The GCC Quad-Precision Math Library
Short Contents

Introduction ......................................................... 1
1 Typedef and constants .............................................. 3
2 Math Library Routines ............................................. 5
3 I/O Library Routines ............................................. 9
GNU Free Documentation License ................................. 11
4 Reporting Bugs .................................................... 19
Table of Contents

Introduction ................................................. 1

1  Typedef and constants ................................. 3

2  Math Library Routines ................................. 5

3  I/O Library Routines ................................. 9
   3.1  strtoflt128 — Convert from string ................. 9
   3.2  quadmath_snprintf — Convert to string ......... 9

GNU Free Documentation License ............. 11
   ADDENDUM: How to use this License for your documents .... 18

4  Reporting Bugs ................................. 19
Introduction

This manual documents the usage of libquadmath, the GCC Quad-Precision Math Library Application Programming Interface (API).
1 Typedef and constants

The following data type has been defined via `typedef`.

`__complex128`: `__float128`-based complex number

The following macros are defined, which give the numeric limits of the `__float128` data type.

- `FLT128_MAX`: largest finite number
- `FLT128_MIN`: smallest positive number with full precision
- `FLT128_EPSILON`: difference between 1 and the next larger representable number
- `FLT128_DENORM_MIN`: smallest positive denormalized number
- `FLT128_MANT_DIG`: number of digits in the mantissa (bit precision)
- `FLT128_MIN_EXP`: maximal negative exponent
- `FLT128_MAX_EXP`: maximal positive exponent
- `FLT128_DIG`: number of decimal digits in the mantissa
- `FLT128_MIN_10_EXP`: maximal negative decimal exponent
- `FLT128_MAX_10_EXP`: maximal positive decimal exponent

The following mathematical constants of type `__float128` are defined.

- `M_Eq`: the constant e (Euler’s number)
- `M_LOG2Eq`: binary logarithm of 2
- `M_LOG10Eq`: common, decimal logarithm of 2
- `M_LN2q`: natural logarithm of 2
- `M_LN10q`: natural logarithm of 10
- `M_PIq`: pi
- `M_PI_2q`: pi divided by two
- `M_PI_4q`: pi divided by four
- `M_1_PIq`: one over pi
- `M_2_PIq`: one over two pi
- `M_2_SQRTPIq`: two over square root of pi
- `M_SQRT2q`: square root of 2
- `M_SQRT1_2q`: one over square root of 2
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
atangq: 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
erfqcq: complementary error function
expq: exponential function
expmq: 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: Euclidean distance function
ilogbq: get exponent of the value
isnanq: check for 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
scalbinq: 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
tgammq: 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
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 strtoflt128 — Convert from string

The function `strtoflt128` converts a string into a \texttt{__float128} number.

Syntax

\texttt{\_\_float128 strtoflt128 (const char \*s, char **sp)}

\textit{Arguments}:

\begin{itemize}
  \item \texttt{s} — input string
  \item \texttt{sp} — the address of the next character in the string
\end{itemize}

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

Example

\begin{verbatim}
#include <quadmath.h>

int main ()
{
  \_\_float128 r;
  r = strtoflt128 ("1.2345678", NULL);
  return 0;
}
\end{verbatim}

3.2 quadmath_snprintf — Convert to string

The function \texttt{quadmath_snprintf} converts a \texttt{\_\_float128} floating-point number into a string. It is a specialized alternative to \texttt{snprintf}, where the format string is restricted to a single conversion specifier with \texttt{Q} modifier and conversion specifier \texttt{e}, \texttt{E}, \texttt{f}, \texttt{F}, \texttt{g}, \texttt{G}, \texttt{a} or \texttt{A}, with no extra characters before or after the conversion specifier. The \texttt{\%m}$ or \texttt{*m}$ style must not be used in the format.

Syntax

\texttt{int quadmath_snprintf (char \*s, size_t size, const char \*format, ...)}

\textit{Arguments}:

\begin{itemize}
  \item \texttt{s} — output string
  \item \texttt{size} — byte size of the string, including tailing NUL
  \item \texttt{format} — conversion specifier string
\end{itemize}

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

Example

\begin{verbatim}
#include <quadmath.h>
#include <stdlib.h>
#include <stdio.h>

int main ()
{
  \_\_float128 r;
  int prec = 20;

define main() {
  return 0;
}
\end{verbatim}
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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