>.2` both result in the same 4 overlapping time segments: `.4`, `.2:.6`, `.4:.8`, `.6:1`. Negative values can be used in a series of spaces to temporarily reverse the direction and intersperse overlapping and non-overlapping segments. The `split` spread `>1>.4<.2,-.1` yields two segments that overlap and one segment that does not overlap: `.4`, `.2:.6`, `.6:1`.

Overlapping segments could be used to plan work shifts that require a hand-off between teams. The segments created by `>1>.4<.2` are shifted by two dimes in relation to each other and overlap by 2 dimes. If these segments are in Zone 0 time, they represent the normal workday (`.3:.7`) for Zone 3 (`.4`), Zone 1 (`.2:.6`), Zone -1 (`.4:.8`), and Zone -3 (`.6:1`). Each of these 4 segments could represent a team working during the normal workday in their respective time zone. All but the last team would have two dimes of overlap with the subsequent team.

7.6 Sequential spreads and slices

`Split` spreads can be combined with other spreads into sequences called `seq` spreads (sequential spreads). The intuition behind `seq` spreads and is that each item in the first (outer) spread serves as a starting point for the second (inner) spread. The main use of `seq` spreads is to first “spread” across days and then “spread” across times in those days. We can combine `»3>2`, a `split` spread that represents the Decalendar workdays, with `.3>.4`, a simple spread that provides the start and span of the Decalendar workday, to obtain `»3>2>.3>.4`, a `seq` spread that represents the time spent at work in a Decalendar year.

In this `seq` spread, the `split` is the number of workdays (3), the space is the number of restdays (2), the second-to-last number is the start of the workday (`.3`) and the last number is the workday span (`.4`). The spread `»3>2>.3>.4` first starts at midnight of each workday, then moves forward 3 dimes to the new start of Dot 3, and then “spreads” forward by a span of 4 dimes to the new stop of Dot 7. We could replace the start of the workday in `»3>2>.3>.4` with the end of workday if we reverse the last sign: `»3>2>.7<.4`, because `.3>.4` and `.7<.4` are synonymous.

We combine the two spreads with `>` because we want to move forward from the beginning of each workday, instead of backward to the previous day. If we combined `»3>2` and `.3>.4` with `<`, the resulting spread `»3>2<.3>.4` would move backward from midnight of each workday to Dot 7 of each previous day and then “spread” forward to Dot 1 of each workday. We may want to use such a mixed direction `seq` spreads when dealing with time zones. If we lived in Zone -3 and wanted to know how the workdays in Zone 4 translated into our time zone, we could take the spread `»3>2>.3>.4` and move its start to 7 dimes

earlier: `>3>2<.4>.4`. Seq spreads enable such time zone conversions without the use of negative numbers.

The seq slice equivalent of `>3>2>.3>.4` is `:365:1,1,3:.3:.7`. Seq spreads will always be a more succinct way for creating long consecutive sequences with breaks than slices. For example, to include a lunch break in the middle of work, we could simply add a split and a space to the seq spread above: `>3>2>.3>.4>.18>.04`. To do the same with a seq slice, we have to create 17 steps of 0.01 and a step of .04: `:365:1,1,3:.3:.7:17*1%,4%`. Here, we are using the replication operator (`*`) to avoid writing 0.01 17 times and the percent operator (`%`) to save a few characters, but even so the seq slice is not as concise as the seq spread. [Table 21](#) shows each part of this schedule in the form of simple slices and simple spreads.

7.6.0.1 [Table 21](#)

Click to expand

Table 21: A workday schedule with a lunch break

| slice | spread | spread | label |
|---------|---------|---------|-------|
| .30:.48 | .30>.18 | .48<.18 | work0 |
| .48:.52 | .48>.04 | .52<.04 | lunch |
| .52:.70 | .52>.18 | .70<.18 | work1 |

7.7 Pomodoro

Another real-life application of spreads can be to intersperse breaks in between periods of work as in the [Pomodoro technique](#). The times spent working and resting can vary, but a reasonable translation of the original Pomodoro into the Declock units would be to have each pomodoro consist of 17 mils of work and 3 mils of rest, with a 17 mil break after every 4 pomodoros. To repeat 16 pomodoros throughout the Decalendar workday, we could use the following seq spread: `.3>.7>.08>.02>>.017>.003`. Here, we use the “very much greater-than sign” (`>>`) instead of a combination of a “much greater-than sign” (`>`) and a greater-than sign (`>`). The pomodoro pattern is difficult to capture with a slice because we have to use `*` for the steps of the inner and the outer slice:

`.3:.7:8*.01,.02::17*.001,.003`.

7.7.1 Replication operator

The replication operator (`*`) is very useful for replacing repetitive values. For example, to divide any year into six parts we could use the spread `>5*61,60*>0` to create 5 “splits” that are all 61 days long and one last “split” that is 60+ days (60 days in a common year or 61 days in a leap year) long. The `*` helps us avoid the repetitiveness of writing `>61,61,61,61,61,60*>0`. In addition to being used in the split and space of a split spread or the step of a stepped slice, the `*` can also be used in the span of a split spread or the stop of a stepped slice to indicate has many cycles of splits or steps we want to complete. For example, `>4*>5*61,60*>0` indicates that we want 4 years (the current year and the 3 subsequent years) “split” into 6 parts for a total of 24 parts. In other words, `4*` means that we want to stop cycling after completing four yearly cycles. We can read `4*` out loud as “four times” because it means we intend to go through the yearly cycle “four times”.

7.7.2 Percent, permil, and permyr operators

We can make the seq spread above even shorter by using the per operators: `%`, `‰`, and `‱`. Most of the values in `.3>2*>.08>.02>>.017>.003` are either percents (`.01` or `1/100`) or permils (`.001` or `1/1000`) of a day, we can therefore rewrite this seq spread as `.3>2*>8‰>2‱>17‰>3‱`. It may be difficult to write the permil (`‰`) operator (hex: `2030`, html: `‰`, vim: `%0`, compose: `%o`), because it does not appear on a typical keyboard, so it is also possible to write `.3>2*>8‰>2‱>17‰>3‱` as `.3>2*>8‰>2‱>17m>3m`, with the letter `m`, which stands for mil, replacing `‰`. In addition to the percent (`%`) and permil (`‰`) operators, there is also the permyr (`‱`) operator, which is short for permyriad and represents Declock phrases (`10-4`).

7.7.3 7.7.3 Pently schedules as seq spreads, splices, and sleds

We can use seq spreads to describe the [pentlyschedules](#). Schedule 5 is particularly interesting because it includes all of the days of the year. Spreads that include every item can be written as > or <, but seq spreads must have at least 5 values. The Schedule 5 seq spread »».38>.24 has 4 blank values, which represent the default start, span, split, and space. Similarly, the Schedule 4 seq spread »4».35>.3 has 3 blank values, which represent the default start, span, and space. The Schedule 2 and Schedule 3 seq spreads, »2>3>.2>.6 and »3>2>.3>.4, respectively, only have 2 blank values, the start and the span. As an alternative to seq spreads and seq slices, we can use slice-spread hybrids called sleds or spread-slice hybrids called splices. Sleds put the slice elements first (start:stop:step:start>span>split>space), while splices start with the spread elements (start>span>split>space>start:stop:step). The pentlyschedules are easiest to write as seq spreads and splices, as shown in [Table 22](#).

7.7.3.1 [Table 22](#)

Click to expand

Table 22: The seq spreads, splices, and sleds that represent the 4 pently schedules

| Schedule | seq spread | splice | sled | seq slice |
|----------|------------|------------|-------------------|--------------------|
| 2 | »2>3>.2>.6 | »2>3>.2:.8 | :365:1,4:.2>.6 | :365:1,4:.2:.8 |
| 3 | »3>2>.3>.4 | »3>2>.3:.7 | :365:1,1,3:.3>.4 | :365:1,1,3:.3:.7 |
| 4 | »4».35>.3 | »4».35:.65 | :365:3*1,2:.35>.3 | :365:3*1,2:.35:.65 |
| 5 | »».38>.24 | »».38:.62 | :365::38>.24 | :365::38:.62 |

7.8 7.8 Yearly transition

7.8.1 7.8.1 Common years

The pently schedules are important for the transition between years. In common years, the last dek of the year (Dek 36) contains the last pent of the current year (Pent 72), and the first pent of the subsequent year (Pent 0). If these two pents follow the default pently schedule, Schedule 3, the natural rhythm of 3 workdays followed by 2 rest days continues undisrupted. [Table 23](#) shows the positive and negative doty numbers, names, and types (work or rest) of the days in Dek 36 in common years. Notably, while the positive doty numbers continue counting past the end of the year, the negative doty numbers of the current year turn into the positive doty numbers of the subsequent year. The negative doty numbers in Dek 36 can thus serve as the bridge from the one year to the next.

7.8.1.1 [Table 23](#)

Click to expand

Table 23: The days in Dek 36 in common years

| Pos | Neg | Name | Type |
|-----|-----|--------|------|
| 360 | -5 | Nulday | work |
| 361 | -4 | Unoday | work |
| 362 | -3 | Duoday | work |
| 363 | -2 | Triday | rest |
| 364 | -1 | Quaday | rest |
| 365 | 0 | Nulday | work |
| 366 | 1 | Unoday | work |
| 367 | 2 | Duoday | work |
| 368 | 3 | Triday | rest |
| 369 | 4 | Quaday | rest |

7.8.2 7.8.2 Leap years

In leap years, Dek 36 contains the last 6 days of the current year and the first 4 days of the subsequent year. Interestingly, Dek 36 always contain 6 workdays and 4 restdays, just like every other dek, but in leaps years these days do not follow the typical order of Schedule 3. Leap years end in 3 restdays instead of 2, because Leap Day (Day 365) is always a holiday. Leap day is always a Penday and always followed by a Nulday. After Leap Day, the normal rhythm of Schedule 3 resumes. [Table 24](#) shows the positive and negative doty numbers of the days in Dek 36 in leap years, as well as their names and their types (work or rest).

7.8.2.1 [Table 24](#)

Click to expand

Table 24: The days in Dek 36 in leap years

| Pos | Neg | Name | Type |
|-----|-----|--------|------|
| 360 | -6 | Nulday | work |
| 361 | -5 | Unoday | work |
| 362 | -4 | Duoday | work |
| 363 | -3 | Triday | rest |
| 364 | -2 | Quaday | rest |
| 365 | -1 | Penday | rest |
| 366 | 0 | Nulday | work |
| 367 | 1 | Unoday | work |
| 368 | 2 | Duoday | work |
| 369 | 3 | Triday | rest |

7.9 7.9 Holidays

Leap Day is a important holiday because it occurs only once every four years except for years that start centuries not divisible by 400 and it results in the only time when there are 3 consecutive restdays in Decalendar. Another Decalendar holiday that only occurs in leap years is Dyad Day. At noon on Dyad Day, the positive and negative .y format stamps are the same (+183.5 and -183.5), meaning that 183.5 days have passed in the year and 183.5 days remain in the year. Unlike Leap Day, Dyad Day is naturally a day off. Many Gregorian calendar holidays just so happen to also fall on the first day of a Decalendar pent (Nulday or Quaday). [Table 25](#) lists 8 such holidays and their doty, dotm, and Gregorian calendar dates.

7.9.0.1 [Table 25](#)

Click to expand

Table 25: Gregorian calendar holidays that happen to fall on Decalendar restdays

| Name | doty | dotm | date |
|------------------|------|------|-------------|
| Cinco de Mayo | 65 | 2+04 | May 5 |
| Flag Day | 105 | 3+13 | June 14 |
| Juneteenth Day | 110 | 3+18 | June 19 |
| Independence Day | 125 | 4+03 | July 4 |
| All Saints' Day | 245 | 8+00 | November 1 |
| Veterans' Day | 255 | 8+10 | November 11 |
| Boxing Day | 300 | 9+25 | December 26 |
| New Year's Eve | 305 | 9+31 | December 31 |

Any holiday with a fixed (rather than floating) date in the Gregorian calendar can easily be added to Decalendar. Holidays with floating dates do not follow easily recognizable patterns. Decalendar recommends redefining such dates to always be on the same doty every year. For example, November 25 (Day 269) is a sensible fixed date for Thanksgiving, because it is exactly 30 days before Christmas (December 25, Day 299) and falls on a

Decalendar restday. When assigning fixed dates to floating date holidays, we should choose Decalendar restdays to avoid disrupting the normal rhythm of the pently schedules. Instead of gaining days off because of holidays, workers should gain additional time off from their employers. In the United States, the 11 federal holidays (88 hours = 3.6 dimes) would translate to 9 Schedule 3 days offs (3.6 dimes).

8 8 References

Hinnant, Howard. 2014. "Chrono-Compatible Low-Level Date Algorithms."
http://howardhinnant.github.io/date_algorithms.html.