The GCC Quad-Precision Math Library
Short Contents

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Introduction

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

1 Typedef and constants

The following data type has been defined via typedef.

\texttt{__complex128}: \texttt{__float128}-based complex number

The following macros are defined, which give the numeric limits of the \texttt{__float128} data type.

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

The following mathematical constants of type \texttt{__float128} are defined.

- \texttt{M_Eq}: the constant e (Euler's number)
- \texttt{M_LOG2Eq}: binary logarithm of 2
- \texttt{M_LOG10Eq}: common, decimal logarithm of 2
- \texttt{M_LN2q}: natural logarithm of 2
- \texttt{M_LN10q}: natural logarithm of 10
- \texttt{M_PIq}: pi
- \texttt{M_PI_2q}: pi divided by two
- \texttt{M_PI_4q}: pi divided by four
- \texttt{M_1_PIq}: one over pi
- \texttt{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
2 Math Library Routines

The following mathematical functions are available:

- \texttt{acosq}: arc cosine function
- \texttt{acoshq}: inverse hyperbolic cosine function
- \texttt{asinq}: arc sine function
- \texttt{asinhq}: inverse hyperbolic sine function
- \texttt{atanq}: arc tangent function
- \texttt{atanhq}: inverse hyperbolic tangent function
- \texttt{atan2q}: arc tangent function
- \texttt{cbrtq}: cube root function
- \texttt{ceilq}: ceiling value function
- \texttt{copysignq}: copy sign of a number
- \texttt{coshq}: hyperbolic cosine function
- \texttt{cosq}: cosine function
- \texttt{erfq}: error function
- \texttt{erfcq}: complementary error function
- \texttt{exp2q}: base 2 exponential function
- \texttt{expq}: exponential function
- \texttt{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
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
remquqo: 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
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 hyperbolic cosine function
casinhq: complex arc hyperbolic sine function
casinq: complex arc sine function
catanhq: complex arc hyperbolic tangent function
catanq: complex arc tangent function
cosq 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
clg10q: complex base 10 logarithm
conjg: 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
cthanhq: 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  
`__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  
`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;
```
```c
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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Version 1.3, 3 November 2008

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