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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
- **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
- **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
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
casinhq: complex arc hyperbolic sine function
casinhq: complex arc hyperbolic sine function
casinq: complex arc sine function
catanhq: complex arc hyperbolic tangent 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
conjgq: 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 \texttt{strtoflt128} converts a string into a \texttt{__float128} number.

\textbf{Syntax} \hspace{1em} \texttt{__float128 strtoflt128 (const char *s, char **sp)}

\textbf{Arguments}:
- \textit{s} \hspace{1em} input string
- \textit{sp} \hspace{1em} the address of the next character in the string

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

\textbf{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.

\textbf{Syntax} \hspace{1em} \texttt{int quadmath_snprintf (char *s, size_t size, const char *format, ...)}

\textbf{Arguments}:
- \textit{s} \hspace{1em} output string
- \textit{size} \hspace{1em} byte size of the string, including trailing NUL
- \textit{format} \hspace{1em} conversion specifier string

\textbf{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.

\textbf{Example}

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

int main ()
{
    __float128 r;
    int prec = 20;
}
\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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