

Numeric and Scalar Types

Robert Smallshire
Twitter: @robsmallshire
rob@sixty-north.com



Presenter

Austin Bingham
Twitter: @austin_bingham
austin@sixty-north.com



pluralsight 
hardcore dev and IT training



int

unlimited precision signed integer



float

IEEE-754 double precision (64-bit)

53 bits of binary precision

15 to 17 bits of decimal precision

sign exponent



1 bit 11 bits



float

IEEE-754 double precision (64-bit)

53 bits of binary precision

15 to 17 bits of decimal precision

sign exponent

fraction



1 bit 11 bits

52 bits

What Every Computer Scientist Should Know About Floating-Point Arithmetic

D≡

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

This appendix has the following organization:

<i>Abstract</i>	<i>page 171</i>
<i>Introduction</i>	<i>page 172</i>
<i>Rounding Error</i>	<i>page 173</i>
<i>The IEEE Standard</i>	<i>page 189</i>
<i>Systems Aspects</i>	<i>page 211</i>
<i>The Details</i>	<i>page 225</i>
<i>Summary</i>	<i>page 239</i>
<i>Acknowledgments</i>	<i>page 240</i>
<i>References</i>	<i>page 240</i>
<i>Theorem 14 and Theorem 8</i>	<i>page 243</i>
<i>Differences Among IEEE 754 Implementations</i>	<i>page 248</i>

171

David Goldberg
Journal ACM Computing Surveys (CSUR)
Volume 23 Issue 1, March 1991
Pages 5-48



The standard library **module**

decimal

containing the **class**

Decimal

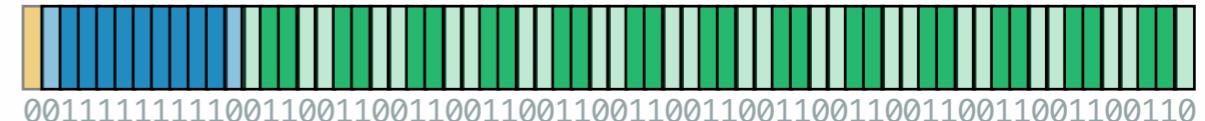
decimal floating point
configurable (although finite) precision
defaults to 28 digits of decimal precision

$$\text{Decimal}(0.8) - \text{Decimal}(0.7)$$

0.8



0.7



0.800000000000000444089209850062616169452667236328125

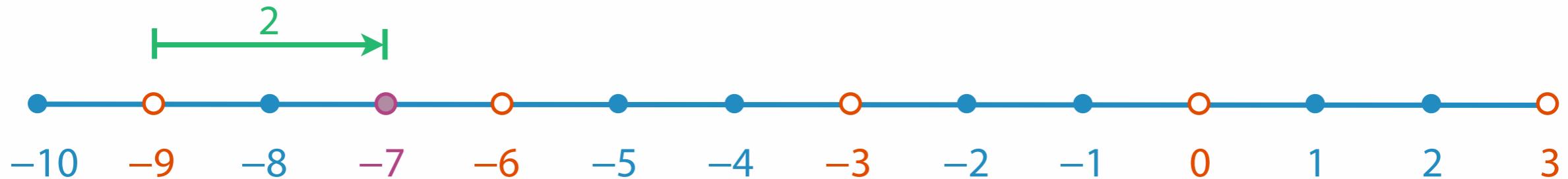
0.699999999999999555910790149937383830547332763671875

$0.\underline{1}0000000000000000000888178419700$

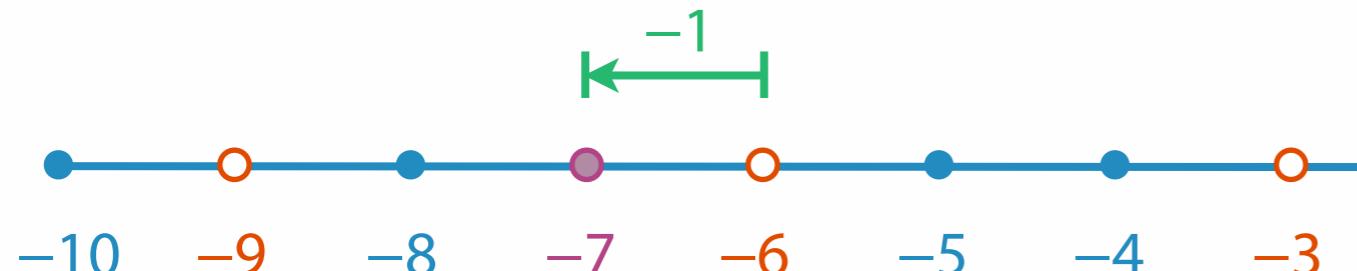
always quote literal
fractional values

```
>>> (-7) % 3
```

2



```
>>> Decimal(-7) % Decimal(3)  
Decimal('-1')
```



ANSI/IEEE Std 854-1987

An American National Standard

IEEE Standard for Radix-Independent Floating-Point Arithmetic

Sponsor
Technical Committee on Microprocessors and Microcomputers
of the
IEEE Computer Society

Approved March 12, 1987
Reaffirmed March 17, 1994
IEEE Standards Board

Approved September 10, 1987
Reaffirmed August 23, 1994
American National Standards Institute

© Copyright 1987 by
The Institute of Electrical and Electronics Engineers, Inc.
345 East 47th Street, New York, NY 10017, USA
No part of this publication may be reproduced in any form, in an electronic retrieval system or otherwise, without the

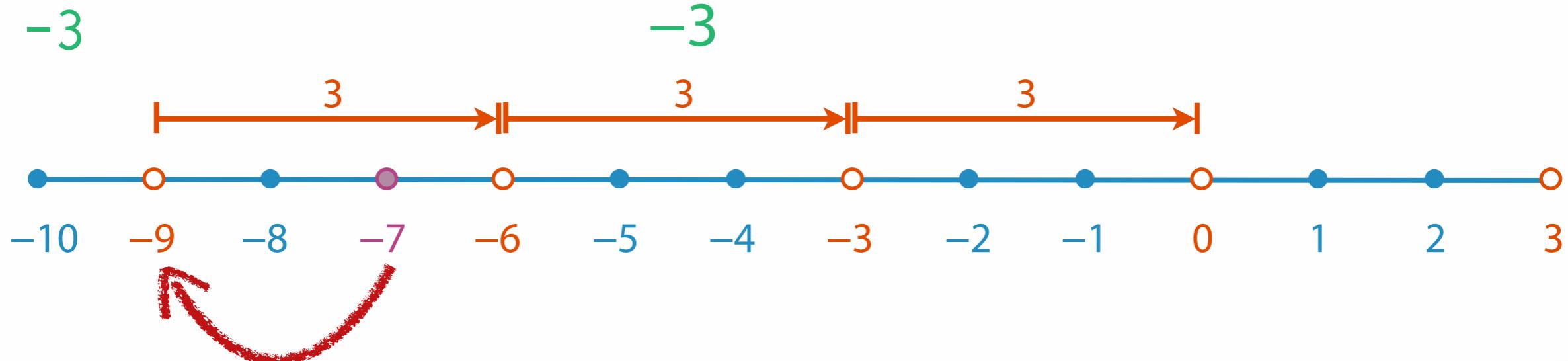
This important
identity is preserved

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

so **integer division and modulus**
are consistent

```
>>> (-7) // 3
```

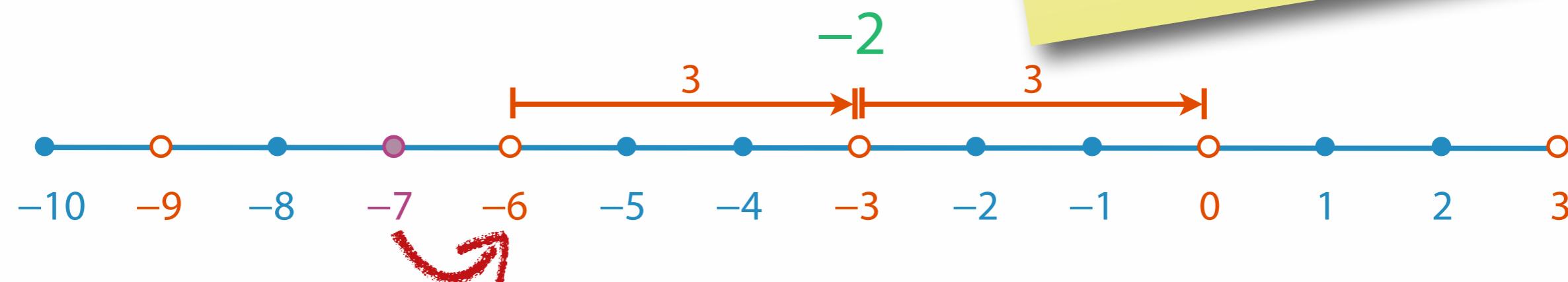
-3



Largest multiple of 3
less than -7

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

-2



Next multiple of 3
towards zero

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



The standard library **module**

fractions

containing the **class**

Fraction

for **rational** numbers

 $\frac{2}{3}$ $\frac{4}{5}$

numerator



denominator

denominator
cannot be
zero



The **built-in** type

complex

for **complex** numbers

Python uses the electrical engineering notation for imaginary numbers

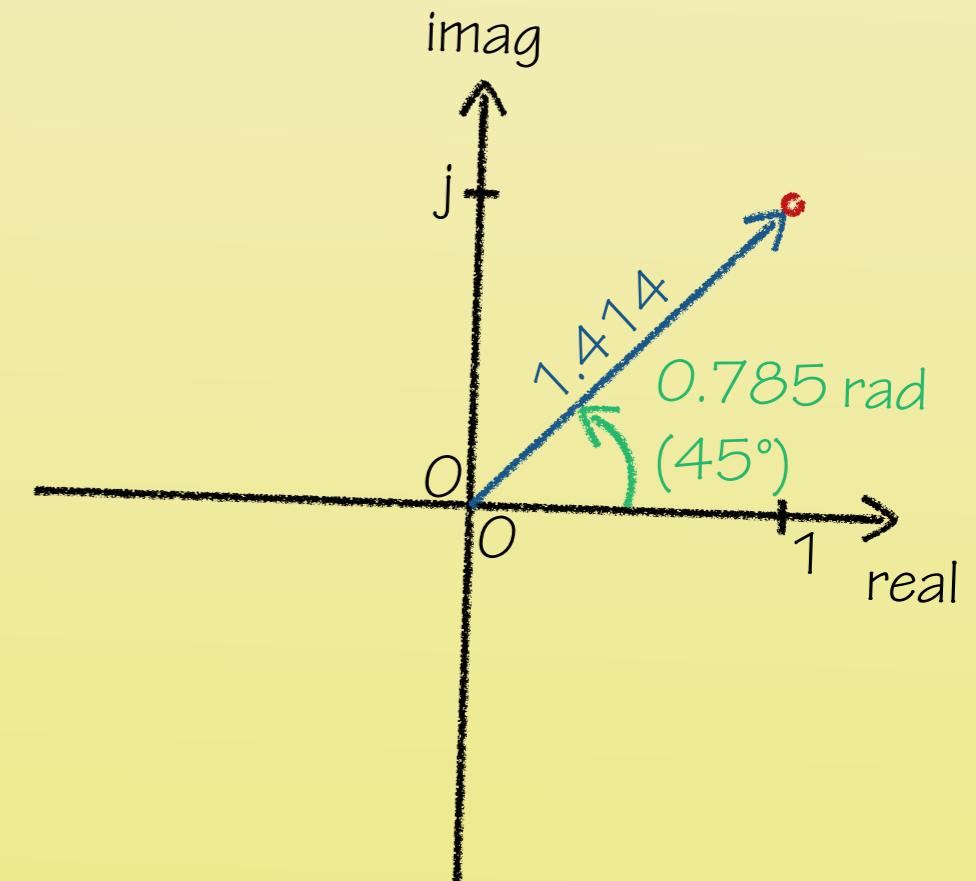
$$j = \sqrt{-1}$$

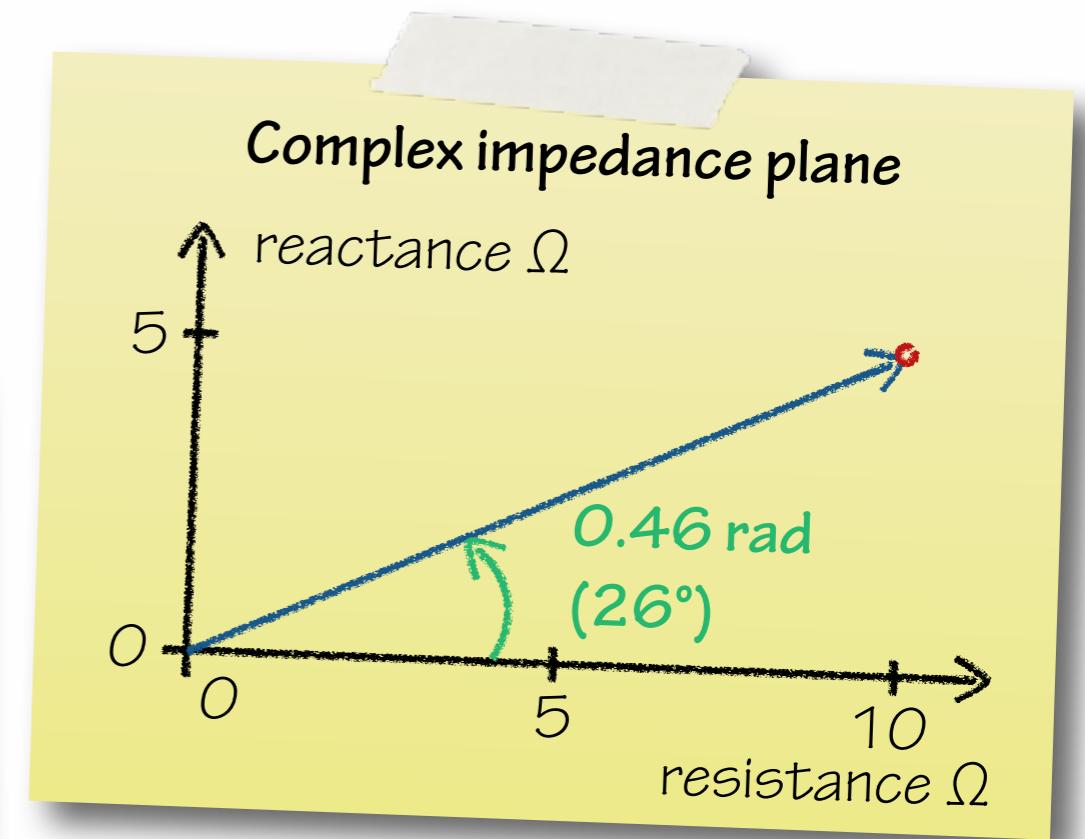
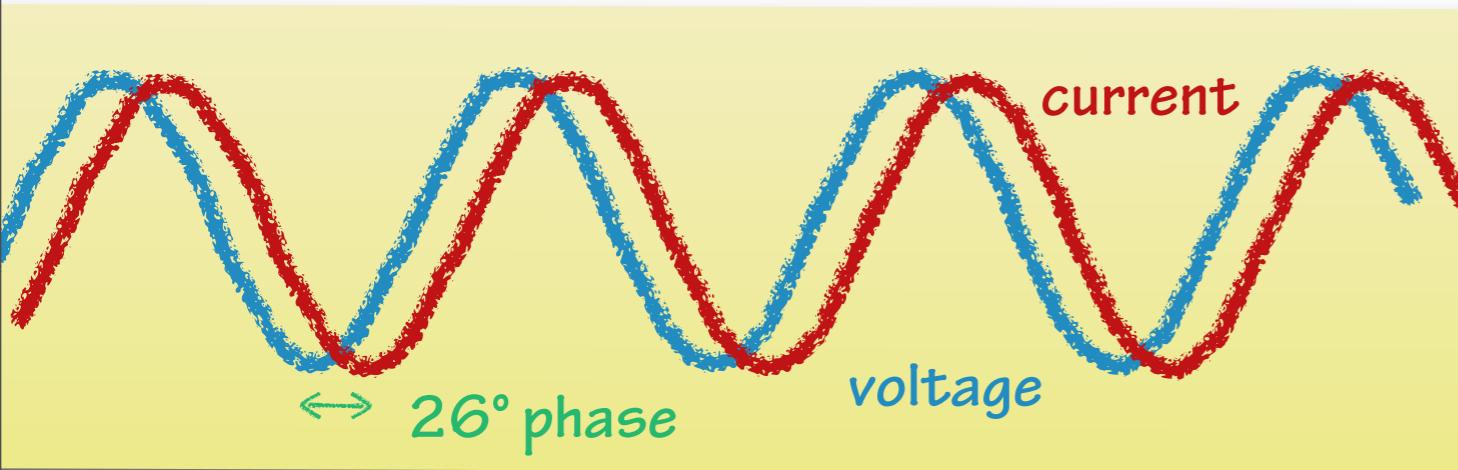
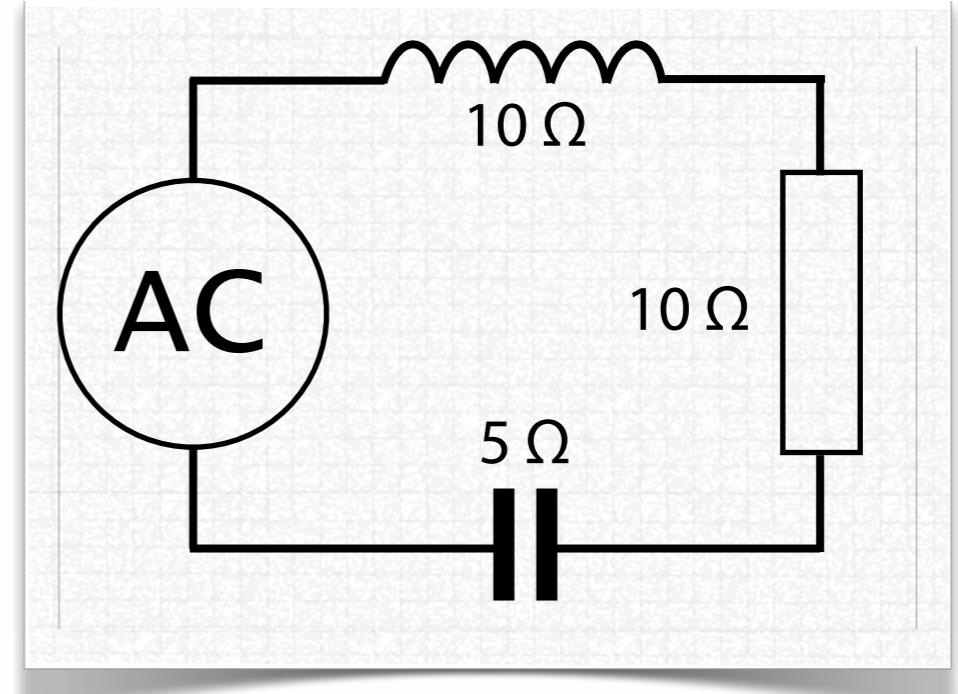
complex construction

string argument **may** have parentheses
but **must not** contain spaces

`cmath`
Standard Library module contains
`complex` equivalents of `math`

complex
rectangular to polar co-ordinates







The **built-in function**

abs()

gives the **distance** from zero



The **built-in** function

round()

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

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



Number **base** conversions

`bin()`

base **2**

`oct()`

base **8**

`hex()`

base **16**

`int(x, base)`

bases **2 to 36**

`int(x, base)`

uses 0-9 and a-z for digits in
bases from 2 to 36.

Specifying **base zero** uses the
base prefix, defaulting to decimal.

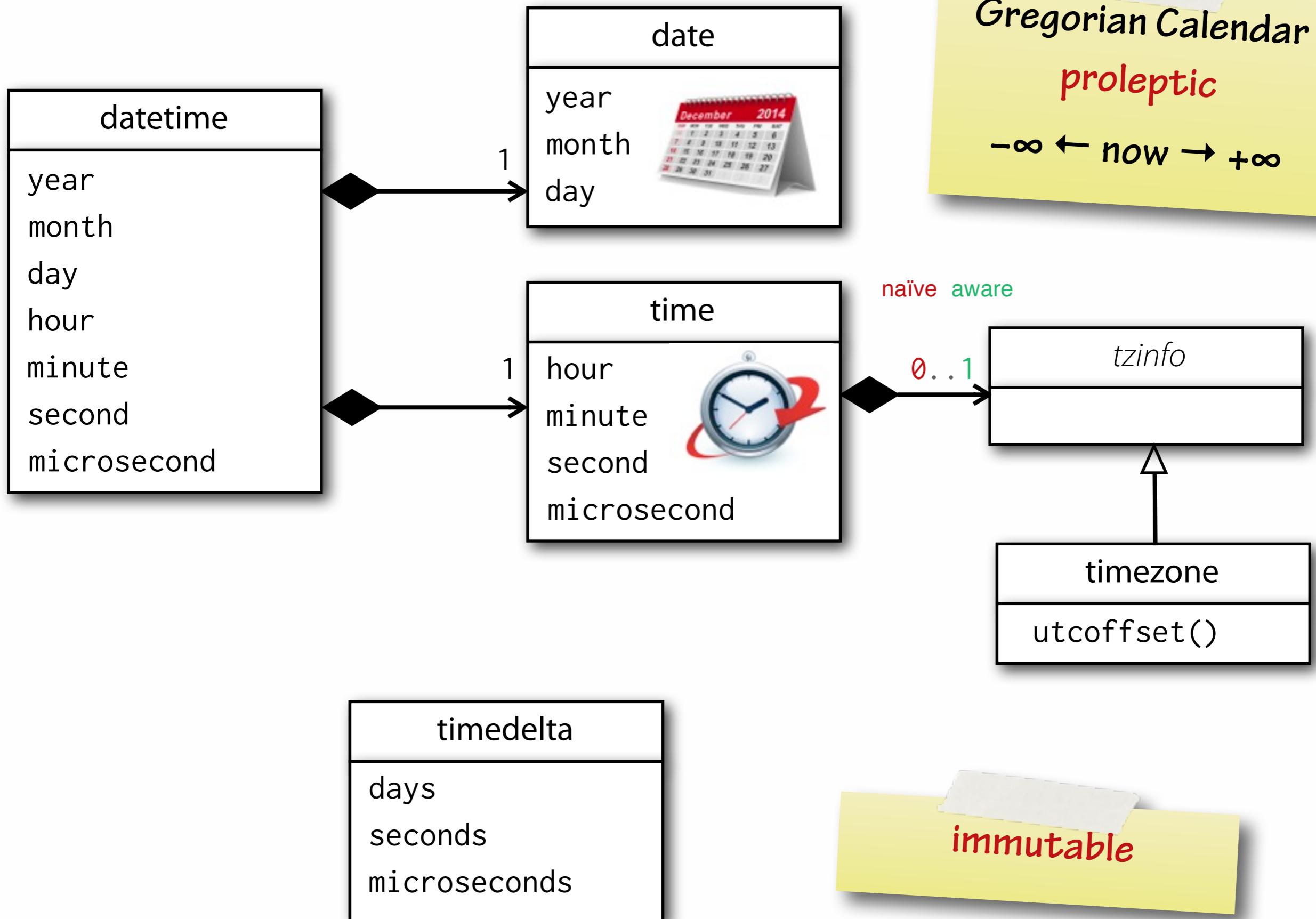
No support for base one (tallying)



The standard library **module**

datetime





year: 1-9999

month: 1-12

day: 1-31

weekday()

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

isoweekday()

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

ISO 8601:2004

**Representation of
dates and times**

`strftime()`

`string-format-time`

`strptime()`

`string-parse-time`

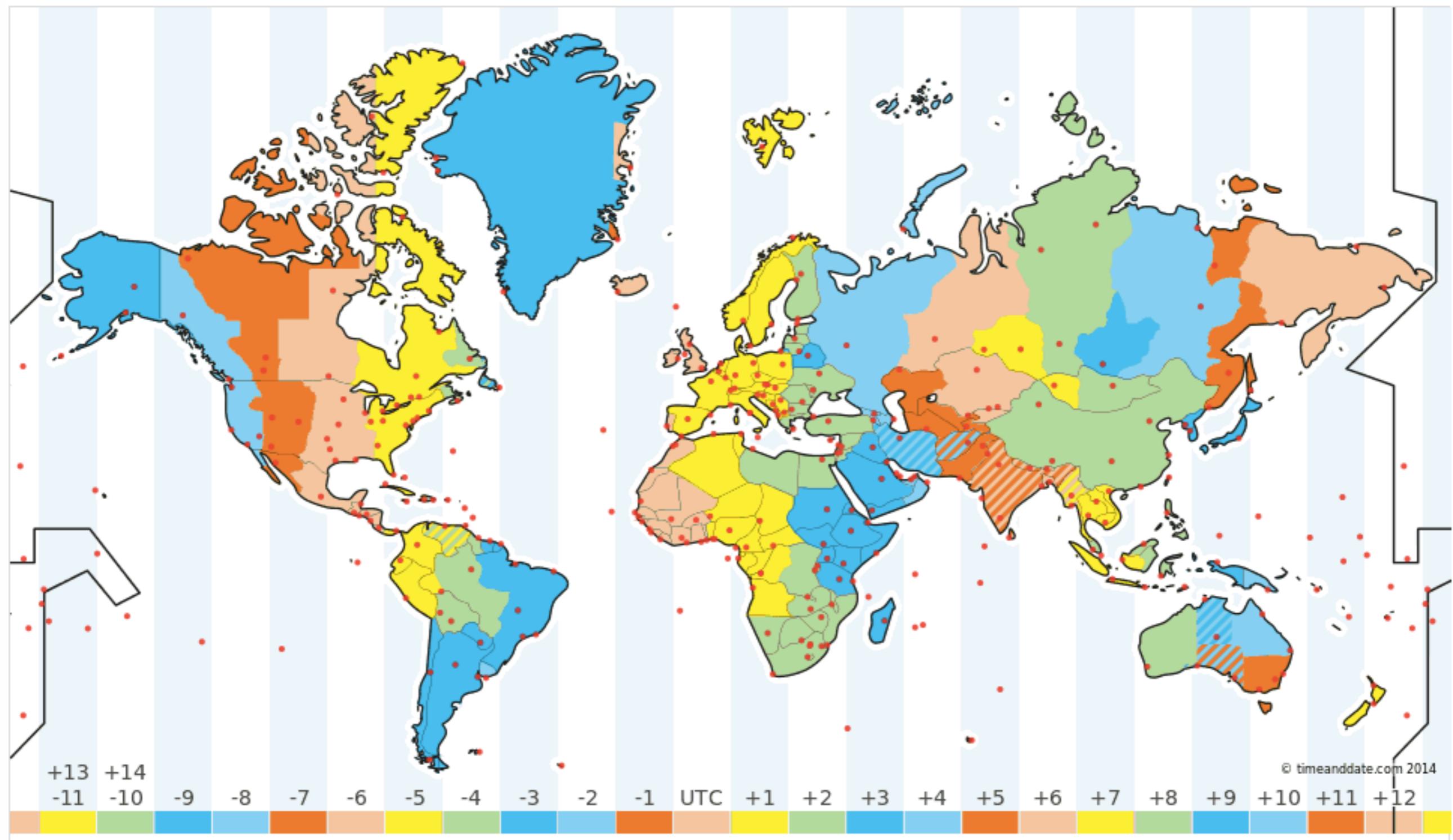
timedelta

Constructor accepts and **sums**

- days
- seconds
- microseconds
- milliseconds
- minutes
- hours
- weeks

Instances **store** only

- days
- seconds
- microseconds



Reader

https://pypi.python.org/pypi/pytz/ — pytz 2013.9 : Python Package Index

search

python™

» Package Index > pytz > 2013.9

PACKAGE INDEX

- Browse packages
- Package submission
- List trove classifiers
- List packages
- RSS (latest 40 updates)
- RSS (newest 40 packages)
- Python 3 Packages
- PyPI Tutorial
- PyPI Security
- PyPI Support
- PyPI Bug Reports
- PyPI Discussion
- PyPI Developer Info

ABOUT

NEWS

DOCUMENTATION

DOWNLOAD

COMMUNITY

FOUNDATION

CORE DEVELOPMENT

LINKS

pytz 2013.9

World timezone definitions, modern and historical

Downloads ↓

[Package Documentation](#)

pytz - World Timezone Definitions for Python

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

Introduction

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

Almost all of the Olson timezones are supported.

.. note::

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

Not Logged In

[Login](#)
[Register](#)
[Lost Login?](#)
Use OpenID

Status

Nothing to report

Reader

https://pypi.python.org/pypi/pytz/ — pytz 2013.9 : Python Package Index

python™

» Package Index > pytz > 2013.9

PACKAGE INDEX

pytz 2013.9

World timezone definitions, modern and historical

Downloads ↓

Not Logged In

Login

Register

Lost Login?

Use OpenID

Reader

search

python™

» Package Index > python-dateutil > 2.2

python-dateutil 2.2

Extensions to the standard Python datetime module

Download python-dateutil-2.2.tar.gz

The dateutil module provides powerful extensions to the datetime module available in the Python standard library.

Not Logged In

Login

Register

Lost Login?

Use OpenID

Status

Nothing to report

File

File	Type	Py Version	Uploaded on	Size
python-dateutil-2.2.tar.gz (md5)	Source		2013-11-01	253KB

Downloads (All Versions):

- 25326 downloads in the last day
- 184036 downloads in the last week
- 740051 downloads in the last month

Author: Tomi Pielivaeinen

Home Page: <http://labix.org/python-dateutil>

License: Simplified BSD

Requires six

Categories

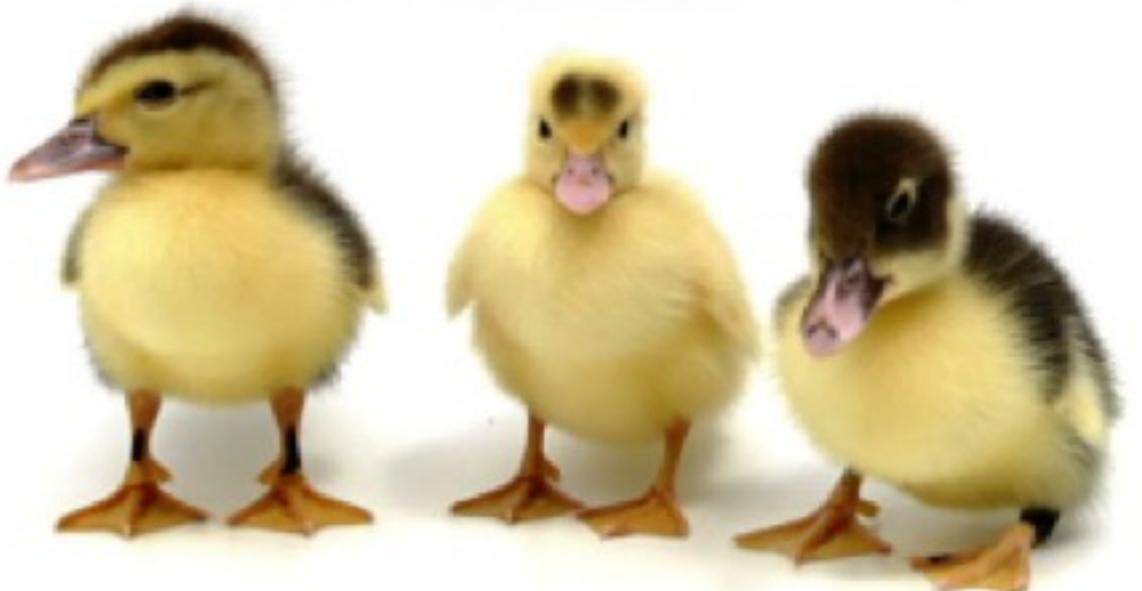
- Development Status :: 5 - Production/Stable
- Intended Audience :: Developers
- License :: OSI Approved :: BSD License
- Programming Language :: Python
- Programming Language :: Python :: 2
- Programming Language :: Python :: 2.6
- Programming Language :: Python :: 2.7

Reader

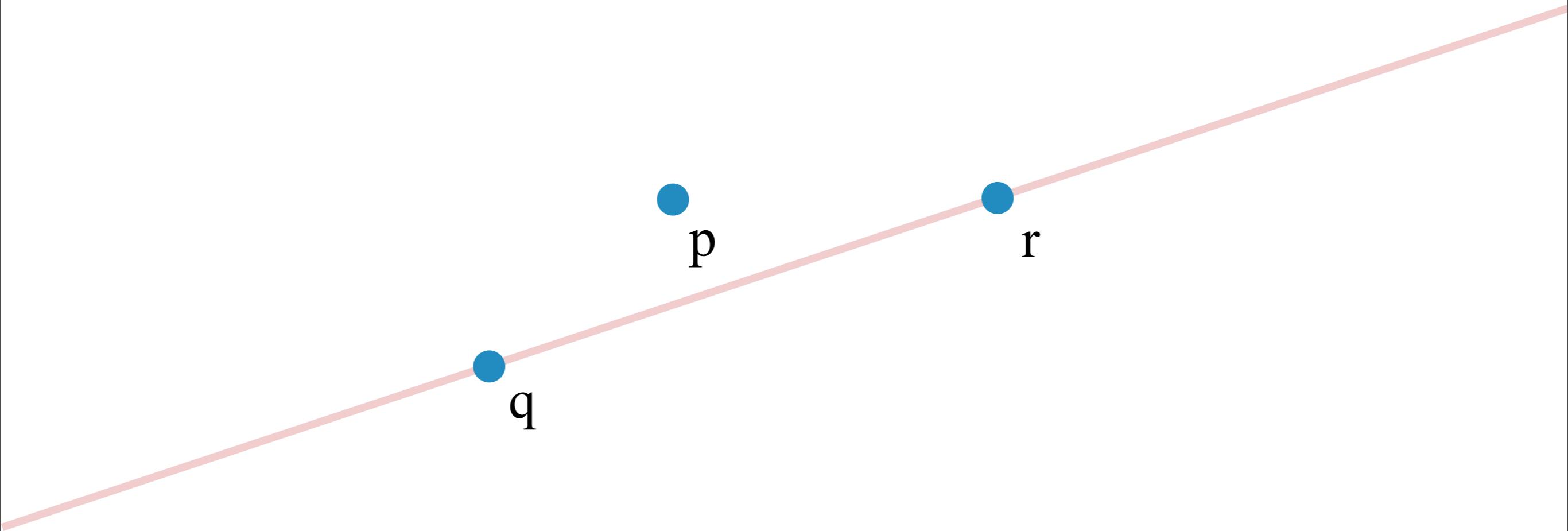
search

Duck Tails

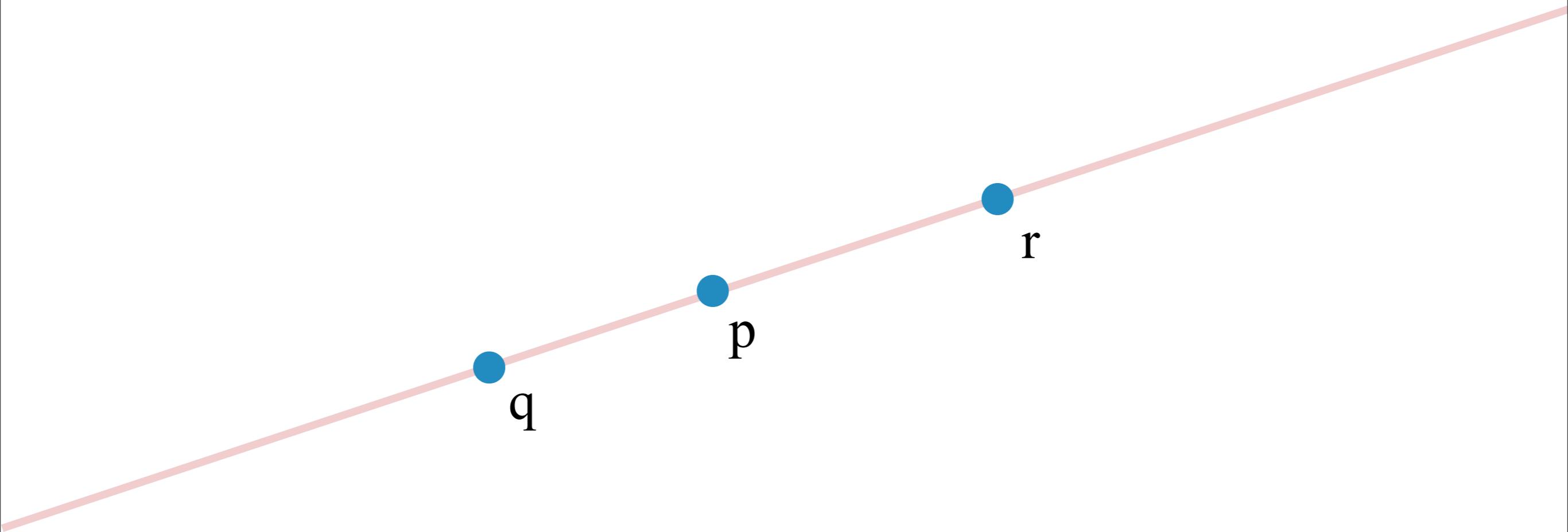
Floating Point Versus Rational Numbers for Computational Geometry



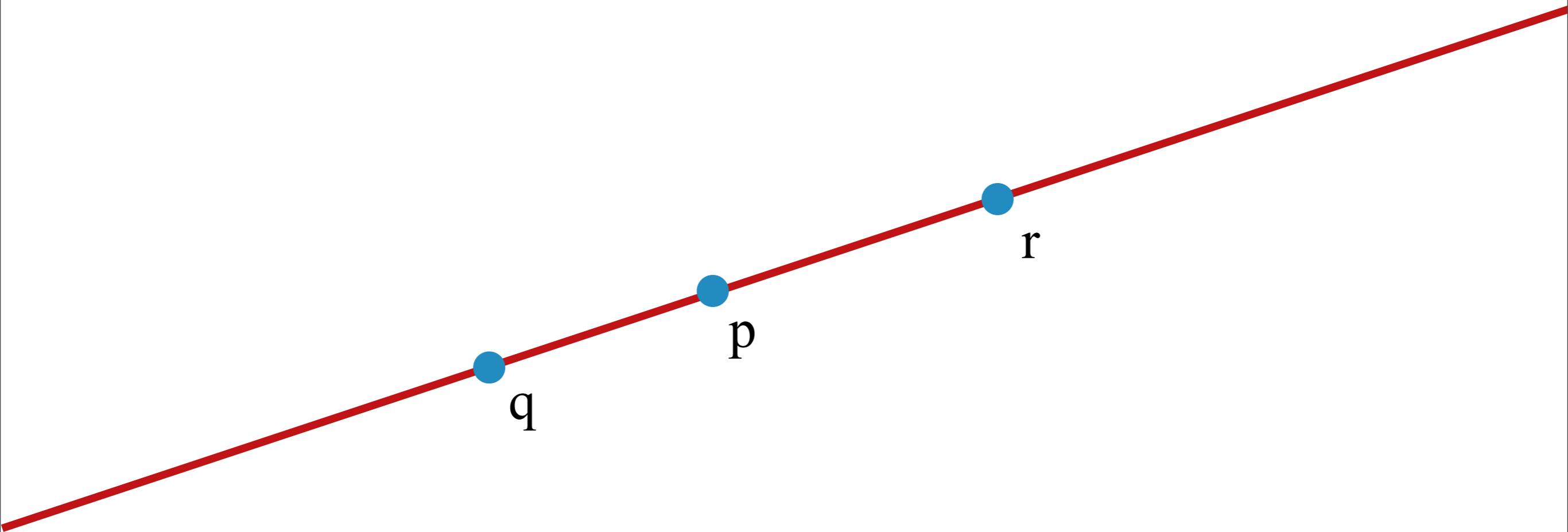
Collinearity Predicate



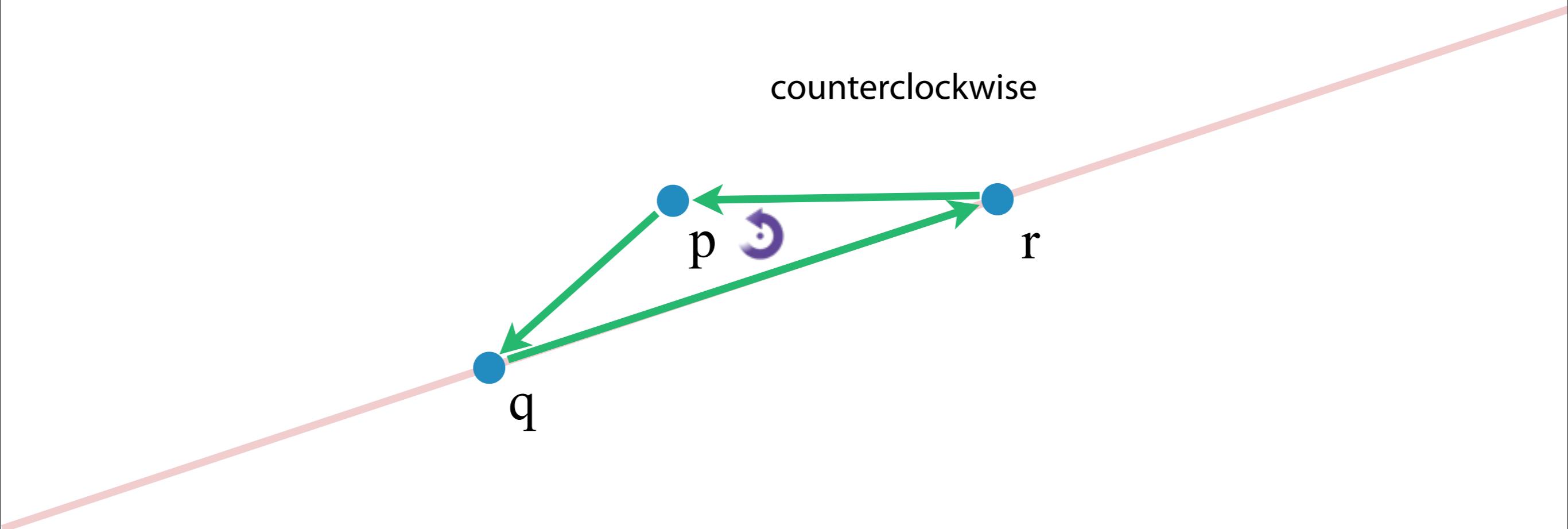
Collinearity Predicate



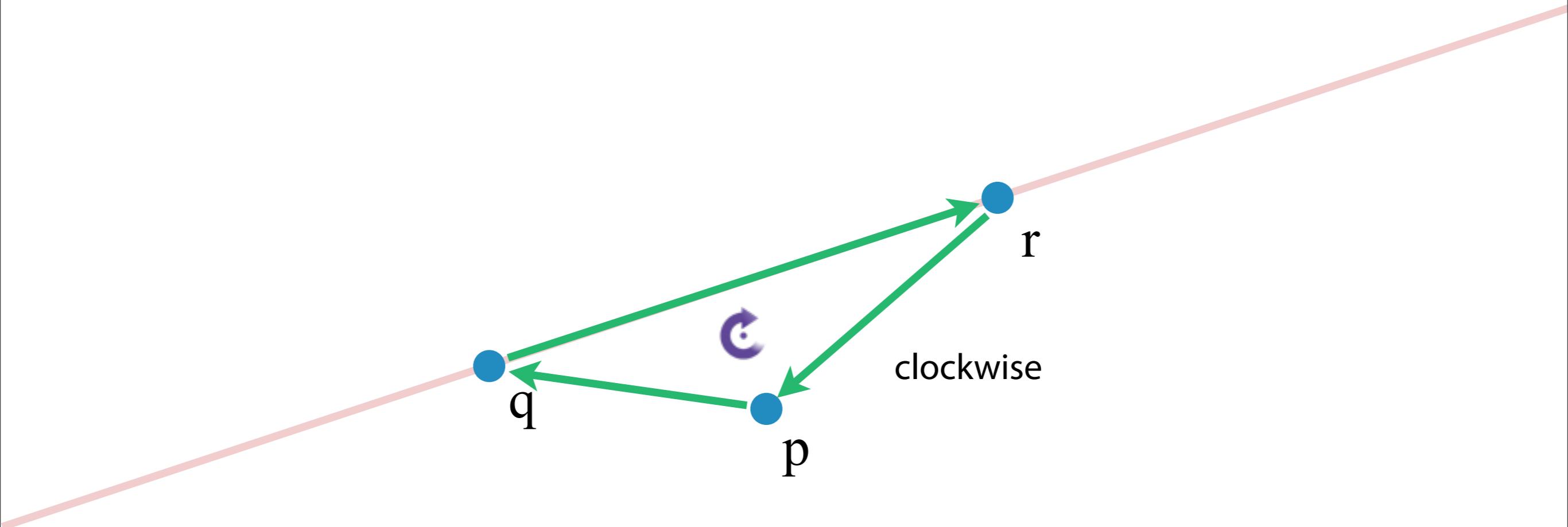
Collinearity Predicate



Orientation Test



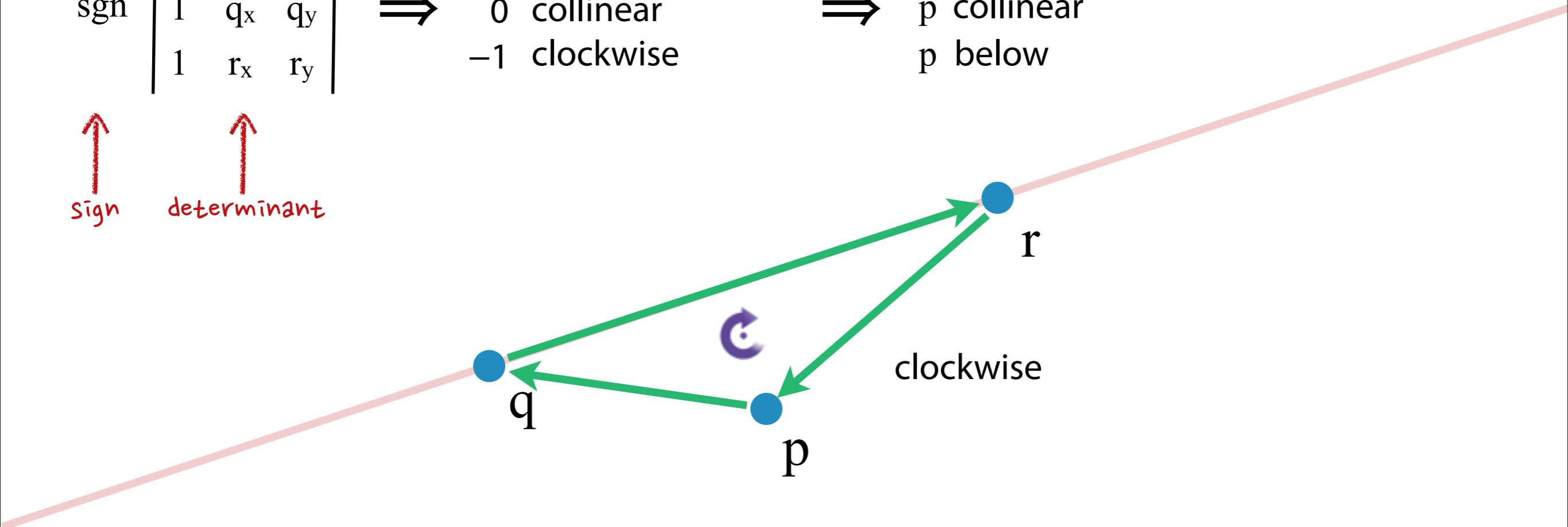
Orientation Test



Orientation Test

$$\text{sgn} \begin{vmatrix} 1 & p_x & p_y \\ 1 & q_x & q_y \\ 1 & r_x & r_y \end{vmatrix} \Rightarrow \begin{array}{ll} +1 & \text{counterclockwise} \\ 0 & \text{collinear} \\ -1 & \text{clockwise} \end{array} \Rightarrow \begin{array}{l} p \text{ above} \\ p \text{ collinear} \\ p \text{ below} \end{array}$$

↑
Sign
determinant



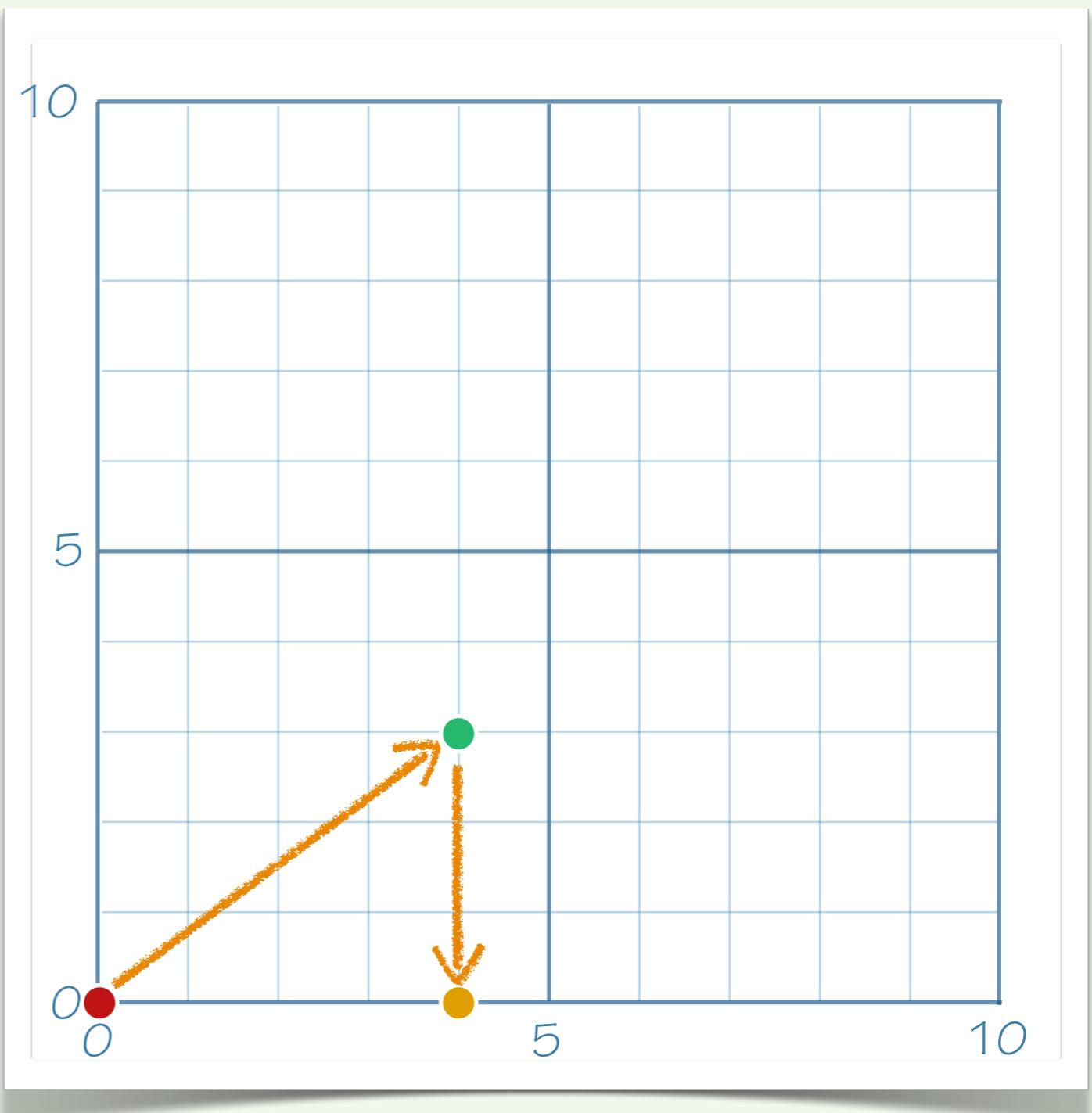
bool in an int
context

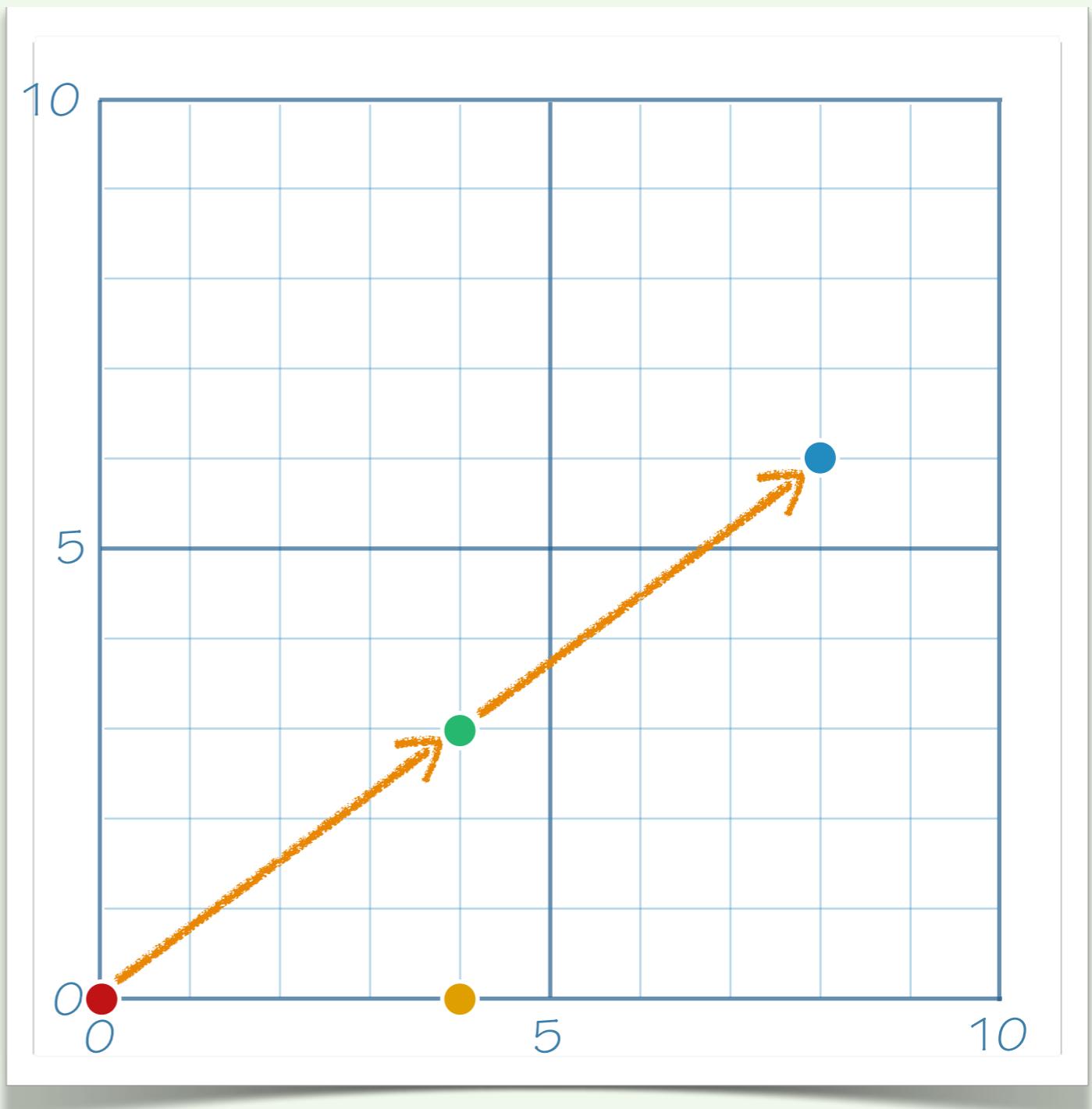
True → 1
False → 0

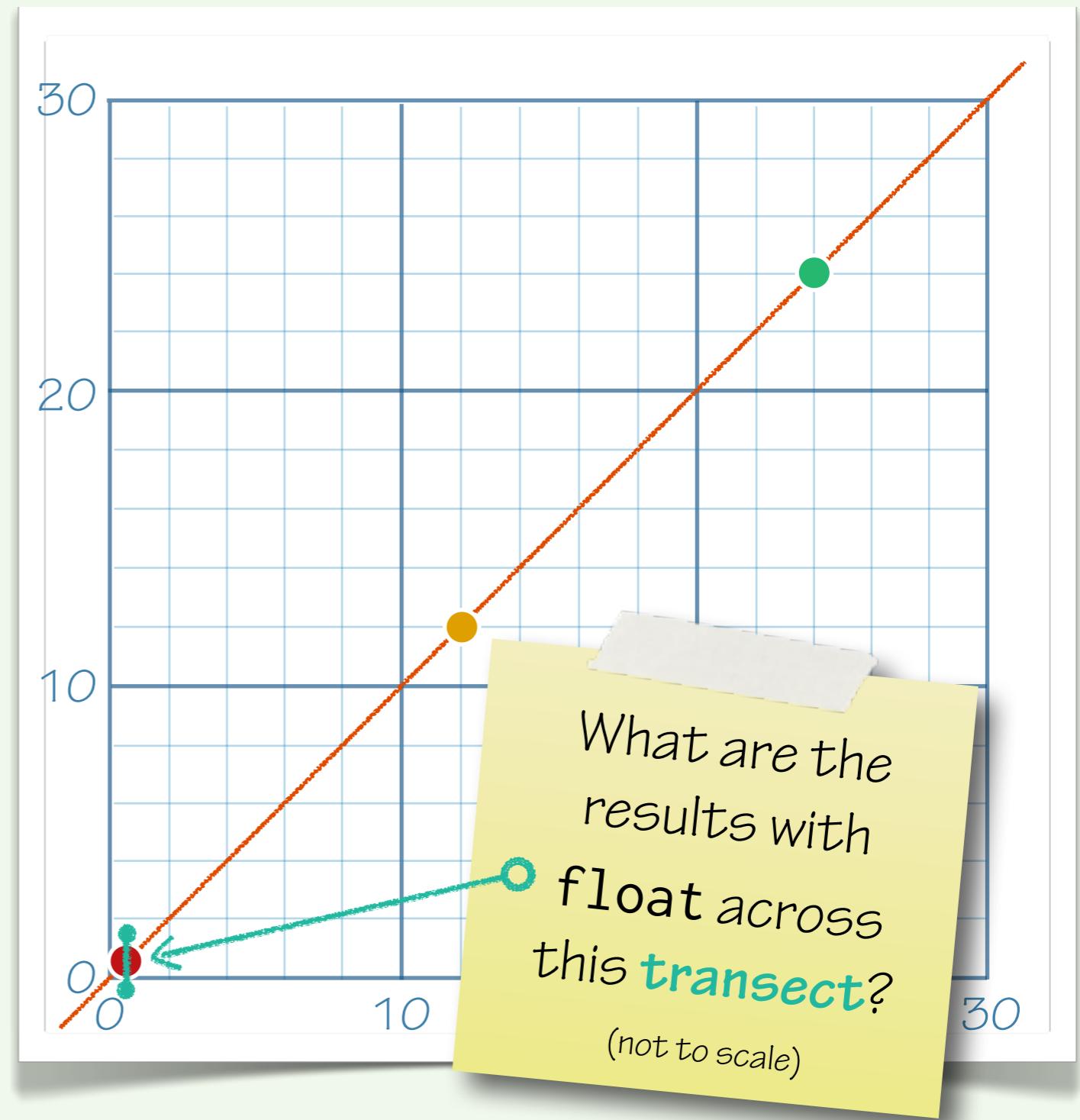
determinant

$$\begin{vmatrix} 1 & p_x & p_y \\ 1 & q_x & q_y \\ 1 & r_x & r_y \end{vmatrix}$$

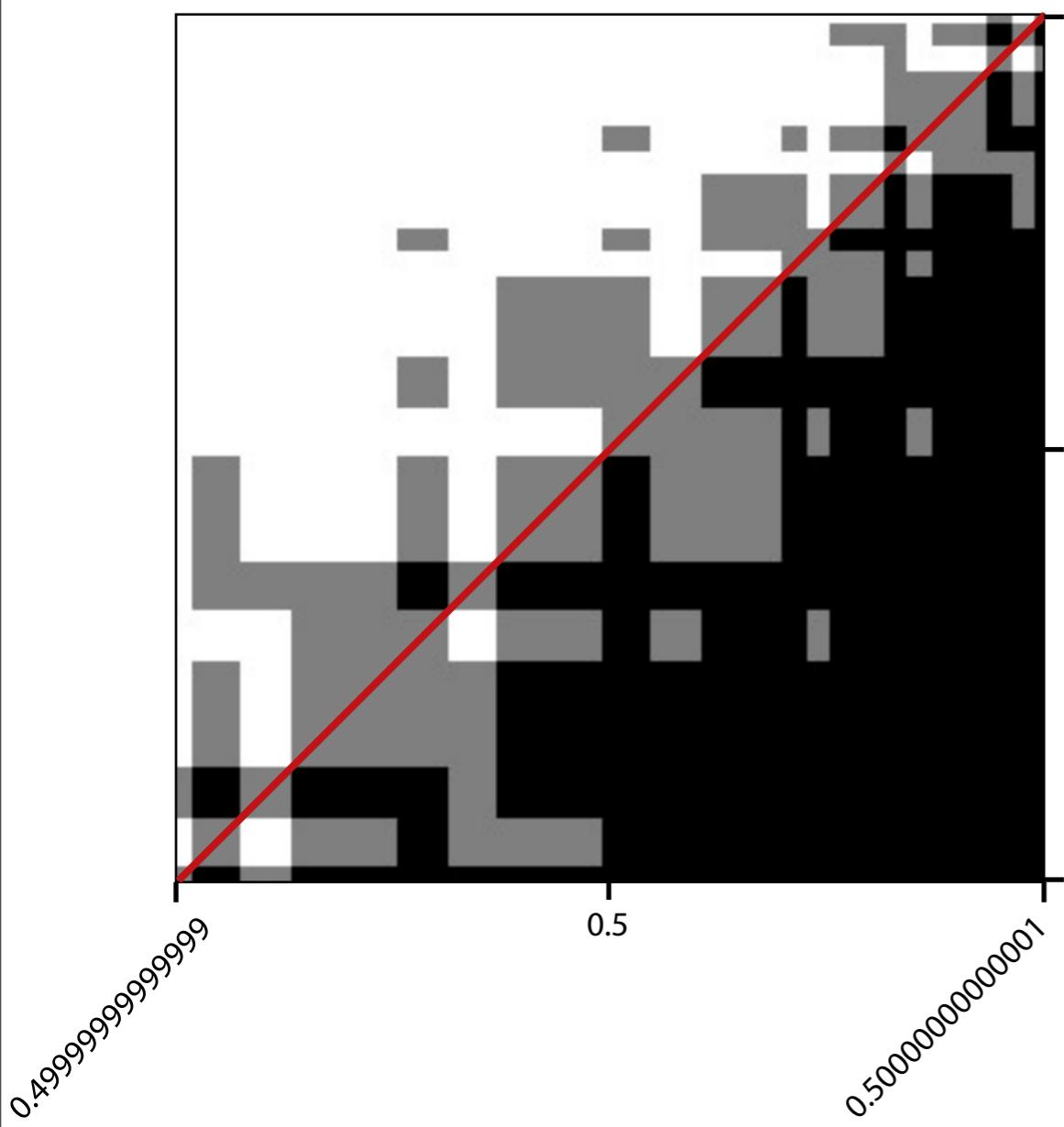
$$= (q_x - p_x)(r_y - p_y) - (q_y - p_y)(r_x - p_x)$$



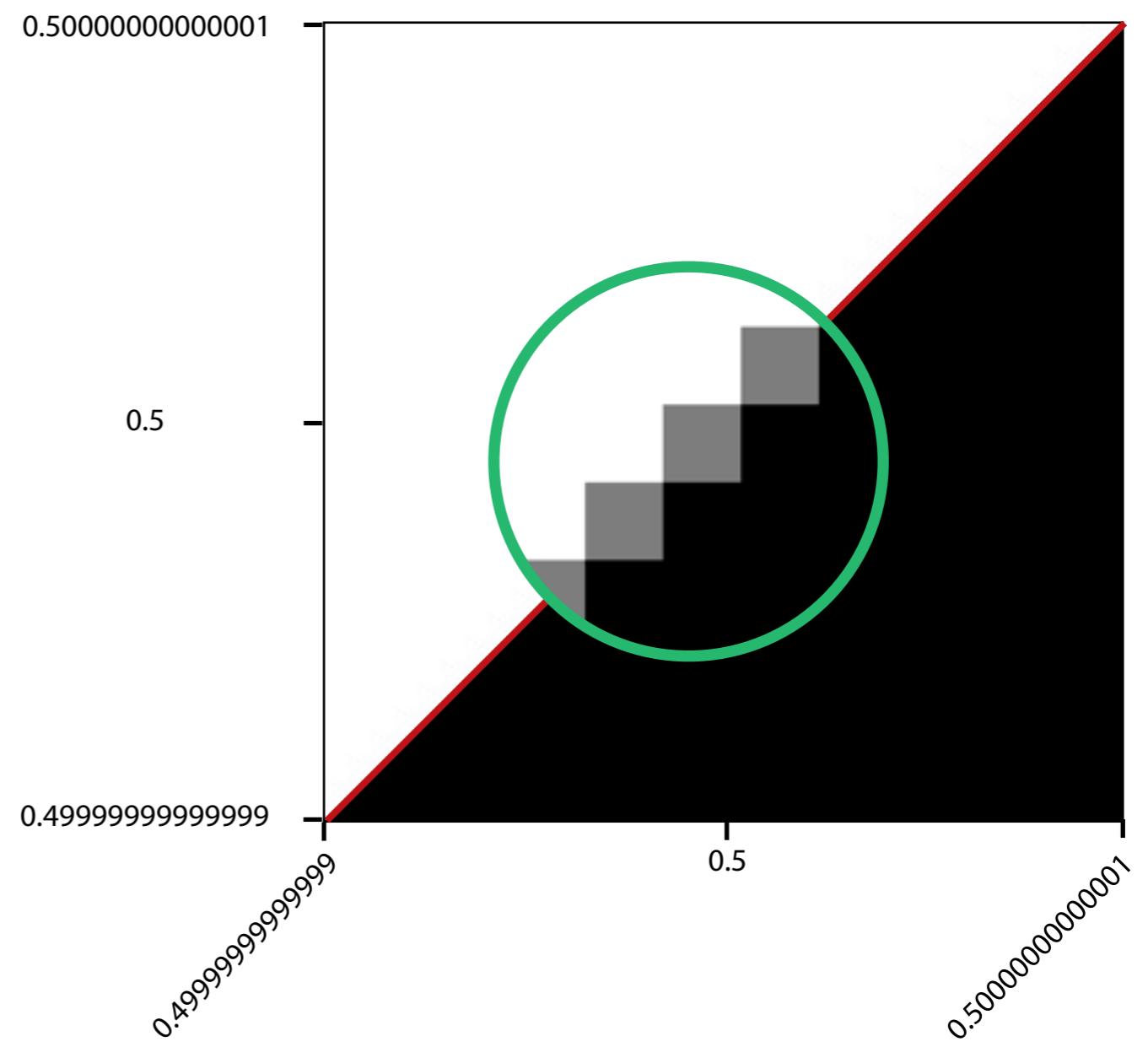




float



Fraction



- above
- collinear
- below

Duck Tails

"UNDERSTAND THE TRADEOFFS
IN CHOOSING NUMBER TYPES"

"THAT'S WHAT
EVERY DUCKLING KNOWS
ABOUT FLOATING POINT
ARITHMETIC"



Numeric and Scalar Types

```
int  
float  
sys.float_info
```

```
from decimal import Decimal
```

```
£ $ ¥
```

```
Decimal % → 0
```

```
int, float % → -∞
```

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

```
from cmath import (phase, polar, rect)
```



```
abs(-5)
```

```
round(0.6)
```

```
bin(100)
```

```
oct(100)
```

```
hex(100)
```

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

```
from fractions import Fraction
```

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

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

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

```
from datetime import timedelta
```

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