Re: Working with floating point values

Source:
http://www.tech−archive.net/Archive/DotNet/microsoft.public.dotnet.languages.csharp/2005−08/msg01837.html

- *From*: "David Veeneman" <davidv@xxxxxxxxxx>
- *Date*: Tue, 9 Aug 2005 10:01:27 −0500

That's what I've always done in the past, but decimals are *much* slower to process than floating−points. In this project, I'm running some fairly complex calculations thousands of times each, so the difference between decimals and doubles is quite noticeable. So, I'm pretty much stuck with doubles.

"Brian Delahunty" <BrianDelahunty@xxxxxxxxxxxxxxxxxxxxxxxxx> wrote in message news:FA9D9644−D546−455B−8FD3−225951914CE3@xxxxxxxxxxxxxxx
> Just use Decimal.
> −−
> Brian Delahunty
> Ireland
>
> http://briandela.com/blog
>
>
> "David Veeneman" wrote:
>
>> I'm working on a project that uses floating−point values (doubles), and
>> I'm
>> being driven crazy by something pretty basic. I understand that it's in
>> the
>> nature of floating−point calculations to produce values like
>> 0.10000000000000003, when what I really want is 0.1. But is there any way
>> to
>> eliminate that digit at the end? I've tried rounding, but that simply
>> moves
>> the digit to the least significant position, such as 0.1000003.
>>
>> Failing that, can anyone recommend any good online articles for dealing
>> with
>> floating−point issues, beyond using Epsilon for zero comparisons? Thanks
>> in
>> advance.
>>
>> David Veeneman
>> Foresight Systems
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- ***References***:
  - ***Working with floating point values***
    - *From:* David Veeneman
  - ***RE: Working with floating point values***
    - *From:* Brian Delahunty

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