
Subject: Floating-point accuracy problem
Posted by [Ramy](#) on Mon, 09 Aug 2010 15:30:06 GMT
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I have a problem related to float-point accuracy
If I type in: 50d - 1d-9, I get 50.000000

And here lies my problem, I'm doing a numerical simulation where such an arithmetic is common place, and as a result i get a lot or errors.

I know for example, that if i simply type
print, 50d - 1d-9, format = '(f.20.10)' , i'll get:
49.9999999990

But how can I convince IDL to do it on its own during computations?

Any suggestions will be massively welcomed!

Thank you
