Subject: Re: bizarre number transformation
Posted by James Kuyper on Fri, 26 Jul 2002 13:53:27 GMT
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Craig Markwardt wrote:
>
> James Kuyper <kuyper@gscmail.gsfc.nasa.gov> writes:
...
>> The point is, that it's pretty rare to need that many significant
>> digits. There aren't many real-world numbers that can be measured to
>> within one part in a billion. Precision needs like that can come up in

...
[some examples where such precision is needed]
> Admittedly those are pretty specialized applications :-)

Precisely. I also do scientific programming, where such needs are pretty common. But the vast bulk of the world's programming involves numbers that can be represented with adequate accuracy using single precision floating point. For instance, how many million-dollar quantities are actually measured with a precision of +/-$1? And how many people would actually care if such quantities were in error by $1 or two?