

The GCC Quad-Precision Math Library

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2 Math Library Routines

The following mathematical functions are available:

acosq: arc cosine function
 acoshq: inverse hyperbolic cosine function
 asinq: arc sine function
 asinhq: inverse hyperbolic sine function
 atanq: arc tangent function
 atanhq: inverse hyperbolic tangent function
 atan2q: arc tangent function
 cbrtq: cube root function
 ceilq: ceiling value function
 copysignq: copy sign of a number
 coshq: hyperbolic cosine function
 cosq: cosine function
 erfq: error function
 erfcq: complementary error function
 exp2q: base 2 exponential function
 expq: exponential function
 expm1q: exponential minus 1 function
 fabsq: absolute value function
 fdimq: positive difference function
 finiteq: check finiteness of value
 floorq: floor value function
 fmaq: fused multiply and add
 fmaxq: determine maximum of two values
 fminq: determine minimum of two values
 fmodq: remainder value function
 frexpq: extract mantissa and exponent
 hypotq: Euclidian distance function
 ilogbq: get exponent of the value
 isinfq: check for infinity
 isnanq: check for not a number
 issignalingq: check for signaling not a number
 j0q: Bessel function of the first kind, first order
 j1q: Bessel function of the first kind, second order
 jnq: Bessel function of the first kind, n -th order
 ldexpq: load exponent of the value
 lgammaq: logarithmic gamma function
 llrintq: round to nearest integer value
 llroundq: round to nearest integer value away from zero
 logbq: get exponent of the value
 logq: natural logarithm function
 log10q: base 10 logarithm function
 log1pq: compute natural logarithm of the value plus one
 log2q: base 2 logarithm function

`lrintq`: round to nearest integer value
`lroundq`: round to nearest integer value away from zero
`modfq`: decompose the floating-point number
`nanq`: return quiet NaN
`nearbyintq`: round to nearest integer
`nextafterq`: next representable floating-point number
`powq`: power function
`remainderq`: remainder function
`remquoq`: remainder and part of quotient
`rintq`: round-to-nearest integral value
`roundq`: round-to-nearest integral value, return `__float128`
`scalblnq`: compute exponent using `FLT_RADIX`
`scalbnq`: compute exponent using `FLT_RADIX`
`signbitq`: return sign bit
`sincosq`: calculate sine and cosine simultaneously
`sinhq`: hyperbolic sine function
`sinq`: sine function
`sqrtq`: square root function
`tanq`: tangent function
`tanhq`: hyperbolic tangent function

`tgammaq`: true gamma function
`truncq`: round to integer, towards zero
`y0q`: Bessel function of the second kind, first order
`y1q`: Bessel function of the second kind, second order
`ynq`: Bessel function of the second kind, n -th order
`cabsq` complex absolute value function
`cargq`: calculate the argument
`cimagq` imaginary part of complex number
`crealq`: real part of complex number
`cacoshq`: complex arc hyperbolic cosine function
`cacosq`: complex arc cosine function
`casinhq`: complex arc hyperbolic sine function
`casinq`: complex arc sine function
`catanhq`: complex arc hyperbolic tangent function
`catanq`: complex arc tangent function
`ccosq` complex cosine function:
`ccoshq`: complex hyperbolic cosine function
`cexpq`: complex exponential function

`cexpiq`: computes the exponential function of “i” times a
real value

`clogq`: complex natural logarithm

`clog10q`: complex base 10 logarithm

`conjq`: complex conjugate function

`cpowq`: complex power function

`cprojq`: project into Riemann Sphere

`csinq`: complex sine function

`csinhq`: complex hyperbolic sine function

`csqrtq`: complex square root

`ctanq`: complex tangent function

`ctanhq`: complex hyperbolic tangent function

3 I/O Library Routines

3.1 strtou128 — Convert from string

The function `strtou128` converts a string into a `__float128` number.

Syntax `__float128 strtou128 (const char *s, char **sp)`

Arguments:

s input string
sp the address of the next character in the string

The argument *sp* contains, if not NULL, the address of the next character following the parts of the string, which have been read.

Example

```
#include <quadmath.h>

int main ()
{
    __float128 r;

    r = strtou128 ("1.2345678", NULL);

    return 0;
}
```

3.2 quadmath_snprintf — Convert to string

The function `quadmath_snprintf` converts a `__float128` floating-point number into a string. It is a specialized alternative to `snprintf`, where the format string is restricted to a single conversion specifier with Q modifier and conversion specifier `e`, `E`, `f`, `F`, `g`, `G`, `a` or `A`, with no extra characters before or after the conversion specifier. The `%m$` or `*m$` style must not be used in the format.

Syntax `int quadmath_snprintf (char *s, size_t size, const char *format, ...)`

Arguments:

s output string
size byte size of the string, including trailing NUL
format conversion specifier string

Note On some targets when supported by the C library hooks are installed for `printf` family of functions, so that `printf ("%Qe", 1.2Q);` etc. works too.

Example

```
#include <quadmath.h>
#include <stdlib.h>
#include <stdio.h>

int main ()
{
    __float128 r;
    int prec = 20;
```

```

int width = 46;
char buf[128];

r = 2.0q;
r = sqrtq (r);
int n = quadmath_snprintf (buf, sizeof buf, "%+-.#*.20Qe", width, r);
if ((size_t) n < sizeof buf)
    printf ("%s\n", buf);
    /* Prints: +1.41421356237309504880e+00 */
quadmath_snprintf (buf, sizeof buf, "%Qa", r);
if ((size_t) n < sizeof buf)
    printf ("%s\n", buf);
    /* Prints: 0x1.6a09e667f3bcc908b2fb1366ea96p+0 */
n = quadmath_snprintf (NULL, 0, "%+-.#46.*Qe", prec, r);
if (n > -1)
{
    char *str = malloc (n + 1);
    if (str)
    {
        quadmath_snprintf (str, n + 1, "%+-.#46.*Qe", prec, r);
        printf ("%s\n", str);
        /* Prints: +1.41421356237309504880e+00 */
    }
    free (str);
}
return 0;
}

```

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