
fastnumbers Documentation

Release 2.1.1

Seth M. Morton

Aug 19, 2018

Contents

1	The <code>fastnumbers</code> module	3
1.1	Quick Description	3
1.2	How Is <code>fastnumbers</code> So Fast?	4
1.3	Installation	4
1.4	How to Run Tests	5
2	Timing	7
3	<code>fastnumbers</code> API	9
3.1	The “Built-In Replacement” Functions	9
3.2	The “Error-Handling” Functions	11
3.3	The “Checking” Functions	18
4	Changelog	25
4.1	08-19-2018 v. 2.1.1	25
4.2	08-03-2018 v. 2.1.0	25
4.3	07-01-2018 v. 2.0.5	25
4.4	05-18-2018 v. 2.0.4	25
4.5	05-14-2018 v. 2.0.3	26
4.6	11-11-2017 v. 2.0.2	26
4.7	04-30-2017 v. 2.0.1	26
4.8	04-30-2017 v. 2.0.0	26
4.9	04-23-2016 v. 1.0.0	26
4.10	03-19-2016 v. 0.7.4	27
4.11	03-08-2016 v. 0.7.3	27
4.12	03-07-2016 v. 0.7.2	27
4.13	02-29-2016 v. 0.7.1	27
4.14	01-18-2016 v. 0.7.0	27
4.15	11-01-2015 v. 0.6.2	27
4.16	10-29-2015 v. 0.6.1	27
4.17	10-27-2015 v. 0.6.0	27
4.18	06-11-2015 v. 0.5.2	28
4.19	06-04-2015 v. 0.5.1	28
4.20	05-12-2015 v. 0.5.0	28
4.21	05-03-2015 v. 0.4.0	28
4.22	04-23-2015 v. 0.3.0	28
4.23	09-03-2014 v. 0.2.0	28

4.24	08-12-2014 v. 0.1.4	28
4.25	08-12-2014 v. 0.1.3	29
4.26	08-12-2014 v. 0.1.2	29
4.27	08-11-2014 v. 0.1.1	29
4.28	08-10-2014 v. 0.1.0	29
5	Indices and tables	31
	Python Module Index	33

Contents:

CHAPTER 1

The `fastnumbers` module

Super-fast and clean conversions to numbers.

- Source Code: <https://github.com/SethMMorton/fastnumbers>
- Downloads: <https://pypi.org/project/fastnumbers/>
- Documentation: <http://fastnumbers.readthedocs.io/>

Please see the *Timing Documentation* for timing details. Check out the *API*.

1.1 Quick Description

The below examples showcase the `fast_float()` function, which is a fast conversion functions with error-handling. Please see the *API Documentation* for other functions that are available from `fastnumbers`.

```
>>> from fastnumbers import fast_float, float as fnfloat
>>> # Convert string to a float
>>> fast_float('56.07')
56.07
>>> # Unconvertable string returned as-is by default
>>> fast_float('bad input')
'bad input'
>>> # Unconvertable strings can trigger a default value
>>> fast_float('bad input', default=0)
0
>>> # 'default' is also the first optional positional arg
>>> fast_float('bad input', 0)
0
>>> # Integers are converted to floats
>>> fast_float(54)
54.0
>>> # One can ask inf or nan to be substituted with another value
>>> fast_float('nan')
```

(continues on next page)

(continued from previous page)

```

nan
>>> fast_float('nan', nan=0.0)
0.0
>>> fast_float(float('nan'), nan=0.0)
0.0
>>> fast_float('56.07', nan=0.0)
56.07
>>> # The default built-in float behavior can be triggered with
>>> # "raise_on_invalid" set to True.
>>> fast_float('bad input', raise_on_invalid=True)
Traceback (most recent call last):
...
ValueError: invalid literal for float(): bad input
>>> # A key function can be used to return an alternate value for invalid input
>>> fast_float('bad input', key=len)
9
>>> fast_float(54, key=len)
54.0
>>> # Single unicode characters can be converted.
>>> fast_float(u'\u2164') # Roman numeral 5 (V)
5.0
>>> fast_float(u'\u2466') # 7 enclosed in a circle
7.0

```

NOTE: If you need locale-dependent conversions, supply the *fastnumbers* function of your choice to `locale.atof()`.

```

import locale
locale.setlocale(locale.LC_ALL, 'de_DE.UTF-8')
print(atof('468,5', func=fast_float)) # Prints 468.5

```

1.2 How Is fastnumbers So Fast?

CPython goes to great lengths to ensure that your string input is converted to a number *correctly* (you can prove this to yourself by examining the source code for [integer conversions](#) and for [float conversions](#)), but this extra effort is only needed for very large integers or for floats with many digits or large exponents. For integers, if the result could fit into a C long then a naive algorithm of < 10 lines of C code is sufficient. For floats, if the number does not require high precision or does not have a large exponent (such as “-123.45e6”) then a short naive algorithm is also possible.

These naive algorithms are quite fast, but the performance improvement comes at the expense of being unsafe (no protection against overflow or round-off errors). *fastnumbers* uses a heuristic to determine if the input can be safely converted with the much faster naive algorithm. These heuristics are extremely conservative - if there is *any* chance that the naive result would not give *exactly* the same result as the built-in functions then it will fall back on CPython’s conversion function. For this reason, *fastnumbers* is always *at least as fast* as CPython’s built-in `float` and `int` functions, and oftentimes is significantly faster because most real-world numbers pass the heuristic.

1.3 Installation

Installation of *fastnumbers* is ultra-easy. Simply execute from the command line:

```
$ pip install fastnumbers
```


You can also download the source from <https://pypi.org/project/fastnumbers/>, or browse the git repository at <https://github.com/SethMMorton/fastnumbers>.

If you choose to install from source (will need a C compiler and the Python headers), you can unzip the source archive and enter the directory, and type:

```
$ python setup.py install
```

If you want to build this documentation, enter:

```
$ python setup.py build_sphinx
```

fastnumbers requires python version 2.7 or greater (this includes python 3.x). Unit tests are only run on 2.7 and >= 3.4.

1.4 How to Run Tests

Please note that *fastnumbers* is NOT set-up to support `python setup.py test`.

The recommended way to run tests with `tox`. Suppose you want to run tests for Python 3.6 - you can run tests by simply executing the following:

```
$ tox -e py36
```

`tox` will create virtual a virtual environment for your tests and install all the needed testing requirements for you.

If you want to run testing on all of Python 2.7, 3.4, 3.5, 3.6, and 3.7 you can simply execute

```
$ tox
```

If you do not wish to use `tox`, you can install the testing dependencies and run the tests manually using `pytest` - *fastnumbers* contains a `Pipfile` for use with `pipenv` that makes it easy for you to install the testing dependencies:

```
$ pipenv install --skip-lock --dev
$ pipenv install --skip-lock -e .
$ pipenv run pytest
```

fastnumbers uses `pytest` to run its tests.

CHAPTER 2

Timing

Just how much faster is `fastnumbers` than a pure python implementation? Please see the following Jupyter notebooks for timing information on various Python versions.

- https://nbviewer.jupyter.org/github/SethMMorton/fastnumbers/blob/master/TIMING_27.ipynb
- https://nbviewer.jupyter.org/github/SethMMorton/fastnumbers/blob/master/TIMING_35.ipynb
- https://nbviewer.jupyter.org/github/SethMMorton/fastnumbers/blob/master/TIMING_36.ipynb

- *The “Built-In Replacement” Functions*

- `float()`
- `int()`
- `real()`

- *The “Error-Handling” Functions*

- `fast_real()`
- `fast_float()`
- `fast_int()`
- `fast_forceint()`

- *The “Checking” Functions*

- `isreal()`
- `isfloat()`
- `isint()`
- `isintlike()`

3.1 The “Built-In Replacement” Functions

Each of these functions acts as a faster drop-in replacement for the equivalent Python built-in function.

3.1.1 float()

`fastnumbers.float(x=0)`

Drop-in but faster replacement for the built-in *float*.

Behaves identically to the built-in *float* except for the following:

- Is implemented as a function, not a class, which means it cannot be sub-classed, and has no *fromhex* classmethod.
- A *ValueError* will be raised instead of a *UnicodeEncodeError* if a partial surrogate is given as input.
- You cannot use this function in *isinstance*.

If you need any of the above functionality you can still access the original *float* class through *builtins*.

```
>>> from fastnumbers import float
>>> isinstance(9.4, float)
Traceback (most recent call last):
...
TypeError: ...
>>> try:
...     import builtins
... except ImportError:
...     import __builtin__ as builtins # Python 2
...
>>> isinstance(9.4, builtins.float)
True
```

3.1.2 int()

`fastnumbers.int(x=0, base=10)`

Drop-in but faster replacement for the built-in *int*.

Behaves identically to the built-in *int* except for the following:

- Cannot convert from the *__trunc__* special method of an object.
- Is implemented as a function, not a class, which means it cannot be sub-classed, and has no *from_bytes* classmethod.
- You cannot use this function in *isinstance*.

If you need any of the above functionality you can still access the original *int* class through *builtins*.

```
>>> from fastnumbers import int
>>> isinstance(9, int)
Traceback (most recent call last):
...
TypeError: ...
>>> try:
...     import builtins
... except ImportError:
...     import __builtin__ as builtins # Python 2
...
>>> isinstance(9, builtins.int)
True
```

3.1.3 `real()`

`fastnumbers.real(x=0.0, coerce=True)`

Convert to *float* or *int*, whichever is most appropriate.

If an *int* literal or string containing an *int* is provided, then an *int* will be returned. If a *float* literal or a string containing a non-*int* and non-*complex* number is provided, a *float* will be returned.

If *coerce* is *True* (the default), then if a *float* is given that has no decimal places after conversion or only zeros after the decimal point, it will be returned as an *int* instead of a *float*.

3.2 The “Error-Handling” Functions

Each of these functions will quickly convert strings to numbers (and also numbers to numbers) with fast and convenient error handling. They are guaranteed to return results identical to the built-in `float` or `int` functions.

3.2.1 `fast_real()`

`fastnumbers.fast_real(x, default=None, raise_on_invalid=False, key=None, nan=None, inf=None, coerce=True)`

Quickly convert input to an *int* or *float* depending on value.

Any input that is valid for the built-in *float* or *int* functions will be converted to either a *float* or *int*. An input of a single numeric unicode character is also valid. The return value is guaranteed to be of type *str*, *int*, or *float* (or *long* on Python2).

If the given input is a string and cannot be converted to a *float* or *int*, it will be returned as-is unless *default* or *raise_on_invalid* is given.

Parameters

- **input** (*{str, float, int, long}*) – The input you wish to convert to a real number.
- **default** (*optional*) – This value will be returned instead of the input when the input cannot be converted. Has no effect if *raise_on_invalid* is *True*.
- **raise_on_invalid** (*bool, optional*) – If *True*, a *ValueError* will be raised if string input cannot be converted to a *float* or *int*. If *False*, the string will be returned as-is. The default is *False*.
- **key** (*callable, optional*) – If given and the *input* cannot be converted, the input will be passed to the callable object and its return value will be returned. The function must take one and only one required argument.
- **nan** (*optional*) – If the input value is NAN or can be parsed as NAN, return this value instead of NAN.
- **inf** (*optional*) – If the input value is INF or can be parsed as INF, return this value instead of INF.
- **coerce** (*bool, optional*) – If the input can be converted to an *int* without loss of precision (even if the input was a *float* or float-containing *str*) coerce to an *int* rather than returning a *float*.

Returns out – If the input could be converted to an *int*, the return type will be *int* (or *long* on Python2 if the integer is large enough). If the input could be converted to a *float* but not an *int*, the return

type will be *float*. Otherwise, the input *str* will be returned as-is (if *raise_on_invalid* is *False*) or whatever value is assigned to *default* if *default* is not *None*.

Return type {str, float, int, long}

Raises

- `TypeError` – If the input is not one of *str*, *float*, or *int* (or *long* on Python2).
- `ValueError` – If *raise_on_invalid* is *True*, this will be raised if the input string cannot be converted to a *float* or *int*.

See also:

`isreal()`, `real()`

Examples

```
>>> from fastnumbers import fast_real
>>> fast_real('56')
56
>>> fast_real('56.0')
56
>>> fast_real('56.0', coerce=False)
56.0
>>> fast_real('56.07')
56.07
>>> fast_real('56.07 lb')
'56.07 lb'
>>> fast_real(56.07)
56.07
>>> fast_real(56.0)
56
>>> fast_real(56.0, coerce=False)
56.0
>>> fast_real(56)
56
>>> fast_real('invalid', default=50)
50
>>> fast_real('invalid', 50) # 'default' is first optional positional arg
50
>>> fast_real('nan')
nan
>>> fast_real('nan', nan=0)
0
>>> fast_real('56.07', nan=0)
56.07
>>> fast_real('56.07 lb', raise_on_invalid=True)
Traceback (most recent call last):
...
ValueError: could not convert string to float: '56.07 lb'
>>> fast_real('invalid', key=len)
7
```

Notes

It is roughly equivalent to (but much faster than)


```

>>> def py_fast_real(input, default=None, raise_on_invalid=False,
...                  key=None, nan=None, inf=None):
...     import math
...     try:
...         a = float(input)
...     except ValueError:
...         if raise_on_invalid:
...             raise
...         elif key is not None:
...             return key(input)
...         elif default is not None:
...             return default
...         else:
...             return input
...     else:
...         if nan is not None and math.isnan(a):
...             return nan
...         elif inf is not None and math.isinf(a):
...             return inf
...         else:
...             return int(a) if a.is_integer() else a
...

```

3.2.2 fast_float()

`fastnumbers.fast_float(x, default=None, raise_on_invalid=False, key=None, nan=None, inf=None)`

Quickly convert input to a *float*.

Any input that is valid for the built-in *float* function will be converted to a *float*. An input of a single numeric unicode character is also valid. The return value is guaranteed to be of type *str* or *float*.

If the given input is a string and cannot be converted to a *float* it will be returned as-is unless *default* or *raise_on_invalid* is given.

Parameters

- **input** (*{str, float, int, long}*) – The input you wish to convert to a *float*.
- **default** (*optional*) – This value will be returned instead of the input when the input cannot be converted. Has no effect if *raise_on_invalid* is *True*.
- **raise_on_invalid** (*bool, optional*) – If *True*, a *ValueError* will be raised if string input cannot be converted to a *float*. If *False*, the string will be returned as-is. The default is *False*.
- **key** (*callable, optional*) – If given and the *input* cannot be converted, the input will be passed to the callable object and its return value will be returned. The function must take one and only one required argument.
- **nan** (*optional*) – If the input value is NAN or can be parsed as NAN, return this value instead of NAN.
- **inf** (*optional*) – If the input value is INF or can be parsed as INF, return this value instead of INF.

Returns out – If the input could be converted to a *float* the return type will be *float*. Otherwise, the input *str* will be returned as-is (if *raise_on_invalid* is *False*) or whatever value is assigned to *default* if *default* is not *None*.

Return type {str, float}

Raises

- `TypeError` – If the input is not one of *str*, *float*, or *int* (or *long* on Python2).
- `ValueError` – If *raise_on_invalid* is *True*, this will be raised if the input string cannot be converted to a *float*.

See also:

`isfloat()`, `float()`

Examples

```
>>> from fastnumbers import fast_float
>>> fast_float('56')
56.0
>>> fast_float('56.0')
56.0
>>> fast_float('56.07')
56.07
>>> fast_float('56.07 lb')
'56.07 lb'
>>> fast_float(56.07)
56.07
>>> fast_float(56)
56.0
>>> fast_float('invalid', default=50)
50
>>> fast_float('invalid', 50)  # 'default' is first optional positional arg
50
>>> fast_float('nan')
nan
>>> fast_float('nan', nan=0.0)
0.0
>>> fast_float('56.07', nan=0.0)
56.07
>>> fast_float('56.07 lb', raise_on_invalid=True)
Traceback (most recent call last):
...
ValueError: could not convert string to float: '56.07 lb'
>>> fast_float('invalid', key=len)
7
```

Notes

It is roughly equivalent to (but much faster than)

```
>>> def py_fast_float(input, default=None, raise_on_invalid=False,
...                    key=None, nan=None, inf=None):
...     try:
...         x = float(input)
...     except ValueError:
...         if raise_on_invalid:
...             raise
```

(continues on next page)

(continued from previous page)

```

...     elif key is not None:
...         return key(input)
...     elif default is not None:
...         return default
...     else:
...         return input
... else:
...     if nan is not None and math.isnan(x):
...         return nan
...     elif inf is not None and math.isinf(x):
...         return inf
...     else:
...         return x
...

```

3.2.3 fast_int()

`fastnumbers.fast_int(x, default=None, raise_on_invalid=False, key=None, base=10)`

Quickly convert input to an *int*.

Any input that is valid for the built-in *int* (or *long* on Python2) function will be converted to a *int* (or *long* on Python2). An input of a single digit unicode character is also valid. The return value is guaranteed to be of type *str* or *int* (or *long* on Python2).

If the given input is a string and cannot be converted to an *int* it will be returned as-is unless *default* or *raise_on_invalid* is given.

Parameters

- **input** (*{str, float, int, long}*) – The input you wish to convert to an *int*.
- **default** (*optional*) – This value will be returned instead of the input when the input cannot be converted. Has no effect if *raise_on_invalid* is *True*.
- **raise_on_invalid** (*bool, optional*) – If *True*, a *ValueError* will be raised if string input cannot be converted to an *int*. If *False*, the string will be returned as-is. The default is *False*.
- **key** (*callable, optional*) – If given and the *input* cannot be converted, the input will be passed to the callable object and its return value will be returned. The function must take one and only one required argument.
- **base** (*int, optional*) – Follows the rules of Python’s built-in *int()*; see it’s documentation for your Python version. If given, the input **must** be of type *str*.

Returns out – If the input could be converted to an *int*, the return type will be *int* (or *long* on Python2 if the integer is large enough). Otherwise, the input *str* will be returned as-is (if *raise_on_invalid* is *False*) or whatever value is assigned to *default* if *default* is not *None*.

Return type {str, int, long}

Raises

- *TypeError* – If the input is not one of *str*, *float*, or *int* (or *long* on Python2).
- *ValueError* – If *raise_on_invalid* is *True*, this will be raised if the input string cannot be converted to an *int*.

See also:

```
fast_forceint(), isint(), int()
```

Examples

```
>>> from fastnumbers import fast_int
>>> fast_int('56')
56
>>> fast_int('56.0')
'56.0'
>>> fast_int('56.07 lb')
'56.07 lb'
>>> fast_int(56.07)
56
>>> fast_int(56)
56
>>> fast_int('invalid', default=50)
50
>>> fast_int('invalid', 50)  # 'default' is first optional positional arg
50
>>> fast_int('56.07 lb', raise_on_invalid=True)
Traceback (most recent call last):
...
ValueError: could not convert string to int: '56.07 lb'
>>> fast_int('invalid', key=len)
7
```

Notes

It is roughly equivalent to (but much faster than)

```
>>> def py_fast_int(input, default=None, raise_on_invalid=False, key=None):
...     try:
...         return int(input)
...     except ValueError:
...         if raise_on_invalid:
...             raise
...         elif key is not None:
...             return key(input)
...         elif default is not None:
...             return default
...         else:
...             return input
... 
```

3.2.4 fast_forceint()

`fastnumbers.fast_forceint(x, default=None, raise_on_invalid=False, key=None)`

Quickly convert input to an *int*, truncating if is a *float*.

Any input that is valid for the built-in *int* (or *long* on Python2) function will be converted to a *int* (or *long* on Python2). An input of a single numeric unicode character is also valid. The return value is guaranteed to be of type *str* or *int* (or *long* on Python2).

In addition to the above, any input valid for the built-in *float* will be parsed and the truncated to the nearest integer; for example, '56.07' will be converted to 56.

If the given input is a string and cannot be converted to an *int* it will be returned as-is unless *default* or *raise_on_invalid* is given.

Parameters

- **input** (*{str, float, int, long}*) – The input you wish to convert to an *int*.
- **default** (*optional*) – This value will be returned instead of the input when the input cannot be converted. Has no effect if *raise_on_invalid* is *True*
- **raise_on_invalid** (*bool, optional*) – If *True*, a *ValueError* will be raised if string input cannot be converted to an *int*. If *False*, the string will be returned as-is. The default is *False*.
- **key** (*callable, optional*) – If given and the *input* cannot be converted, the input will be passed to the callable object and its return value will be returned. The function must take one and only one required argument.

Returns out – If the input could be converted to an *int*, the return type will be *int* (or *long* on Python2 if the integer is large enough). Otherwise, the input *str* will be returned as-is (if *raise_on_invalid* is *False*) or whatever value is assigned to *default* if *default* is not *None*.

Return type {str, int, long}

Raises

- *TypeError* – If the input is not one of *str*, *float*, or *int* (or *long* on Python2).
- *ValueError* – If *raise_on_invalid* is *True*, this will be raised if the input string cannot be converted to an *int*.

See also:

`fast_int()`, `isintlike()`

Examples

```
>>> from fastnumbers import fast_forceint
>>> fast_forceint('56')
56
>>> fast_forceint('56.0')
56
>>> fast_forceint('56.07')
56
>>> fast_forceint('56.07 lb')
'56.07 lb'
>>> fast_forceint(56.07)
56
>>> fast_forceint(56)
56
>>> fast_forceint('invalid', default=50)
50
>>> fast_forceint('invalid', 50) # 'default' is first optional positional arg
50
>>> fast_forceint('56.07 lb', raise_on_invalid=True)
Traceback (most recent call last):
...
```

(continues on next page)

(continued from previous page)

```
ValueError: could not convert string to float: '56.07 lb'
>>> fast_forceint('invalid', key=len)
7
```

Notes

It is roughly equivalent to (but much faster than)

```
>>> def py_fast_forceint(input, default=None, raise_on_invalid=False, key=None):
...     try:
...         return int(input)
...     except ValueError:
...         try:
...             return int(float(input))
...         except ValueError:
...             if raise_on_invalid:
...                 raise
...             elif key is not None:
...                 return key(input)
...             elif default is not None:
...                 return default
...             else:
...                 return input
... 
```

3.3 The “Checking” Functions

These functions return a Boolean value that indicates if the input can return a certain number type or not.

3.3.1 `isreal()`

`fastnumbers.isreal(x, str_only=False, num_only=False, allow_inf=False, allow_nan=False)`

Quickly determine if a string is a real number.

Returns *True* if the input is valid input for the built-in *float* or *int* functions, or is a single valid numeric unicode character.

The input may be whitespace-padded.

Parameters

- **input** – The input you wish to test if it is a real number.
- **str_only** (*bool*, *optional*) – If *True*, then any non-*str* input will cause this function to return *False*. The default is *False*.
- **num_only** (*bool*, *optional*) – If *True*, then any *str* input will cause this function to return *False*. The default is *False*.
- **allow_inf** (*bool*, *optional*) – If *True*, then the strings ‘inf’ and ‘infinity’ will also return *True*. This check is case-insensitive, and the string may be signed (i.e. ‘+/-’). The default is *False*.

- **allow_nan** (*bool*, *optional*) – If *True*, then the string ‘nan’ will also return *True*. This check is case-insensitive, and the string may be signed (i.e. ‘+/-’). The default is *False*.

Returns *result* – Whether or not the input is a real number.

Return type *bool*

See also:

`fast_real()`

Examples

```
>>> from fastnumbers import isreal
>>> isreal('56')
True
>>> isreal('56.07')
True
>>> isreal('56.07', num_only=True)
False
>>> isreal('56.07 lb')
False
>>> isreal(56.07)
True
>>> isreal(56.07, str_only=True)
False
>>> isreal(56)
True
>>> isreal('nan')
False
>>> isreal('nan', allow_nan=True)
True
```

Notes

It is roughly equivalent to (but much faster than)

```
>>> import re
>>> def py_isreal(input, str_only=False, num_only=False,
...               allow_nan=False, allow_inf=False):
...     if str_only and type(input) != str:
...         return False
...     if num_only and type(input) not in (float, int):
...         return False
...     try:
...         x = bool(re.match(r'[-+]?[d*\.]?[d+](?:[eE] [-+]?[d+])?$', input))
...     except TypeError:
...         return type(input) in (float, int)
...     else:
...         if x:
...             return True
...         elif allow_inf and input.lower().strip().lstrip('-+') in ('inf',
↪ 'infinity'):
...             return True
...         elif allow_nan and input.lower().strip().lstrip('-+') == 'nan':
...             return True
```

(continues on next page)

(continued from previous page)

```
...         else:
...             return False
...
```

3.3.2 isfloat()

`fastnumbers.isfloat(x, str_only=False, num_only=False, allow_inf=False, allow_nan=False)`

Quickly determine if a string is a *float*.

Returns *True* if the input is valid input for the built-in *float* function, is already a valid *float*, or is a single valid numeric unicode character. It differs from *isreal* in that an *int* input will return *False*.

The input may be whitespace-padded.

Parameters

- **input** – The input you wish to test if it is a *float*.
- **str_only** (*bool*, *optional*) – If *True*, then any non-*str* input will cause this function to return *False*. The default is *False*.
- **num_only** (*bool*, *optional*) – If *True*, then any *str* input will cause this function to return *False*. The default is *False*.
- **allow_inf** (*bool*, *optional*) – If *True*, then the strings ‘inf’ and ‘infinity’ will also return *True*. This check is case-insensitive, and the string may be signed (i.e. ‘+/-’). The default is *False*.
- **allow_nan** (*bool*, *optional*) – If *True*, then the string ‘nan’ will also return *True*. This check is case-insensitive, and the string may be signed (i.e. ‘+/-’). The default is *False*.

Returns result – Whether or not the input is a *float*.

Return type *bool*

See also:

`fast_float()`, `isreal()`

Examples

```
>>> from fastnumbers import isfloat
>>> isfloat('56')
True
>>> isfloat('56.07')
True
>>> isreal('56.07', num_only=True)
False
>>> isfloat('56.07 lb')
False
>>> isfloat(56.07)
True
>>> isfloat(56.07, str_only=True)
False
>>> isfloat(56)
False
>>> isfloat('nan')
```

(continues on next page)

(continued from previous page)

```
False
>>> isfloat('nan', allow_nan=True)
True
```

Notes

It is roughly equivalent to (but much faster than)

```
>>> import re
>>> def py_isfloat(input, str_only=False, num_only=False,
...               allow_nan=False, allow_inf=False):
...     if str_only and type(input) != str:
...         return False
...     if num_only and type(input) != float:
...         return False
...     try:
...         x = bool(re.match(r'[-+]?[0-9]*\.?[0-9]+(?:[eE][-+]?[0-9]+)?$', input))
...     except TypeError:
...         return type(input) == float
...     else:
...         if x:
...             return True
...         elif allow_inf and input.lower().strip().lstrip('+-') in ('inf',
↪ 'infinity'):
...             return True
...         elif allow_nan and input.lower().strip().lstrip('+-') == 'nan':
...             return True
...         else:
...             return False
```

3.3.3 isint()

`fastnumbers.isint(x, str_only=False, num_only=False)`

Quickly determine if a string is an *int*.

Returns *True* if the input is valid input for the built-in *int* function, is already a valid *int*, or is a single valid digit unicode character. It differs from *isintlike* in that a *float* input will return *False* and that *int*-like strings (i.e. '45.0') will return *False*.

The input may be whitespace-padded.

Parameters

- **input** – The input you wish to test if it is an *int*.
- **str_only** (*bool*, *optional*) – If *True*, then any non-*str* input will cause this function to return *False*. The default is *False*.
- **num_only** (*bool*, *optional*) – If *True*, then any *str* input will cause this function to return *False*. The default is *False*.

Returns result – Whether or not the input is an *int*.

Return type *bool*

See also:

`fast_int()`, `isintlike()`

Examples

```
>>> from fastnumbers import isint
>>> isint('56')
True
>>> isint('56', num_only=True)
False
>>> isint('56.07')
False
>>> isint('56.07 lb')
False
>>> isint(56.07)
False
>>> isint(56)
True
>>> isint(56, str_only=True)
False
```

Notes

It is roughly equivalent to (but much faster than)

```
>>> import re
>>> def py_isint(input, str_only=False, num_only=False):
...     if str_only and type(input) != str:
...         return False
...     if num_only and type(input) != int:
...         return False
...     try:
...         return bool(re.match(r'[-+]?[d+$.]', input))
...     except TypeError:
...         return False
... 
```

3.3.4 `isintlike()`

`fastnumbers.isintlike(x, str_only=False, num_only=False)`

Quickly determine if a string (or object) is an *int* or *int*-like.

Returns *True* if the input is valid input for the built-in *int* function, is already a valid *int* or *float*, or is a single valid numeric unicode character. It differs from *isintlike* in that *int*-like floats or strings (i.e. '45.0') will return *True*.

The input may be whitespace-padded.

Parameters `input` – The input you wish to test if it is a *int*-like.

Returns

- **result** (*bool*) – Whether or not the input is an *int*.
- **str_only** (*bool, optional*) – If *True*, then any non-*str* input will cause this function to return *False*. The default is *False*.

- **num_only** (*bool, optional*) – If *True*, then any *str* input will cause this function to return *False*. The default is *False*.

See also:

`fast_forceint()`

Examples

```
>>> from fastnumbers import isintlike
>>> isintlike('56')
True
>>> isintlike('56', num_only=True)
False
>>> isintlike('56.07')
False
>>> isintlike('56.0')
True
>>> isintlike('56.07 lb')
False
>>> isintlike(56.07)
False
>>> isintlike(56.0)
True
>>> isintlike(56.0, str_only=True)
False
>>> isintlike(56)
True
```

Notes

It is roughly equivalent to (but much faster than)

```
>>> import re
>>> def py_isintlike(input, str_only=False, num_only=False):
...     if str_only and type(input) != str:
...         return False
...     if num_only and type(input) not in (int, float):
...         return False
...     try:
...         if re.match(r'[-+]?[0-9]+$', input):
...             return True
...         elif re.match(r'[-+]?[0-9]+\.[0-9]+(?:[eE]([-+]?[0-9]+)?$', input):
...             return float(input).is_integer()
...         else:
...             return False
...     except TypeError:
...         if type(input) == float:
...             return input.is_integer()
...         elif type(input) == int:
...             return True
...         else:
...             return False
... 
```


4.1 08-19-2018 v. 2.1.1

- Fix compile error on FreeBSD where fastnumbers' "string.h" shadowed the system "string.h".
- Add a high-level description of the fastnumbers algorithm in the documentation.

4.2 08-03-2018 v. 2.1.0

- Fix bug in converting unicode numbers on Python 3.7.
- Restructure code base, hopefully improving simplicity.
- Speedup of conversions of ASCII-like unicode in Python 3.
- Speedup of conversions for large integers and large floats - fastnumbers should now be at least as fast as built-in functions.

4.3 07-01-2018 v. 2.0.5

- Fix bug in `fast_real` that resulted in an `OverflowError` when given very large int-like floats.
- Source files are sorted before compilation.

4.4 05-18-2018 v. 2.0.4

- Fix install error on old versions of `setuptools`.

4.5 05-14-2018 v. 2.0.3

- Reorganized testing and development infrastructure.
- Add bumpversion infrastructure.
- Development dependencies are now defined using Pipfile.

4.6 11-11-2017 v. 2.0.2

- Updated docstrings.
- Improved timing documentation.
- Added testing for Python 3.7.

4.7 04-30-2017 v. 2.0.1

- Fixed bug in decimal digit limit on GCC.

4.8 04-30-2017 v. 2.0.0

- Dropped support for Python 2.6.
- Added support for Python 3.6 underscores.
- Added drop-in replacements for the built-in `int()` and `float()` functions.
- Incorporated unit tests from Python's testing library to ensure that any input that Python can handle will also be handled the same way by `fastnumbers`.
- Added Appveyor testing to ensure no surprises on Windows.
- Revamped documentation.
- Refactored internal mechanism for assessing overflow to be faster in the most common cases.

4.9 04-23-2016 v. 1.0.0

- “coerce” in `fast_real` now applies to any input, not just numeric; the default is now *True* instead of *False*.
- Now all ASCII whitespace characters are stripped by `fastnumbers`
- Typechecking is now more forgiving
- `fastnumbers` now checks for errors when converting between numeric types
- Fixed bug where very small numbers are not converted properly
- Testing now includes Python 2.6.
- Removed `safe_*` functions (which were deprecated since version 0.3.0)
- Fixed unicode handling on Windows.
- Fixed Python2.6 on Windows.

4.10 03-19-2016 v. 0.7.4

- Added the “coerce” option to `fast_real`.

4.11 03-08-2016 v. 0.7.3

- Newline is now considered to be whitespace (for consistency with the builtin float and int).

4.12 03-07-2016 v. 0.7.2

- Fixed overflow bug in exponential parts of floats.

4.13 02-29-2016 v. 0.7.1

- Fixed compilation bug with MSVC.
- Added “key” function to transform invalid input arguments.

4.14 01-18-2016 v. 0.7.0

- Broke all functions into smaller components, eliminating a lot of duplication.
- Sped up functions by eliminating an unnecessary string copy.
- Improved documentation.

4.15 11-01-2015 v. 0.6.2

- Fixed bug that caused a `SystemError` exception to be raised on Python 3.5 if a very large int was passed to the “fast” functions.

4.16 10-29-2015 v. 0.6.1

- Fixed segfault on Python 3.5 that seemed to be related to a change in the `PyObject_CallMethod` C function.
- Sped up unit testing.
- Added `tox.ini`.

4.17 10-27-2015 v. 0.6.0

- Fixed issue where giving a default of *None* would be ignored.
- Added the “nan” and “inf” options to `fast_real` and `fast_float`. These options allow alternate return values in the case of *nan* or *inf*, respectively.

- Improved documentation.
- Improved testing.

4.18 06-11-2015 v. 0.5.2

- Fixed compile error Visual Studio compilers.

4.19 06-04-2015 v. 0.5.1

- Solved rare segfault when parsing Unicode input.
- Made handling of Infinity and NaN for `fast_int` and `fast_forceint` consistent with the built-in `int` function.

4.20 05-12-2015 v. 0.5.0

- Made ‘default’ first optional argument instead of ‘raise_on_invalid’ for conversion functions.
- Added ‘num_only’ option for checker functions.

4.21 05-03-2015 v. 0.4.0

- Added support for conversion of single Unicode characters that represent numbers and digits.

4.22 04-23-2015 v. 0.3.0

- Updated the `fast_*` functions to check if an overflow loss of precision has occurred, and if so fall back on the more accurate number conversion method.
- In response to the above change, the `safe_*` functions are now deprecated, and internally now use the same code as the `fast_*` functions.
- Updated all unit testing to use the `hypothesis` module, which results in better test coverage.

4.23 09-03-2014 v. 0.2.0

- Added a ‘default’ option to the conversion functions.

4.24 08-12-2014 v. 0.1.4

- Fixed bug where ‘.’ was incorrectly identified as a valid float/int and converted to 0. This bug only applied to the `fast_*` and `is*` functions.

- The method to catch corner-cases like '.', '+', 'e', etc. has been reworked to be more general... case-by-case patches should no longer be needed.

4.25 08-12-2014 v. 0.1.3

- Fixed bug where 'e' and 'E' were incorrectly identified as a valid float/int and converted to 0. This bug only applied to the `fast_*` and `is*` functions.

4.26 08-12-2014 v. 0.1.2

- Fixed bug where '+' and '-' were incorrectly identified as a valid float/int and converted to 0. This bug only applied to the `fast_*` and `is*` functions.
- Fixed bug where 'safe_forceint' did not handle 'nan' correctly.

4.27 08-11-2014 v. 0.1.1

- 'fastnumbers' now understands 'inf' and 'nan'.

4.28 08-10-2014 v. 0.1.0

- Initial release of 'fastnumbers'.

CHAPTER 5

Indices and tables

- `genindex`
- `modindex`
- `search`

f

`fastnumbers`, [1](#)

F

`fast_float()` (in module `fastnumbers`), 13
`fast_forceint()` (in module `fastnumbers`), 16
`fast_int()` (in module `fastnumbers`), 15
`fast_real()` (in module `fastnumbers`), 11
`fastnumbers` (module), 1
`float()` (in module `fastnumbers`), 10

I

`int()` (in module `fastnumbers`), 10
`isfloat()` (in module `fastnumbers`), 20
`isint()` (in module `fastnumbers`), 21
`isintlike()` (in module `fastnumbers`), 22
`isreal()` (in module `fastnumbers`), 18

R

`real()` (in module `fastnumbers`), 11