The GCC Quad-Precision Math Library

Release 13.0.0 (experimental 20221111)

GCC Developer Community

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INTRODUCTION

This manual documents the usage of libquadmath, the GCC Quad-Precision Math Library Application Programming Interface (API).
CHAPTER
THREE

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
• \texttt{M_2_SQRTPIq}: two over square root of pi
• \texttt{M_SQRT2q}: square root of 2
• \texttt{M_SQRT1_2q}: one over square root of 2
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
- `erfqc`: complementary error function
- `exp2q`: base 2 exponential function
- `expq`: exponential function
- `expmlq`: 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
- \texttt{fminq}: determine minimum of two values
- \texttt{fmodq}: remainder value function
- \texttt{frexpq}: extract mantissa and exponent
- \texttt{hypotq}: Euclidean distance function
- \texttt{ilogbq}: get exponent of the value
- \texttt{isinfq}: check for infinity
- \texttt{isnanq}: check for not a number
- \texttt{ isnanq}: check for not a number
- \texttt{issignalingq}: check for signaling not a number
- \texttt{j0q}: Bessel function of the first kind, first order
- \texttt{j1q}: Bessel function of the first kind, second order
- \texttt{jnq}: Bessel function of the first kind, \{n\}-th order
- \texttt{ldexpq}: load exponent of the value
- \texttt{lgammaq}: logarithmic gamma function
- \texttt{llrintq}: round to nearest integer value
- \texttt{llroundq}: round to nearest integer value away from zero
- \texttt{logbq}: get exponent of the value
- \texttt{logq}: natural logarithm function
- \texttt{log10q}: base 10 logarithm function
- \texttt{log1pq}: compute natural logarithm of the value plus one
- \texttt{log2q}: base 2 logarithm function
- \texttt{lrintq}: round to nearest integer value
- \texttt{lroundq}: round to nearest integer value away from zero
- \texttt{modfq}: decompose the floating-point number
- \texttt{nanq}: return quiet NaN
- \texttt{nearbyintq}: round to nearest integer
- \texttt{nextafterq}: next representable floating-point number
- \texttt{powq}: power function
- \texttt{remainderq}: remainder function
- \texttt{remquoq}: remainder and part of quotient
- \texttt{rintq}: round-to-nearest integral value
- \texttt{roundq}: round-to-nearest integral value, return \{\texttt{__float128}\}
- \texttt{scalblnq}: compute exponent using \{\texttt{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
- **tangq**: 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
- **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
- **clogg**: complex natural logarithm
- **clog10q**: complex base 10 logarithm
- **conjq**: complex conjugate function
- **cpowq**: complex power function
- **cprojq**: project into Riemann Sphere
• \textit{csinq}: complex sine function
• \textit{csinhq}: complex hyperbolic sine function
• \textit{csqrtq}: complex square root
• \textit{ctanq}: complex tangent function
• \textit{ctanhq}: complex hyperbolic tangent function
5.1 strtoflt128 — Convert from string

The function `strtoflt128` converts a string into a `__float128` number.

**Syntax:**

```
__float128 strtoflt128 (const char *s, char **sp)
```

**Arguments:**

<table>
<thead>
<tr>
<th>Argument</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>s</code></td>
<td>input string</td>
</tr>
<tr>
<td><code>sp</code></td>
<td>the address of the next character in the string</td>
</tr>
</tbody>
</table>

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 = strtoflt128 ("1.2345678", NULL);
    return 0;
}
```
5.2 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:

<table>
<thead>
<tr>
<th>s</th>
<th>output string</th>
</tr>
</thead>
<tbody>
<tr>
<td>size</td>
<td>byte size of the string, including trailing NUL</td>
</tr>
<tr>
<td>format</td>
<td>conversion specifier string</td>
</tr>
</tbody>
</table>

Note:

On some targets when supported by the C library hooks are installed for `printf` family of functions, so that `printf ("%Qe", 1.20);` 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: +1.41421356237095048808e+00 */
    quadmath_snprintf (buf, sizeof buf, "%Qa", r);
    if ((size_t) n < sizeof buf)
        printf ("%s\n", buf);
    /* Prints: 0x1.6a09e667f3b7646e96p+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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