

The **xfp** package

Floating Point Unit

The L^AT_EX3 Project*

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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: $x < y$, $x \leq y$, $x > y$, $x \neq y$ *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 .
- 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, y, \dots)`, `min(x, y, \dots)`, `abs(x)`.
- Rounding functions ($n = 0$ by default, $t = \text{NaN}$ by default): `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)` (not available in X_ƎL_AT_EX).
- Constants: `pi`, `deg` (one degree in radians).

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- 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: $\frac{\sin(3.5)}{2} + 2 \cdot 10^{-3}$
`= \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>