

Numbers

Douglas Crockford

Fingers

Tools

Accounting

Writing

Writing

Fertile Crescent

China

America

Egypt

/	1
∩	10
☉	100
⋈	1,000
☞	10,000
𐍎	100,000
𐍌	1,000,000

Greece

A	1	I	10	P	100
B	2	K	20	Σ	200
Γ	3	Λ	30	T	300
Δ	4	M	40	Υ	400
E	5	N	50	Φ	500
ς	6	Ξ	60	X	600
Z	7	O	70	Ψ	700
H	8	Π	80	Ω	800
Θ	9	ι	90	ϋ	900

Rome

I	1	X	10	C	100
II	2	XX	20	CC	200
III	3	XXX	30	CCC	300
IV	4	XL	40	CD	400
V	5	L	50	D	500
VI	6	LX	60	DC	600
VII	7	LXX	70	DCC	700
VIII	8	LXXX	80	DCCC	800
IX	9	XC	90	CM	900

Rome

I	1	X	10	C	100
II	2	XX	20	CC	200
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IV	4	XL	40	CD	400
V	5	L	50	D	500
VI	6	LX	60	DC	600
VII	7	LXX	70	DCC	700
VIII	8	LXXX	80	DCCC	800
IX	9	XC	90	CM	900

China

一	1	十	10
二	2	百	100
三	3	千	1,000
四	4		
五	5	萬	10,000
六	6	億	100,000,000
七	7	兆	1,000,000,000,000
八	8		
九	9		

India

0 Zero

1 Positional

2

3

4

5

6

7

8

9



XᎡ

DCIX

六百九

609

Whole Numbers

. . . 4 3 2 1 0

609

$$6 * 10^{\uparrow 2} + 0 * 10^{\uparrow 1} + 9 * 10^{\uparrow 0}$$

Integers

. . . 4 3 2 1 0

-609

$(0 - 1)^*$

$$(6 * 10^{\uparrow 2} + 0 * 10^{\uparrow 1} + 9 * 10^{\uparrow 0})$$

Real

. . . 4 3 2 1 0 1 2 3 4 . . .

-60902

$(0 - 1)^*$

$$(6 * 10^{\uparrow 2} + 0 * 10^{\uparrow 1} + 9 * 10^{\uparrow 0} + 0 * 10^{\uparrow -1} + 2 * 10^{\uparrow -2})$$

Decimal Point

609̄02

609.02

609,02

Decimal Point

2,048

60902

60902

Decimal Point

60902

60902

60902

Base

10

Base

10

20

Base

10

20

12

Base

10

20

12

60

Binary

. . . 4 3 2 1 0

1100

$$1 * 2^3 + 1 * 2^2 + 0 * 2^1 + 0 * 2^0$$

Sign bit

- Signed magnitude
 - Two zeros: **0** and **-0**
- One's complement
 - $-n = \text{not } n$**
 - End around carry
 - Two zeros: **0** and **-0**
- Two's complement
 - $-n = (\text{not } n) + 1$**
 - The only zero is **0**
 - Extra negative

indexOf

```
"abc".indexOf("z")
```

-1

null

int

int32 + int32

int

Java

Correct

int32 + int32

int32

int33

int

Java

Correct

int32 + int32

int32

int33

int32 * int32

int

Java

Correct

int32 + int32

int32

int33

int32 * int32

int32

int63

int

Overflow

Java

Correct

int32 + int32

int32

int33

int32 * int32

int32

int63

Overflow: What should happen?

- Store a **null** value.
- Store the largest possible (saturation).
- Fault.
- The machine should halt.

To maximize creation of error:

- Discard the most significant bits without notification.

Scaled Arithmetic

scaled value \leftarrow **integer value** * **scale factor**

Values can be added only if they have the same **scale factor**.

product \leftarrow

(multiplicand * scaled value) /
scale factor

quotient \leftarrow

(dividend * scale factor) /
scaled value

In some applications, it may be difficult to find an optimal **scale factor**.

Floating Point

Approximately real.

More convenient and accurate
than scaled arithmetic.

Decimal Floating Point

significand * $10^{\log_{10}(\text{scale factor})}$

Binary Floating Point

$$(\text{sign} * \text{significand}) * 2^{\text{exponent}}$$



0.1 + 0.2

=

0.30000000000000004

0.1

.. 4 3 2 1 0 1 2 3 4 5 6 7 ..

. 00001100

1/16

+ 1/32

= 0.09375

0.1

.. 4 3 2 1 0 -1 -2 -3 -4 -5 -6 -7 -8 -9 -10 -11 -12 -13 -14 -15 -16 -17 -18 -19 -20 -21 -22 -23 -24 -25 -26 -27 -28 -29 ..

. 000011001100110011001100110011...

0.1

.. 4 3 2 1 0 -1 -2 -3 -4 -5 -6 -7 -8 -9 -10 -11 -12 -13 -14 -15 -16 -17 -18 -19 -20 -21 -22 -23 -24 -25 -26 -27 -28 -29 ..

0000110011001100110011001100110011...

too small!

00001100110011001100110011

0.1

.. 4 3 2 1 0 -1 -2 -3 -4 -5 -6 -7 -8 -9 -10 -11 -12 -13 -14 -15 -16 -17 -18 -19 -20 -21 -22 -23 -24 -25 -26 -27 -28 -29 ..

. 0000**11**0011001100110011001100110011...

too small!

. 0000**11**00110011001100110011

too big!

. 0000**11**00110011001100110011010

The Associative Law holds only if all of the inputs, outputs, and intermediate results can all be represented exactly.

$$(a + b) + c$$

$$a + (b + c)$$

Business could not use
binary floating point.

Scientific

Business

Fortran

Cobol

Binary Floating Point

BCD

Binary Coded Decimal

0000	0	0101	5
0001	1	0110	6
0010	2	0111	7
0011	3	1000	8
0100	4	1001	9

Binary Floating Point Text Conversion

- Needs to be
 - Correct
 - Optimal
 - Unsurprising
- Computationally expensive

Most modern programming languages are a confusion of faulty number types.

**byte char short int long float
double**

The Ariane 5 Failure

bh = (short)dbHorizontalBias;

JavaScript has only one number type.

This avoids a large class of errors.

JavaScript has only one number type.

This avoids a large class of errors.

Unfortunately, it is the wrong type.

DEC64

- A modern decimal floating point type.
- I recommend that DEC64 is the only number type in well designed application programming languages.
- If there is only one number type, you cannot make an error by choosing the wrong type.
- In a hardware implementation, DEC64 integers can be added in a single cycle, eliminating the performance justification for **int**.

DEC64

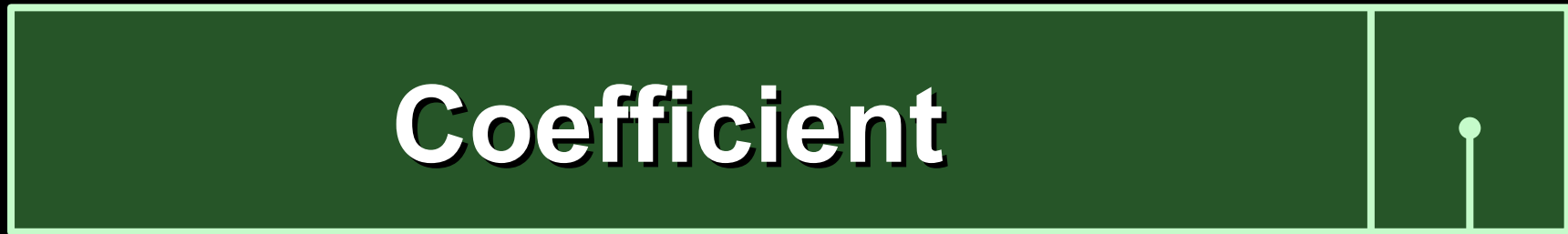
- Numbers work the way humans think numbers work.
- Elimination numeric confusion reduces errors.
- Conversion of DEC64 numbers to text and back is simple, efficient, correct, and unsurprising.
- DEC64 can exactly represent decimal fractions.
16 digits.

1.0E-127 3.6028797018963967E+143

DEC64

56

8



Exponent

Number ←

Coefficient * 10^{\uparrow} Exponent

dec64.com



<https://github.com/douglascrockford/DEC64/>

0 / 0

Unde ned.

Catch re!

null

0

1

2

0 * n

$$0 * n$$

$$0$$

0 * n

0

NaN

0 * n

Code generators

Macro processors

Partial evaluators

Non-conditional idioms

$$0 / n$$

$$0 * n$$

$$n * 0$$

0 modulo n

0

Thanks

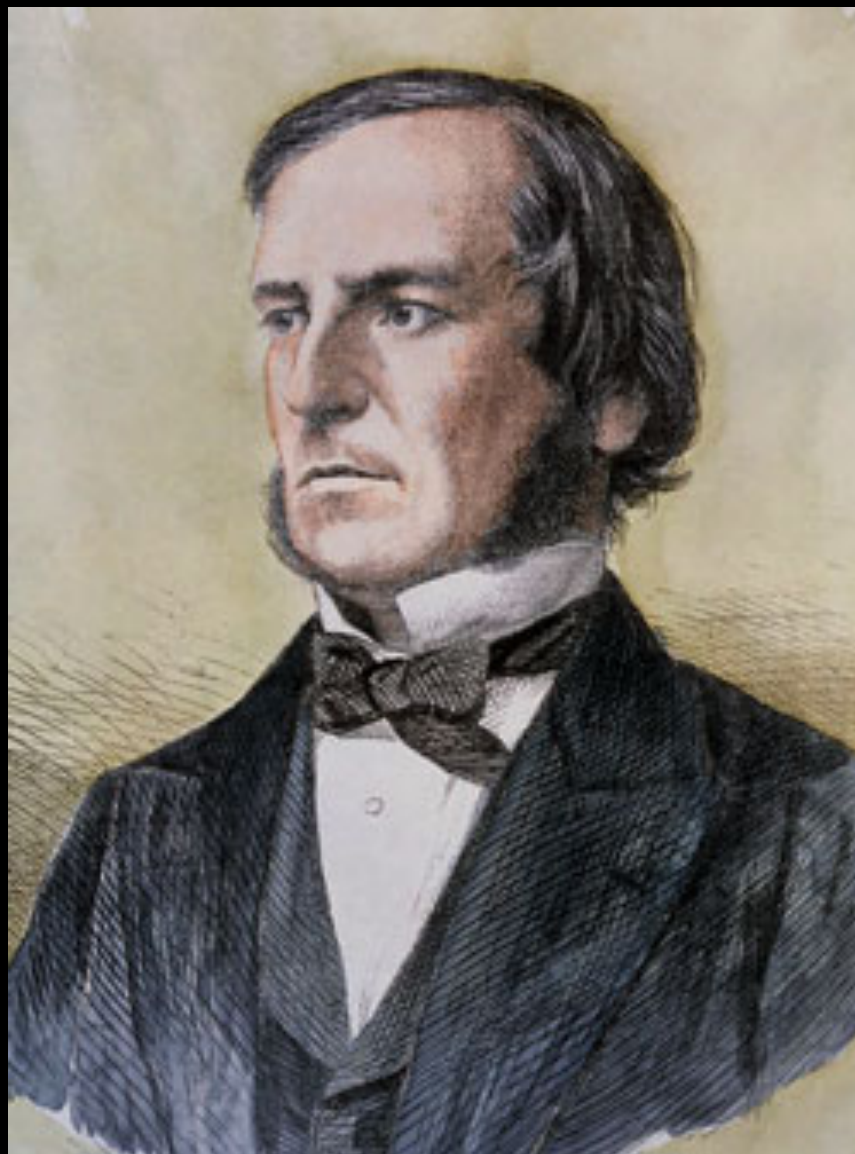
Leonardo Fibonacci of Pisa



Gottfried Wilhelm Leibniz



George Boole



Claude Shannon



Tehuti

