Ruby - Bug #3609

Float Infinity comparisons in 1.9

07/24/2010 01:14 PM - taw (Tomasz Wegrzanowski)

Status: Closed Priority: Normal

Assignee:

Target version: 2.0.0

ruby -v: ruby 1.9.1p429 (2010-07-02 revision

28523) [i386-darwin9]

Backport:

Description

=begin

The way <=> works on pretty much everything in Ruby is that if a <=> b return 0, 1, or -1, it completely determines the entire set of comparisons a==b, a>=b, a>b, a<=b, a<b, b<=>a, b==a, b>=a, b>=a, b<=a, b<a. (and if it doesn't, a==b/b==a will be both true or both false, everything else will raise exception or return false/nil)

Float Infinity in 1.9 but not 1.8 seems to violate that. Comparing it with strange things returns 1 if it's on the left, but raises exception in every other way.

inf = 1.0/0.0 inf <=> "foo" # => 1

"foo" <=> inf # ArgumentError: comparison of String with Float failed

This interacts even more strangely with very large bignums and the "if bignum converts to float, it equals that float" thing Ruby currently does [ruby-core:31376].

inf=1.0/0.0 huge=10**500

Consistent either way: inf >= huge # => true huge <= inf # => true inf < huge # => false huge > inf # => false

Consistent only with mathematical interpretation (or with "equal if converts, except for special cases for infinities"):
inf <=> huge # => 1

inf <=> huge # => 1 huge<=> inf # => -1 huge < inf # => true huge >= inf # => false

Consistent only with "equal if converts":

inf == huge # => true huge == inf # => true inf > huge # => false inf <= huge # => true

Now I'd definitely prefer mathematical interpretation of floats, to "equal if converts", but this just doesn't make any sense no matter which way I look at it.

end=

History

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#1 - 07/25/2010 03:11 AM - marcandre (Marc-Andre Lafortune)

- Category set to core

=begin

I completely agree that Math::Float <=> "foo" should return nil.

The current behavior is due to r23742 which wanted to address the fact that Float::Infinity <=> BigDecimal("1.0E500") was returning 0 (I think, see rubydev:38681)

To fix Float::Infinity <=> "foo", the minimum that must be done is:

```
diff --git a/numeric.c b/numeric.c index eb3d4be..daa5d6d 100644 --- a/numeric.c +++ b/numeric.c @@ -1038,7 +1038,7 @@ flo_cmp(VALUE x, VALUE y) break;
```

default:

•

```
!RTEST(rb_funcall(y, rb_intern("infinite?"), 0, 0)))) {
if (a > 0.0) return INT2FIX(1);
return INT2FIX(-1);
```

The fact that <=> is not consistent with <, etc, is also a problem that need to be fixed. Either the special treatment should be extended to the other comparison operators, or the special treatment for infinity should be removed from <=>

I believe the special treatment should be removed altogether:

```
diff --git a/numeric.c b/numeric.c index eb3d4be..a6c5360 100644 --- a/numeric.c +++ b/numeric.c @@ -1038,11 +1038,6 @@ flo_cmp(VALUE x, VALUE y) break:
```

default:

- •
- •
- •
- •
- return rb_num_coerce_cmp(x, y, rb_intern("<=>"));
 }
 return rb_dbl_cmp(a, b);

I understand the intent, but the fact is that Float::INFINITY is a very big value, but since it is the float representation of a lot of big real numbers, like 10400, 1040000 or even Infinity itself, I feel that r23742 introduces many inconsistencies. For example, currently:

```
1.0e200 ** 2 <=> BigDecimal("1.0e99999") # => 1
=end
```

#2 - 07/25/2010 05:47 AM - nobu (Nobuyoshi Nakada)

- Status changed from Open to Closed
- % Done changed from 0 to 100

=begin

This issue was solved with changeset r28751.

Tomasz, thank you for reporting this issue.

Your contribution to Ruby is greatly appreciated.

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```
May Ruby be with you.
=end
#3 - 07/25/2010 06:01 AM - nobu (Nobuyoshi Nakada)
- Status changed from Closed to Assigned
- Assignee set to yugui (Yuki Sonoda)
=begin
=end
#4 - 07/30/2010 01:50 AM - mame (Yusuke Endoh)
- Status changed from Assigned to Closed
=begin
Backported at r28788.
end=
#5 - 07/30/2010 06:54 AM - marcandre (Marc-Andre Lafortune)
- Status changed from Closed to Open
- Assignee deleted (yugui (Yuki Sonoda))
=begin
The patch fixes comparison with non numerics, but doesn't address the rest of the issues:
  • inconsistency with mathematics
  • inconsistency with other operators like <, <=, ..
Is there objection to removing the special test for infinity?
diff --git a/numeric.c b/numeric.c
index 740ef54..ed159ce 100644
--- a/numeric.c
+++ b/numeric.c
@@ -1039,15 +1039,6 @@ flo_cmp(VALUE x, VALUE y)
break;
    default:
       return rb_num_coerce_cmp(x, y, rb_intern("<=>"));
```

#6 - 07/30/2010 12:47 PM - mame (Yusuke Endoh)

- Target version set to 2.0.0

return rb_dbl_cmp(a, b);

=begin

=end

Hi,

The patch fixes comparison with non numerics, but doesn't address the rest of the issues:

Indeed. I thought nobu aimed to fix only the obvious wrong condition.

Is there objection to removing the special test for infinity?

It looks like a design issue rather then code bug. So I change this to 1.9.x.

I have no objection against removal of the code in trunk. Though, I like rather extend the special test to other operators than remove.

Yusuke Endoh mame@tsg.ne.jp =end

#7 - 08/27/2010 01:59 PM - shyouhei (Shyouhei Urabe)

- Status changed from Open to Closed

=begin

=end

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