
Subject: Re: Strange problem

Posted by [Bhautik Joshi](#) on Mon, 26 Nov 2001 03:55:17 GMT

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> type: for i=0., 0.8., 0.1 do print,i

> That's bad isn't it?

OK lets drag this out a little further :)

Lets translate this into a WHILE loop and try it again, using INTS.

```
MOO>i=0
```

```
MOO>while i le 8 do begin print, i & i=i+1
```

```
0
```

```
1
```

```
2
```

```
3
```

```
4
```

```
5
```

```
6
```

```
7
```

```
8
```

Now again, using FLOAT:

```
MOO>i=0.0
```

```
MOO>while i le 0.8 do begin print, i & i=i+0.1
```

```
0.000000
```

```
0.100000
```

```
0.200000
```

```
0.300000
```

```
0.400000
```

```
0.500000
```

```
0.600000
```

```
0.700000
```

What's going on? Shouldn't it count up to 0.8?

```
MOO>print, i-0.8
```

```
5.96046e-08
```

Basically what has happened is that when 0.1 gets added to 0.7, the result is > 0.8, so the loop gets terminated early!

This is because what you see in the screen is rounded to a couple of decimal places; where it says 0.7 it should really be something like 0.7000000001. As the addition occurs, accuracy is lost.

To demonstrate, try this routine:

```

pro foo, l
loopvar=FLOAT(0.0)
lim=FLOAT(l)
inc=FLOAT(0.1)
i=FIX(0)

while (loopvar le l) do begin
  actvar=FLOAT(i)*inc
  print, 'loopvar: ',loopvar,' actvar: ',actvar,'
diff:',(loopvar-actvar)
  loopvar=loopvar+inc
  i=i+1
end
end

```

So, trying it out:

```

MOO>foo, 0.8
loopvar:    0.00000 actvar:    0.00000 diff:    0.00000
loopvar:    0.100000 actvar:    0.100000 diff:    0.00000
loopvar:    0.200000 actvar:    0.200000 diff:    0.00000
loopvar:    0.300000 actvar:    0.300000 diff:    0.00000
loopvar:    0.400000 actvar:    0.400000 diff:    0.00000
loopvar:    0.500000 actvar:    0.500000 diff:    0.00000
loopvar:    0.600000 actvar:    0.600000 diff:    0.00000
loopvar:    0.700000 actvar:    0.700000 diff: 5.96046e-08

```

So whats printed on the screen is 0.700000, but the actual number is 0.70000006 (roughly - remember that on a computer, only exact multiples or um.. whats the word - numbers that have been divided exactly by - 2 can be exactly represented. ie. ..2.0,1.0,0.5,0.25.. are prescise; however, ..2.1,1.1,0.51,0.251.. have a degree of inaccuracy).

The exact same thing occurs when you write the same thing in C, so its not just something limited to IDL.

The morals of this story:

- * don't let your loop variable=data variable
- * floats have only 7 digits of prescision (on most platforms); where you are trying to be exact (and loop variables have to be exact) either use a DOUBLE (which has 15 digits of prescision on most systems) or use an INT to count the number of times the loop goes around
- * The 29,249th digit of pi is a seven.

Cheers,
Bhautik

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