

The `xfp` package

Floating Point Unit

The L^AT_EX Project*

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The two functions provided by this package are part of the L^AT_EX format starting with 2022-06-01 release. This package is therefore no longer needed and only provided to be able to process older documents loading.

This package provides a L^AT_EX 2_ε document-level interface to the L^AT_EX3 floating point unit (part of `expl3`). It also provides a parallel integer expression interface for convenience.

`\fpeval` ★ The expandable command `\fpeval` takes as its argument a floating point expression and produces a result using the normal rules of mathematics. As this command is expandable it can be used where T_EX requires a number and for example within a low-level `\edef` operation to give a purely numerical result.

Briefly, the floating point expressions may comprise:

- Basic arithmetic: addition $x + y$, subtraction $x - y$, multiplication $x * y$, division x / y , square root \sqrt{x} , and parentheses.
- Comparison operators: $x < y$, $x <= y$, $x >? y$, $x != y$ *etc.*
- Boolean logic: sign `sign x` , negation `! x` , conjunction `x & y` , disjunction `x || y` , ternary operator `x ? y : z` .
- Exponentials: `exp x` , `ln x` , `x y` .
- Integer factorial: `fact x` .
- Trigonometry: `sin x` , `cos x` , `tan x` , `cot x` , `sec x` , `csc x` expecting their arguments in radians, and `sind x` , `cosd x` , `tand x` , `cotd x` , `secd x` , `cscd x` expecting their arguments in degrees.
- Inverse trigonometric functions: `asin x` , `acos x` , `atan x` , `acot x` , `asec x` , `acsc x` giving a result in radians, and `asind x` , `acosd x` , `atand x` , `acotd x` , `asecd x` , `acscd x` giving a result in degrees.
- Extrema: `max(x_1, x_2, \dots)`, `min(x_1, x_2, \dots)`, `abs(x)`.
- Rounding functions, controlled by two optional values, n (number of places, 0 by default) and t (behavior on a tie, NaN by default):

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- `trunc(x, n)` rounds towards zero,
- `floor(x, n)` rounds towards $-\infty$,
- `ceil(x, n)` rounds towards $+\infty$,
- `round(x, n, t)` rounds to the closest value, with ties rounded to an even value by default, towards zero if $t = 0$, towards $+\infty$ if $t > 0$ and towards $-\infty$ if $t < 0$.

- Random numbers: `rand()`, `randint(m, n)`.
- Constants: `pi`, `deg` (one degree in radians).
- Dimensions, automatically expressed in points, *e.g.*, `pc` is 12.
- Automatic conversion (no need for `\number`) of integer, dimension, and skip variables to floating points numbers, expressing dimensions in points and ignoring the stretch and shrink components of skips.
- Tuples: (x_1, \dots, x_n) that can be added together, multiplied or divided by a floating point number, and nested.

An example of use could be the following.

`\LaTeX{}` can now compute: $\$ \frac{\sin(3.5)}{2} + 2 \cdot 10^{-3} \$$
 $= \text{\fpeval{\sin(3.5)/2 + 2e-3}} \$$.

`\inteval` ★ The expandable command `\inteval` takes as its argument an integer expression and produces a result using the normal rules of mathematics. The operations recognised are `+`, `-`, `*` and `/` plus parentheses. Division occurs with *rounding*, and ties are rounded away from zero. As this command is expandable it can be used where `TeX` requires a number and for example within a low-level `\edef` operation to give a purely numerical result.

An example of use could be the following.

`\LaTeX{}` can now compute: The sum of the numbers is $\$ \inteval{1 + 2 + 3} \$$.

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The italic numbers denote the pages where the corresponding entry is described, numbers underlined point to the definition, all others indicate the places where it is used.

E		I	
<code>\edef</code> <i>1, 2</i>	<code>\inteval</code> <i>2</i>
F		N	
<code>\fpeval</code> <i>1</i>	<code>\number</code> <i>2</i>