The GCC Quad-Precision Math Library
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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
- `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
- `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
- `lrintq` : 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
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 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:
coshq: 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
csinqq: 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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Version 1.3, 3 November 2008

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