The GCC Quad-Precision Math Library
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Short Contents

1  Typedef and constants ........................................ 1
2  Math Library Routines ........................................ 3
3  I/O Library Routines .......................................... 7
   GNU Free Documentation License............................ 9
4  Reporting Bugs ................................................. 17
Table of Contents

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

2 Math Library Routines .......................... 3

3 I/O Library Routines ............................ 7
  3.1 strtoflt128 — Convert from string .............. 7
  3.2 quadmath_snprintf — Convert to string ........... 7

GNU Free Documentation License .................. 9
  ADDENDUM: How to use this License for your documents ... 16

4 Reporting Bugs ................................. 17
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
- `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
- `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
- `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
cacoshq: complex arc hyperbolic cosine function
cacoshq: complex arc hyperbolic cosine function
cacoshq: complex arc hyperbolic cosine function
cacoshq: complex arc hyperbolic cosine function
cacoshq: complex arc hyperbolic cosine function
cexpiq: computes the exponential function of “i” times a real value

clogq: complex natural logarithm
clog10q: complex base 10 logarithm
conjgq: complex conjugate function
cpq: 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 `__float128` number.

Syntax

```c
__float128 strtoflt128 (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

```c
#include <quadmath.h>

int main ()
{
    __float128 r;
    r = strtoflt128("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

```c
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

```c
#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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