
Subject: Re: Double precision

Posted by [plim.dreaming](#) on Thu, 19 Mar 2009 07:36:27 GMT

[View Forum Message](#) <> [Reply to Message](#)

Well, I can't make sense of it.

I read the article and if my case is in there I can't find it.

Seems simple my problem.

I am reading in a bunch of numbers, the input file has those numbers
as

100.489418 10.512547

100.489718 10.512558

and so on

I read in those numbers with DOUBLE

i remove some pairs which don't interest me and the rest I print them
to an output file and they turn up as

100.48942 10.512547

100.48942 10.512558

i just want the precision to be the same in the output as in the
input. same number. that's all i ask. I notice that if I read in
those numbers as FLOAT instead of DOUBLE then it was even worse. So
it is true I am assuming that the DOUBLE is truncating/rounding-off/
whatever.

thanks for the help thus far.

P

On Mar 18, 10:31 pm, David Fanning <n...@dfanning.com> wrote:

> plim.dream...@gmail.com writes:

>> Later in the program I calculate the separation between points (x1,y1)

>> (x2,y2)

>> And for some of those points the program says that the pairs are the

>> same. But they are only the same if they are rounded off, the

>> difference often only shows up in the last 2 decimal places.

>> ya, i read that link, most of it at least.

>

> I hope you aren't comparing floats with the EQ operator.

> Maybe you should read that article again. All the way

> to the end this time. :-)

>

> You might try Floats_Equal. You will get better results,

> probably:

>

> http://www.dfanning.com/program/floats_equal.pro

>

>> One other thing is: lets say the print out is the issue; a case like

>> you pointed out above, then why is it that if I do:

>> b=3Dstring(num)

>> print,b will give me the rounded off number?
>
> It isn't rounding off the number. The number is the
> number. It is printing the number in 8 significant
> figures, which is the default format. Give it another
> format and it will do something else.
>
> Cheers,
>
> David
> --
> David Fanning, Ph.D.
> Fanning Software Consulting, Inc.
> Coyote's Guide to IDL Programming:<http://www.dfanning.com/>
> Sepore ma de ni thui. ("Perhaps thou speakest truth.")
