The GCC Quad-Precision Math Library
Short Contents

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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:

**acos**: arc cosine function
**acosh**: inverse hyperbolic cosine function
**asin**: arc sine function
**asinh**: inverse hyperbolic sine function
**atan**: arc tangent function
**atanh**: inverse hyperbolic tangent function
**atan2**: arc tangent function
**cbrt**: cube root function
**ceil**: ceiling value function
**copysign**: copy sign of a number
**cosh**: hyperbolic cosine function
**cos**: cosine function
**erf**: error function
**erfc**: complementary error function
**exp2**: base 2 exponential function
**exp**: exponential function
**expm1**: exponential minus 1 function
**fabs**: absolute value function
**fdim**: positive difference function
**finite**: check finiteness of value
**floor**: floor value function
**fma**: fused multiply and add
**fmax**: determine maximum of two values
**fmin**: determine minimum of two values
**fmod**: remainder value function
**frexp**: extract mantissa and exponent
**hypot**: Euclidean distance function
**ilogb**: get exponent of the value
**isinf**: check for infinity
**isnan**: check for not a number
**issignaling**: check for signaling not a number
**j0**: Bessel function of the first kind, first order
**j1**: Bessel function of the first kind, second order
**jn**: Bessel function of the first kind, n-th order
**ldexp**: load exponent of the value
**lgamma**: logarithmic gamma function
**llrint**: round to nearest integer value
**llround**: round to nearest integer value away from zero
**logb**: get exponent of the value
**log**: natural logarithm function
**log10**: base 10 logarithm function
**log1p**: compute natural logarithm of the value plus one
**log2**: base 2 logarithm function
lrintq: round to nearest integer value
lroundq: round to nearest integer value away from zero
modf: decompose the floating-point number
nan: return quiet NaN
nearbyint: round to nearest integer
nextafter: next representable floating-point number
pow: power function
remainder: remainder function
remquo: remainder and part of quotient
rint: round-to-nearest integral value
round: round-to-nearest integral value, return __float128
scalbln: compute exponent using FLT_RADIX
scalbn: compute exponent using FLT_RADIX
signbit: return sign bit
sincos: calculate sine and cosine simultaneously
sinh: hyperbolic sine function
sin: sine function
sqrt: square root function
tan: tangent function
tanh: hyperbolic tangent function
tgamma: true gamma function
trunc: round to integer, towards zero
y0: Bessel function of the second kind, first order
y1: Bessel function of the second kind, second order
yn: Bessel function of the second kind, nth order
cabs: complex absolute value function
carg: calculate the argument
creal: real part of complex number
ccos: complex cosine function
ccosh: complex hyperbolic cosine function
ccosq: complex 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
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 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;
   ```
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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