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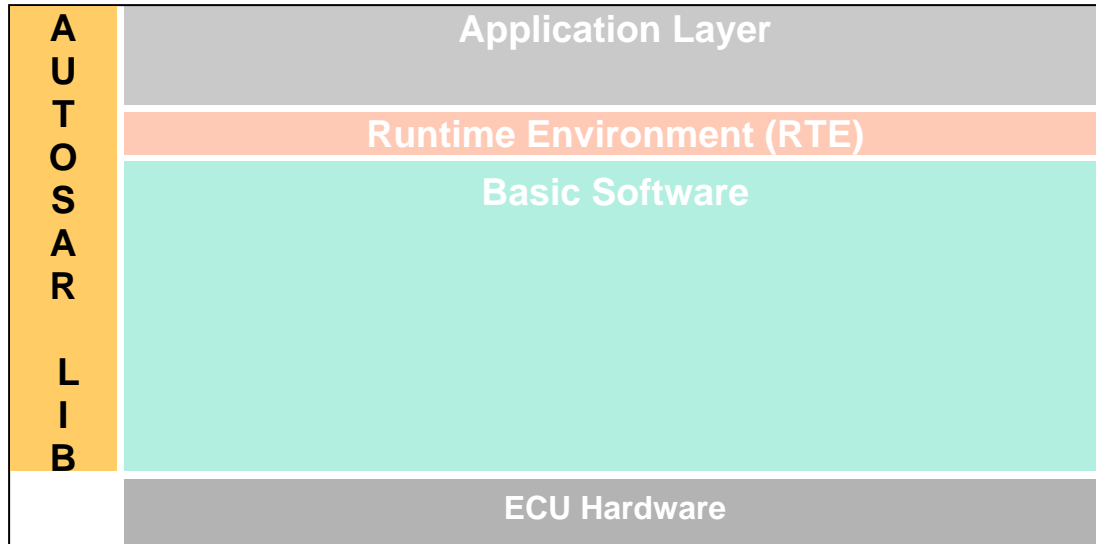
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## Known Limitations

## 1 Introduction and functional overview

AUTOSAR Library routines are the part of system services in AUTOSAR architecture and below figure shows position of AUTOSAR library in layered architecture.



**Figure : Layered architecture**

Ifx routines specification specifies the functionality, API and the configuration of the AUTOSAR library dedicated to interpolation routines for fixed point values.

The interpolation library contains the following routines:

- Distributed data point search and interpolation
- Integrated data point search and interpolation

All routines are re-entrant and can be used by multiple applications at the same time.

## 2 Acronyms and abbreviations

Acronyms and abbreviations, which have a local scope and therefore are not contained in the AUTOSAR glossary, must appear in a local glossary.

<b>Abbreviation / Acronym:</b>	<b>Description:</b>
Cur	Curve for Interpolation
DPSearch	Data point search
DPRResult	Data point result
Ifx	Interpolation Fixed point
IpoCur	Interpolation of curve used for distributed search and interpolation
LkUpCur	Curve look-up used for distributed search and interpolation
IpoMap	Interpolation of map used for distributed search and interpolation
LkUpMap	Map look-up used for distributed search and interpolation
IntIpoCur	Integrated interpolation of curve
IntLkUpCur	Integrated curve look-up
IntIpoFixCur	Integrated interpolation of fixed curve
IntLkUpFixCur	Integrated fixed curve look-up
IntIpoFixICur	Integrated interpolation of fixed interval curve
IntLkUpFixICur	Integrated fixed interval curve look-up
IntIpoMap	Integrated interpolation of map
IntLkUpMap	Integrated map look-up
IntIpoFixMap	Integrated interpolation of fixed map
IntLkUpFixMap	Integrated fixed map look-up
IntIpoFixIMap	Integrated interpolation of fixed interval map
IntLkUpFixIMap	Integrated fixed interval map look-up
Lib	Library
Map	Map for Interpolation
s8	Mnemonic for the sint8, specified in AUTOSAR_SWS_PlatformTypes
s16	Mnemonic for the sint16, specified in AUTOSAR_SWS_PlatformTypes
s32	Mnemonic for the sint32, specified in AUTOSAR_SWS_PlatformTypes
u8	Mnemonic for the uint8, specified in AUTOSAR_SWS_PlatformTypes
u16	Mnemonic for the uint16, specified in AUTOSAR_SWS_PlatformTypes
u32	Mnemonic for the uint32, specified in AUTOSAR_SWS_PlatformTypes

### 3 Related documentation

#### 3.1 Input documents

- [1] List of Basic Software Modules,  
AUTOSAR\_TR\_BSWModuleList.pdf
- [2] Layered Software Architecture,  
AUTOSAR\_EXP\_LayeredSoftwareArchitecture.pdf
- [3] General Requirements on Basic Software Modules,  
AUTOSAR\_SRS\_BSWGeneral.pdf
- [4] Specification of ECU Configuration,  
AUTOSAR\_TPS\_ECUConfiguration.pdf
- [5] Basic Software Module Description Template,  
AUTOSAR\_TPS\_BSWModuleDescriptionTemplate.pdf
- [6] Specification of Platform Types,  
AUTOSAR\_SWS\_PlatformTypes.pdf
- [7] Specification of Standard Types,  
AUTOSAR\_SWS\_StandardTypes.pdf
- [8] Requirement on Libraries,  
AUTOSAR\_SRS\_Libraries.pdf
- [9] Memory mapping mechanism,  
AUTOSAR\_SWS\_MemoryMapping.pdf
- [10] Software Component Template,  
AUTOSAR\_TPS\_SoftwareComponentTemplate.pdf
- [11] Specification of C Implementation Rules,  
AUTOSAR\_TR\_CImplementationRules.pdf

#### 3.2 Related standards and norms

- [10] ISO/IEC 9899:1990 Programming Language – C
- [11] MISRA-C 2004: Guidelines for the use of the C language in critical systems, October 2004
- [12] ASAM MCD-2MC Version 1.6 : Association for Standardisation of Automation and Measuring Systems.



## **4 Constraints and assumptions**

### **4.1 Limitations**

No limitations.

### **4.2 Applicability to car domains**

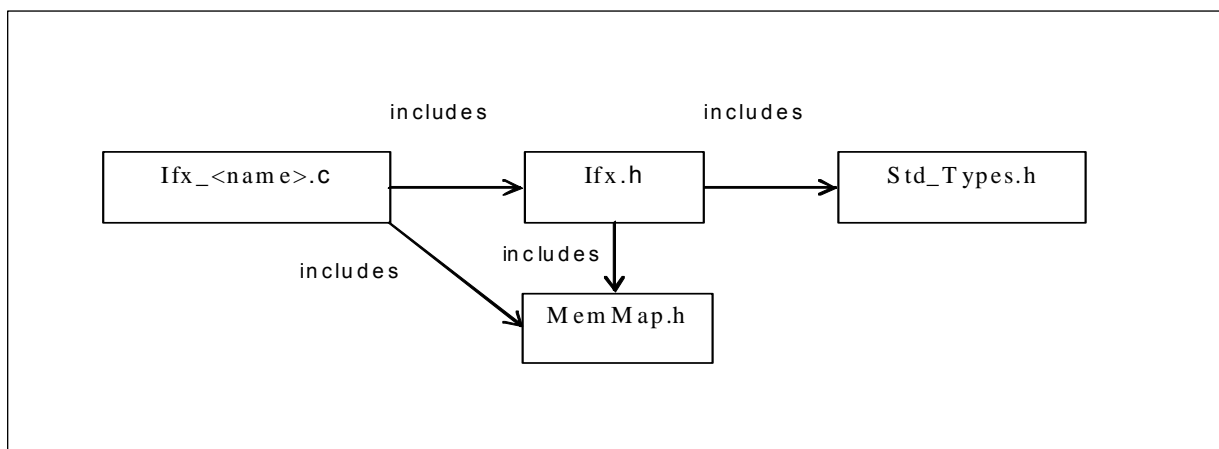
No restrictions.

## 5 Dependencies to other modules

### 5.1 File structure

**[IFX001]** The lfx module shall provide the following files:

- C files, lfx\_<name>.c used to implement the library. All C files shall be prefixed with 'lfx\_'.
- Header file lfx.h provides all public function prototypes and types defined by the lfx library specification (BSW31400005)



**Figure : File structure**

Implementation & grouping of routines with respect to C files is recommended as per below options and there is no restriction to follow the same.

Option 1 : <Name> can be function name providing one C file per function, eg.: lfx\_IntlpoMap\_u16u8\_u8.c etc.

Option 2 : <Name> can have common name of group of functions:

2.1 Group by object family:

eg.: lfx\_IpoMap.c, lfx\_IpoCur.c, lfx\_DPSearch.c

2.2 Group by routine family:

eg.: lfx\_IpoMap.c, lfx\_IntlpoMap.c, lfx\_IpoCur.c etc.

2.3 Group by method family:

eg.: lfx\_Ipo.c, lfx\_Intlpo.c, lfx\_Lkup.c, lfx\_IntLkup.c, etc.

2.4 Group by architecture:

eg.: lfx\_IpoMap8.c, lfx\_IpoMap16.c

2.5 Group by other methods: (individual grouping allowed)

Option 3 : <Name> can be removed so that single C file shall contain all lfx functions, eg.: lfx.c.

Using above options gives certain flexibility of choosing suitable granularity with reduced number of C files. Linking only on-demand is also possible in case of some options.

## 6 Requirements traceability

Requirement	Description	Satisfied by
BSW	These requirements are not applicable to this specification.	IFX999
BSW003		IFX815
BSW00304	All AUTOSAR library Modules should use the AUTOSAR data types (integers, boolean) instead of nati...	IFX812
BSW00306	All AUTOSAR library Modules should avoid direct use of compiler and platform specific keyword, un...	IFX813
BSW00318		IFX815
BSW00321		IFX815
BSW00348	Each AUTOSAR library Module implementation *.	IFX811
BSW00374	The standardized common published parameters as required by BSW00402 in the General Requirements ...	IFX814
BSW00378	All AUTOSAR library Modules should use the AUTOSAR data types (integers, boolean) instead of nati...	IFX812
BSW00379	The standardized common published parameters as required by BSW00402 in the General Requirements ...	IFX814
BSW00402	The standardized common published parameters as required by BSW00402 in the General Requirements ...	IFX814
BSW00407		IFX815, IFX816
BSW00411		IFX816
BSW00436	Each AUTOSAR library Module implementation *.	IFX810
BSW007	The library, written in C programming language, should conform to the HIS subset of the MISRA C S...	IFX809
BSW31400001	The lfx library shall not have any configuration options that may affect the functional behavior ...	IFX818
BSW31400002	lfx library shall not require initialization phase.	IFX800
BSW31400003	lfx library shall not require a shutdown operation phase.	IFX801
BSW31400005	The lfx module shall provide the following files:	IFX001
BSW31400013	Error detection: Function should check at runtime (both in production and development code) the v...	IFX819, IFX817
BSW31400015	The lfx library shall be implemented in a way that the code can be shared among callers in differ...	IFX806
BSW31400017	Usage of macros should be avoided.	IFX807
BSW31400018	A library function can call other library functions because all library functions shall be re-ent...	IFX808

### Document: Requirements on Libraries

Requirement	Satisfied by
[BSW31400001] The functional behavior of each library functions shall not be configurable	Section 10.2: <b>IFX818</b>
[BSW31400002] A library shall be opera-	Section 7.4: <b>IFX800</b>

<b>Requirement</b>	<b>Satisfied by</b>
tional before all BSW modules and application SWCs	
[BSW31400003] A library shall be operational until the shutdown	Section 7.4: <b>IFX801</b>
[BSW31400004] Using libraries shall not pass through a port interface	Section 7.5
[BSW31400005] Library header file	Section 5.1: <b>IFX001</b>
[BSW31400006] The header #include is placed by the SWC developer	Section 7.5
[BSW31400007] Using a library should be documented	Section 7.5
[BSW31400008] Backward compatibility	The SWS owner considers this requirement during future SWS evolution.
[BSW31400009] Re-entrancy	All APIs in section 8 are defined to be re-entrant
[BSW31400010] Specific types	Not relevant: section 8.3 does not define specific types
[BSW31400011] Naming convention for functions and types	APIs defined in section 8 are named according this requirement
[BSW31400012] Passing parameters with structure is allowed	Not relevant, no APIs use this possibility
[BSW31400013] Error detection	Section 7.2: <b>IFX819</b> , Section 7.3: <b>IFX817</b>
[BSW31400015] Shared library code	Section 7.6: <b>IFX806</b>
[BSW31400016] Non AUTOSAR library	Not relevant. Ifx is an AUTOSAR standard library
[BSW31400017] Usage of macros should be avoided	Section 7.6: <b>IFX807</b>
[BSW31400018] A library function can only call library functions	Section 7.6: <b>IFX808</b>

## 6.1 Document: Requirements on Basic SW Modules

A library is not a basic software module. Therefore, many requirements for BSW modules are simply not applicable and not listed below. However, few requirements are relevant:

<b>Requirement</b>	<b>Satisfied by</b>
[BSW00402] Published information	Section 10.1: <b>IFX814</b>
[BSW00407] Function to read out published parameters	Section 8.7.1: <b>IFX815, IFX816</b>
[BSW007] HIS MISRA C	Section 7.6: <b>IFX809</b>
[BSW00411] Get version info keyword	Section 8.7.1: <b>IFX816</b>
[BSW00436] Module Header File Structure for the Basic Software Memory Mapping	Section 7.6: <b>IFX810</b>
[BSW00348] Standard type header	Section 7.6: <b>IFX811</b>
[BSW00304] AUTOSAR integer data types	Section 7.6: <b>IFX812</b>
[BSW00378] AUTOSAR boolean type	Section 7.6: <b>IFX812</b>
[BSW00306] Avoid direct use of compiler and platform specific keywords	Section 7.6: <b>IFX813</b>
[BSW00374] Module vendor identification	Section 10.1: <b>IFX814</b>
[BSW00379] Module identification	Section 10.1: <b>IFX814</b>
[BSW003] Version identification	Section 8.7.1: <b>IFX815</b>
[BSW00318] Format of module version numbers	Section 8.7.1: <b>IFX815</b>
[BSW00321] Enumeration of module version numbers	Section 8.7.1: <b>IFX815</b>

## 7 Functional specification

### 7.1 Error classification

**[IFX823]** 「No error classification definition as DET call not supported by library

### 7.2 Error detection

**[IFX819]** 「Error detection: Function should check at runtime (both in production and development code) the value of input parameters, especially cases where erroneous value can bring to fatal error or unpredictable result, if they have the values allowed by the function specification. All the error cases shall be listed in SWS and the function should return a specified value (in SWS) that is not configurable. This value is dependant of the function and the error case so it is determined case by case.

If values passed to the routines are not valid and out of the function specification, then such error are not detected.

E.g. If passed value > 32 for a bit-position

or a negative number of samples of an axis distribution is passed to a routine.」  
(BSW31400013)

### 7.3 Error notification

**[IFX817]** 「The functions shall not call the DET for error notification.」  
(BSW31400013)

### 7.4 Initialization and shutdown

**[IFX800]** 「Ifx library shall not require initialization phase. A Library function may be called at the very first step of ECU initialization, e.g. even by the OS or EcuM, thus the library shall be ready.」(BSW31400002)

**[IFX801]** 「Ifx library shall not require a shutdown operation phase.」(BSW31400003)

### 7.5 Using Library API

Ifx API can be directly called from BSW modules or SWC. No port definition is required. It is a pure function call.

The statement 'Ifx.h' shall be placed by the developer or an application code generator but not by the RTE generator

Using a library should be documented. If a BSW module or a SWC uses a Library, the developer should add an Implementation-DependencyOnLibrary in the BSW/SWC template.

minVersion and maxVersion parameters correspond to the supplier version. In case of AUTOSAR library, these parameters may be left empty because a SWC or BSW module may rely on a library behaviour, not on a supplier implementation. However, the SWC or BSW modules shall be compatible with the AUTOSAR platform where they are integrated.

## 7.6 library implementation

**[IFX806]** 「The lfx library shall be implemented in a way that the code can be shared among callers in different memory partitions.」(BSW31400015)

**[IFX807]** 「Usage of macros should be avoided. The function should be declared as function or inline function. Macro #define should not be used.」(BSW31400017)

**[IFX808]** 「A library function can call other library functions because all library functions shall be re-entrant. A library function shall not call any BSW modules functions, e.g. the DET.」(BSW31400018)

**[IFX809]** 「The library, written in C programming language, should conform to the HIS subset of the MISRA C Standard.

Only in technically reasonable, exceptional cases MISRA violations are permissible. Such violations against MISRA rules shall be clearly identified and documented within comments in the C source code (including rationale why MISRA rule is violated). The comment shall be placed right above the line of code which causes the violation and have the following syntax:

```
/* MISRA RULE XX VIOLATION: This the reason why the MISRA rule could not be followed in this special case*/」(BSW007)
```

**[IFX810]** 「Each AUTOSAR library Module implementation <library>\*.c and <library>\*.h shall map their code to memory sections using the AUTOSAR memory mapping mechanism.」(BSW00436)

**[IFX811]** 「Each AUTOSAR library Module implementation <library>\*.c, that uses AUTOSAR integer data types and/or the standard return, shall include the header file Std\_Types.h.」(BSW00348)

**[IFX812]** 「All AUTOSAR library Modules should use the AUTOSAR data types (integers, boolean) instead of native C data types, unless this library is clearly identified to be compliant only with a platform.」(BSW00304, BSW00378)

**[IFX813]** 「All AUTOSAR library Modules should avoid direct use of compiler and platform specific keyword, unless this library is clearly identified to be compliant only with a platform. eg. #pragma, typeof etc.」(BSW00306)

**[IFX820]** 「If input value is less than first distribution entry then first value of the distribution array shall be returned or used in the interpolation routines. If input value is greater than last distribution entry then last value of the distribution array shall be returned or used in the interpolation routines.」()

**[IFX821]** 「Axis distribution passed to lfx routines shall have strong monotony sequence.」()



## 8 Routine specification

### 8.1 Imported types

In this chapter, all types included from the following files are listed :

Header file	Imported Type
Std_Types.h	boolean, sint8, uint8, sint16, uint16, sint32, uint32

It is observed that since the sizes of the integer types provided by the C language are implementation-defined, the range of values that may be represented within each of the integer types will vary between implementations.

Thus, in order to improve the portability of the software these types are defined in PlatformTypes.h [AUTOSAR\_SWS\_PlatformTypes]. The following mnemonic are used in the library routine names.

Size	Platform Type	Mnemonic	Range
unsigned 8-Bit	boolean	NA	[ TRUE, FALSE ]
signed 8-Bit	sint8	s8	[ -128, 127 ]
signed 16-Bit	sint16	s16	[ -32768, 32767 ]
signed 32-Bit	sint32	s32	[ -2147483648, 2147483647 ]
unsigned 8-Bit	uint8	u8	[ 0, 255 ]
unsigned 16-Bit	uint16	u16	[ 0, 65535 ]
unsigned 32-Bit	uint32	u32	[ 0, 4294967295 ]

**Table 1: Mnemonic for Base Types**

As a convention in the rest of the document:

- mnemonics will be used in the name of the routines (using <InTypeMn1> that means Type Mnemonic for Input )
- the real type will be used in the description of the prototypes of the routines (using <InType> or <OutType>).

### 8.2 Type definitions

Structure definition :

**[IFX002]** ⌈

<b>Name:</b>	Ifx_DPResultU16_Type		
<b>Type:</b>	Structure		
<b>Element:</b>	uint16	Index	Data point index
	uint16	Ratio	Data point ratio
<b>Description:</b>	<p>Structure used for data point search for index and ratio</p> <p><b>IFX003:</b> Ratio shall have resolution of <math>2^{-16}</math></p> <p><b>IFX200:</b> Ifx_DPResultU16_Type structure shall not be read/write/modified by the user directly. Only Ifx routines shall have access to this structure.</p>		

┘()

### 8.3 Comment about rounding

Two types of rounding can be applied:

Results are 'rounded off', it means:

- $0 \leq X < 0.5$  rounded to 0
- $0.5 \leq X < 1$  rounded to 1
- $-0.5 < X \leq 0$  rounded to 0
- $-1 < X \leq -0.5$  rounded to -1

Results are rounded towards zero.

- $0 \leq X < 1$  rounded to 0
- $-1 < X \leq 0$  rounded to 0

### 8.4 Comment about routines optimization

#### 8.4.1 Target optimization

The routines described in this library may be realized as regular routines or inline functions. For ROM optimization purposes, it is recommended that the c routines be realized as individual source files so they may be linked in on an as-needed basis.

For example, depending on the target, two types of optimization can be done:

- Some routines can be replaced by another routine using integer promotion
- Some routines can be replaced by the combination of a limiting routine and a routine with a different signature.

#### 8.4.2 Optimization for routine numbers

Many routines can be omitted by exchanging 'X' and 'Y' data types. With this method, reduction in total number of routines is possible in case of Map interpolation routines. This optimization of routine numbers is done based on below mentioned rules.

- Rule 1: Bigger data type of 'X' and 'Y' comes first . (16 Bit before 8 Bit)
- Rule 2: unsigned before signed (u16 before s16)
- Order: u32, s32, u16, s16, u8, s8

In this case, below routine can be replaced as :

`lfx_IntlpoMap_s8u16_u16`

With

`lfx_IntlpoMap_u16s8_u16`

Note: swapped inputs need another map value order in memory, see [record layout section](#)

## 8.5 Interpolation routines definitions

Interpolation between two given points is calculated as shown below.

$$result = y_0 + (y_1 - y_0) \cdot \frac{x - x_0}{x_1 - x_0}$$

where: X is the input value

x0 = data point before X

x1 = data point after X

y0 = value at x0

y1 = value at x1

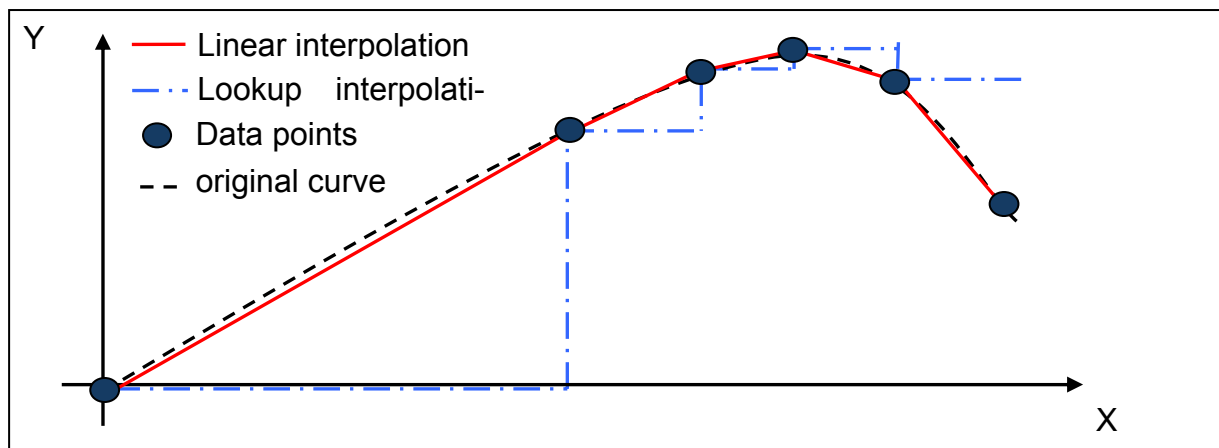


Figure : Linear and lookup interpolation

There are two interpolation methods.

- Linear interpolation
- Lookup interpolation

Above figure differentiates linear and lookup integration method. Linear method interpolates result considering two data points, whereas lookup interpolation returns entry data point.

Data point arrays can be grouped as one array or one structure for all elements as shown below.

one array for all elements :

```
uint8 Curve_u8 []={5,0,10,26,36,64,1,12,17,11,6};
```

one structure for all elements :

```
struct
{ sint16 N = 5;
  uint8 X[] = {0,10,26,36,64};
  uint8 Y[] = {1,12,17,11,6};
} Curve_u8;
```

where, number of samples = 5

X axis distribution = 0 to 64

Y axis distribution = 1 to 6

Interpolation routines accepts arguments separately to support above scenarios. Routine call example is given below for array and structure grouping respectively.

Example :

```
uint8 lfx_IntlpoCur_u8_u8 (15, Curve_u8[0], &Curve_u8[1], &Curve_u8[6]);
```

```
uint8 lfx_IntlpoCur_u8_u8 (15, Curve_u8.N, &Curve_u8.X, &Curve_u8.Y);
```

Interpolation can be calculated in two ways as shown below:

1. Distributed data point search and interpolation
2. Integrated data point search and interpolation

## 8.5.1 Distributed data point search and interpolation

In this interpolation method data point search (e.g. index and ratio) is calculated using routine `lfx_DPSearch_<InTypeMn>` which returns result structure `lfx_DPResultU16_Type`. It contains index and ratio information. This result can be used by curve interpolation, curve look-up interpolation, map interpolation and map look-up interpolation.

### 8.5.1.1 Data Point Search

[IFX004] ⌈

<b>Service name:</b>	lfx_DPSearch_<InTypeMn>	
<b>Syntax:</b>	<pre>void lfx_DPSearch_&lt;InTypeMn&gt;(     lfx_DPResultU16_Type* const dpResult,     &lt;InType&gt; Xin,     &lt;InType&gt; N,     const &lt;InType&gt;* X_array )</pre>	
<b>Service ID[hex]:</b>	0x001 to 0x004	
<b>Sync/Async:</b>	Synchronous	
<b>Reentrancy:</b>	Reentrant	
<b>Parameters (in):</b>	Xin	Input value
	N	Number of samples
	X_array	Pointer to the X axis distribution array
<b>Parameters (in-out):</b>	None	
<b>Parameters (out):</b>	dpResult	Pointer to the result structure
<b>Return value:</b>	None	
<b>Description:</b>	<p><b>IFX005:</b> lfx_DPSearch_&lt;InTypeMn&gt; routine searches the position of input Xin within the given distribution array X_array, and returns index and ratio necessary for interpolation.</p> <p><b>IFX006:</b> If (X_array[0] &lt; Xin &lt; X_array[N-1]), then returned Index shall be the lowest index for which (Xin &lt; X_array[index + 1]).</p> <p>dpResult -&gt;Index = index dpResult -&gt;Ratio = (Xin - X_array[index]) / (X_array [index+1] - X_array [index])</p> <p><b>IFX008:</b></p>	

	<p>Input value matches with one of the distribution array value then return respective index and ratio = 0.          If (Xin == X_array[index]) then,          dpResult -&gt;Index = index          dpResult -&gt;Ratio = 0</p> <p><b>IFX009:</b>          If (Xin &lt; X_array[0]), then return first index of an array and ratio = 0          dpResult -&gt;Index = 0          dpResult -&gt;Ratio = 0</p> <p><b>IFX010:</b>          If (Xin &gt; X_array[N-1]), then return last index of an array and ratio = 0          dpResult -&gt;Index = N - 1          dpResult -&gt;Ratio = 0</p> <p><b>IFX011:</b>          The minimum value of N shall be 1</p> <p><b>IFX013:</b>          This routine returns index and ratio through the structure of type          lfx_DPResultU16_Type</p>
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#### [IFX014] ⌈

Here is the list of implemented routines.

Service ID[hex]	Service prototype
0x001	void lfx_DPSearch_u8 (lfx_DPResultU16_Type* const, uint8, uint8, const uint8 *)
0x002	void lfx_DPSearch_s8 (lfx_DPResultU16_Type* const, sint8, sint8, const sint8 *)
0x003	void lfx_DPSearch_u16 (lfx_DPResultU16_Type* const, uint16, uint16, const uint16 *)
0x004	void lfx_DPSearch_s16 (lfx_DPResultU16_Type* const, sint16, sint16, const sint16 *)

⌋()

### 8.5.1.2 Curve interpolation

#### [IFX015] ⌈

<b>Service name:</b>	lfx_IpoCur_<OutTypeMn>	
<b>Syntax:</b>	<OutType> lfx_IpoCur_<OutTypeMn>( const lfx_DPResultU16_Type* const dpResult, const <InType>* Val_array )	
<b>Service ID[hex]:</b>	0x005 to 0x008	
<b>Sync/Async:</b>	Synchronous	
<b>Reentrancy:</b>	Reentrant	
<b>Parameters (in):</b>	dpResult	Data point search result
	Val_array	Pointer to the result axis distribution array
<b>Parameters (in-out):</b>	None	
<b>Parameters (out):</b>	None	
<b>Return value:</b>	<OutType>	Result of the Interpolation
<b>Description:</b>	<b>IFX016:</b> Based on searched index and ratio information, this routine calculates and returns interpolation for curve.	

	<pre>index = dpResult-&gt;Index Result = Val_array[index] + (Val_array[index+1] - Val_array[index]) * dpResult-&gt;Ratio</pre> <p><b>IFX201:</b> Do not call this routine until you have searched the axis to ensure the search result contains valid data and is not used uninitialized.</p>
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Here is the list of implemented routines.

[IFX017] ┐

<b>Routine ID[hex]</b>	<b>Routine prototype</b>
0x005	sint8 Ifx_IpoCur_s8 (const Ifx_DPResultU16_Type* const, const sint8 *)
0x006	sint16 Ifx_IpoCur_s16 (const Ifx_DPResultU16_Type* const, const sint16 *)
0x007	uint16 Ifx_IpoCur_u16 (const Ifx_DPResultU16_Type* const, const uint16 *)
0x008	uint8 Ifx_IpoCur_u8 (const Ifx_DPResultU16_Type* const, const uint8 *)

┘()

### 8.5.1.3 Curve look-up

[IFX020] ┐

<b>Service name:</b>	Ifx_LkUpCur_<OutTypeMn>	
<b>Syntax:</b>	<pre>&lt;OutType&gt; Ifx_LkUpCur_&lt;OutTypeMn&gt;(     const Ifx_DPResultU16_Type* const dpResult,     const &lt;InType&gt;* Val_array )</pre>	
<b>Service ID[hex]:</b>	0x00A to 0x00D	
<b>Sync/Async:</b>	Synchronous	
<b>Reentrancy:</b>	Reentrant	
<b>Parameters (in):</b>	dpResult	Data point search result
	Val_array	Pointer to the result axis distribution array
<b>Parameters (in-out):</b>	None	
<b>Parameters (out):</b>	None	
<b>Return value:</b>	<OutType>	Entry point of the result array
<b>Description:</b>	<p><b>IFX021:</b> Based on searched index and ratio information, this routine calculates and returns entry point of the result array. Result = Val_array[dpResult-&gt;Index]</p> <p><b>IFX202:</b> Do not call this routine until you have searched the axis to ensure the search result contains valid data and is not used uninitialized.</p>	

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Here is the list of implemented routines.

[IFX022] ┐

<b>Routine ID[hex]</b>	<b>Routine prototype</b>
0x00A	sint8 Ifx_LkUpCur_s8 (const Ifx_DPResultU16_Type* const, const sint8 *)

0x00B	sint16 lfx_LkUpCur_s16 (const lfx_DPResultU16_Type* const, const sint16 *)
0x00C	uint16 lfx_LkUpCur_u16 (const lfx_DPResultU16_Type* const, const uint16 *)
0x00D	uint8 lfx_LkUpCur_u8 (const lfx_DPResultU16_Type* const, const uint8 *)

⌋()

### 8.5.1.4 Map interpolation

[IFX025] ⌈

<b>Service name:</b>	lfx_IpoMap_<OutTypeMn>	
<b>Syntax:</b>	<pre>&lt;OutType&gt; lfx_IpoMap_&lt;OutTypeMn&gt;(     const lfx_DPResultU16_Type* const dpResultX,     const lfx_DPResultU16_Type* const dpResultY,     uint16 num_value,     const &lt;InType&gt;* Val_array )</pre>	
<b>Service ID[hex]:</b>	0x010 to 0x013	
<b>Sync/Async:</b>	Synchronous	
<b>Reentrancy:</b>	Reentrant	
<b>Parameters (in):</b>	dpResultX	Data point search result for x axis
	dpResultY	Data point search result for y axis
	num_value	Number of y axis points
	Val_array	Pointer to the result axis distribution array
<b>Parameters (in-out):</b>	None	
<b>Parameters (out):</b>	None	
<b>Return value:</b>	<OutType>	Result of the Interpolation
<b>Description:</b>	<p><b>IFX026:</b> Based on searched index and ratio information, this routine calculates and returns interpolation for map.</p> <p>BaseIndex = dpResultX-&gt;Index * num_value + dpResultY-&gt;Index  LowerY = Val_array [BaseIndex]  UpperY = Val_array [BaseIndex + 1]  LowerX = LowerY + (UpperY - LowerY) * dpResultY-&gt;Ratio</p> <p>LowerY = Val_array [BaseIndex + num_value]  UpperY = Val_array [BaseIndex + num_value + 1]  UpperX = LowerY + (UpperY - LowerY) * dpResultY-&gt;Ratio</p> <p>Result = LowerX + (UpperX - LowerX) * dpResultX-&gt;Ratio</p> <p><b>IFX203:</b> Do not call this routine until you have searched the axis to ensure the search result contains valid data and is not used uninitialized.</p>	

⌋()

Here is the list of implemented routines.

[IFX027] ⌈

Routine ID[hex]	Routine prototype
0x010	uint8 lfx_IpoMap_u8 ( const lfx_DPResultU16_Type* const , const lfx_DPResultU16_Type* const , uint16, const uint8 *)

0x011	uint16 lfx_lpoMap_u16 ( const lfx_DPResultU16_Type* const , const lfx_DPResultU16_Type* const , uint16, const uint16 *)
0x012	sint8 lfx_lpoMap_s8 ( const lfx_DPResultU16_Type* const , const lfx_DPResultU16_Type* const , uint16, const sint8 *)
0x013	sint16 lfx_lpoMap_s16 ( const lfx_DPResultU16_Type* const , const lfx_DPResultU16_Type* const , uint16, const sint16 *)

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### 8.5.1.5 Map look-up

[IFX030] ⌈

<b>Service name:</b>	lfx_LkUpMap_<OutTypeMn>	
<b>Syntax:</b>	<pre>&lt;OutType&gt; lfx_LkUpMap_&lt;OutTypeMn&gt;(     const lfx_DPResultU16_Type* const dpResultX,     const lfx_DPResultU16_Type* const dpResultY,     uint16 num_value,     const &lt;InType&gt;* Val_array )</pre>	
<b>Service ID[hex]:</b>	0x015 to 0x018	
<b>Sync/Async:</b>	Synchronous	
<b>Reentrancy:</b>	Reentrant	
<b>Parameters (in):</b>	dpResultX	Data point search result for x axis
	dpResultY	Data point search result for y axis
	num_value	Number of y axis points
	Val_array	Pointer to the result axis distribution array
<b>Parameters (in-out):</b>	None	
<b>Parameters (out):</b>	None	
<b>Return value:</b>	<OutType>	Entry point of the result array
<b>Description:</b>	<p><b>IFX031:</b> Based on searched index and ratio information, this routine calculates and returns entry value of the result distribution array.</p> <p>BaseIndex = dpResultX-&gt;Index * num_value + dpResultY-&gt;Index</p> <p><b>IFX033:</b> if(dpResultX-&gt;Ratio &lt; 0.5 &amp;&amp; dpResultY-&gt;Ratio &lt; 0.5) then return Val_array [BaseIndex]</p> <p>if(dpResultX-&gt;Ratio ≥ 0.5 &amp;&amp; dpResultY-&gt;Ratio &lt; 0.5) then return Val_array [BaseIndex + num_value]</p> <p>if(dpResultX-&gt;Ratio &lt; 0.5 &amp;&amp; dpResultY-&gt;Ratio ≥ 0.5) then return Val_array [BaseIndex + 1]</p> <p>if(dpResultX-&gt;Ratio ≥ 0.5 &amp;&amp; dpResultY-&gt;Ratio ≥ 0.5) then return Val_array [BaseIndex + num_value + 1]</p> <p><b>IFX204:</b> Do not call this routine until you have searched the axis to ensure the search result</p>	



	contains valid data and is not used uninitialized.
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Here is the list of implemented routines.

[IFX032] ┐

<b>Routine ID[hex]</b>	<b>Routine prototype</b>
0x015	uint8 Ifx_LkUpMap_u8 ( const Ifx_DPResultU16_Type* const , const Ifx_DPResultU16_Type* const , uint16, const uint8 *)
0x016	uint16 Ifx_LkUpMap_u16 ( const Ifx_DPResultU16_Type* const , const Ifx_DPResultU16_Type* const , uint16, const uint16 *)
0x017	sint8 Ifx_LkUpMap_s8 ( const Ifx_DPResultU16_Type* const , const Ifx_DPResultU16_Type* const , uint16, const sint8 *)
0x018	sint16 Ifx_LkUpMap_s16 ( const Ifx_DPResultU16_Type* const , const Ifx_DPResultU16_Type* const , uint16, const sint16 *)

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### 8.5.1.6 Map look-up without rounding

[IFX205] ┐

<b>Service name:</b>	Ifx_LkUpBaseMap_<OutTypeMn>	
<b>Syntax:</b>	<OutType> Ifx_LkUpBaseMap_<OutTypeMn>( const Ifx_DPResultU16_Type* const dpResultX, const Ifx_DPResultU16_Type* const dpResultY, uint16 num_value, const <InType>* Val_array )	
<b>Service ID[hex]:</b>	0x0A5 to 0x0A8	
<b>Sync/Async:</b>	Synchronous	
<b>Reentrancy:</b>	Reentrant	
<b>Parameters (in):</b>	dpResultX	Data point search result for x axis
	dpResultY	Data point search result for y axis
	num_value	Number of y axis points
	Val_array	Pointer to the result axis distribution array
<b>Parameters (in-out):</b>	None	
<b>Parameters (out):</b>	None	
<b>Return value:</b>	<OutType>	Entry point of the result array
<b>Description:</b>	<b>IFX206:</b> Based on searched index and ratio information, this routine calculates and returns entry value of the result distribution array.  $\text{BaseIndex} = \text{dpResultX} \rightarrow \text{Index} * \text{num\_value} + \text{dpResultY} \rightarrow \text{Index}$ <b>IFX207:</b> Return Value = Val_array [BaseIndex]	

	<b>IFX208:</b> Do not call this routine until you have searched the axis to ensure the search result contains valid data and is not used uninitialized.
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Here is the list of implemented routines.

#### [IFX209] ↑

<i>Routine ID[hex]</i>	<i>Routine prototype</i>
0x0A5	uint8 Ifx_LkUpBaseMap_u8 ( const Ifx_DPResultU16_Type* const , const Ifx_DPResultU16_Type* const , uint16, const uint8 *)
0x0A6	uint16 Ifx_LkUpBaseMap_u16 ( const Ifx_DPResultU16_Type* const , const Ifx_DPResultU16_Type* const , uint16, const uint16 *)
0x0A7	sint8 Ifx_LkUpBaseMap_s8 ( const Ifx_DPResultU16_Type* const , const Ifx_DPResultU16_Type* const , uint16, const sint8 *)
0x0A8	sint16 Ifx_LkUpBaseMap_s16 ( const Ifx_DPResultU16_Type* const , const Ifx_DPResultU16_Type* const , uint16, const sint16 *)

## 8.5.2 Integrated data point search and interpolation

In this method of interpolation, single routine does data point search (e.g. Index and ratio) and interpolation for curve, map or look-up table.

### 8.5.2.1 Integrated curve interpolation

#### [IFX035] ↑

<b>Service name:</b>	Ifx_IntIpoCur_<InTypeMn>_<OutTypeMn>	
<b>Syntax:</b>	<OutType> Ifx_IntIpoCur_<InTypeMn>_<OutTypeMn> ( <InType> Xin, <InType> N, const <InType>* X_array, const <InType>* Val_array )	
<b>Service ID[hex]:</b>	0x01A to 0x029	
<b>Sync/Async:</b>	Synchronous	
<b>Reentrancy:</b>	Reentrant	
<b>Parameters (in):</b>	Xin	Input value
	N	Number of samples
	X_array	Pointer to the X axis distribution array
	Val_array	Pointer to the result axis distribution array
<b>Parameters (in-out):</b>	None	
<b>Parameters (out):</b>	None	
<b>Return value:</b>	<OutType>	Result of the Interpolation
<b>Description:</b>	<b>IFX036:</b>	

	<p>This routine calculates interpolation of a curve at position Xin using below equation.</p> <p>If <math>(X\_array[0] &lt; X_{in} &lt; X\_array[N-1])</math>, then  index = lowest index for which <math>(X_{in} &lt; X\_array[index + 1])</math>.  <math>RatioX = (X_{in} - X\_array[index]) / (X\_array[index+1] - X\_array[index])</math>  <math>Result = Val\_array[index] + (Val\_array[index+1] - Val\_array[index]) * RatioX</math></p> <p><b>IFX037:</b>  Input value matches with one of the distribution array value then result shall be respective Y array element indicated by index.  If <math>(X_{in} == X\_array[index])</math> then,  <math>Result = Val\_array[index]</math></p> <p><b>IFX038:</b>  If <math>(X_{in} &lt; X\_array[0])</math> then,  <math>Result = Val\_array[0]</math></p> <p><b>IFX039:</b>  If <math>(X_{in} &gt; X\_array[N-1])</math> then,  <math>Result = Val\_array[N-1]</math></p> <p><b>IFX040:</b>  The minimum value of N shall be 1</p>
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Here is the list of implemented routines.

#### [IFX041] ⌈

Routine ID[hex]	Routine prototype
0x01A	uint8 lfx_IntlpoCur_u8_u8 ( uint8, uint8, const uint8 *, const uint8 *)
0x01B	uint16 lfx_IntlpoCur_u8_u16 ( uint8, uint8, const uint8 *, const uint16 *)
0x01C	sint8 lfx_IntlpoCur_u8_s8 ( uint8, uint8, const uint8 *, const sint8 *)
0x01D	sint16 lfx_IntlpoCur_u8_s16 ( uint8, uint8, const uint8 *, const sint16 *)
0x01E	uint8 lfx_IntlpoCur_u16_u8 ( uint16, uint16, const uint16 *, const uint8 *)
0x01F	uint16 lfx_IntlpoCur_u16_u16 ( uint16, uint16, const uint16 *, const uint16 *)
0x020	sint8 lfx_IntlpoCur_u16_s8 ( uint16, uint16, const uint16 *, const sint8 *)
0x021	sint16 lfx_IntlpoCur_u16_s16 ( uint16, uint16, const uint16 *, const sint16 *)
0x022	uint8 lfx_IntlpoCur_s8_u8 ( sint8, sint8, const sint8 *, const uint8 *)
0x023	uint16 lfx_IntlpoCur_s8_u16 ( sint8, sint8, const sint8 *, const uint16 *)
0x024	sint8 lfx_IntlpoCur_s8_s8 ( sint8, sint8, const sint8 *, const sint8 *)
0x025	sint16 lfx_IntlpoCur_s8_s16 ( sint8, sint8, const sint8 *, const sint16 *)
0x026	uint8 lfx_IntlpoCur_s16_u8 ( sint16, sint16, const sint16 *, const uint8 *)
0x027	uint16 lfx_IntlpoCur_s16_u16 ( sint16, sint16, const sint16 *, const uint16 *)
0x028	sint8 lfx_IntlpoCur_s16_s8 ( sint16, sint16, const sint16 *, const sint8 *)
0x029	sint16 lfx_IntlpoCur_s16_s16 ( sint16, sint16, const sint16 *, const sint16 *)

()

### 8.5.2.2 Integrated curve look-up

#### [IFX045] ⌈

<b>Service name:</b>	lfx_IntLkUpCur_<InTypeMn>_<OutTypeMn>
<b>Syntax:</b>	<OutType> lfx_IntLkUpCur_<InTypeMn>_<OutTypeMn> ( <InType> Xin, <InType> N, 

	const <InType>* X_array, const <InType>* Val_array )	
<b>Service ID[hex]:</b>	0x030 to 0x03F	
<b>Sync/Async:</b>	Synchronous	
<b>Reentrancy:</b>	Reentrant	
<b>Parameters (in):</b>	Xin	Input value
	N	Number of samples
	X_array	Pointer to the X axis distribution array
	Val_array	Pointer to the result axis distribution array
<b>Parameters (in-out):</b>	None	
<b>Parameters (out):</b>	None	
<b>Return value:</b>	<OutType>	Entry point of the result array
<b>Description:</b>	<p><b>IFX046:</b>  This routine returns respective entry value of the result at position Xin based on below equations.  If (X_array[0] &lt; Xin &lt; X_array[N - 1]), then  index = lowest index for which (Xin &lt; X_array[index + 1]).  Result = Val_array[index]</p> <p><b>IFX047:</b>  Input value matches with one of the distribution array value then result shall be respective Y array element indicated by index.  If (Xin == X_array[index]) then,  Result = Val_array[index]</p> <p><b>IFX048:</b>  If (Xin &lt; X_array[0]) then,  Result = Val_array[0]</p> <p><b>IFX049:</b>  If (Xin &gt; X_array[N-1]) then,  Result = Val_array[N-1]</p> <p><b>IFX050:</b>  The minimum value of N shall be 1</p>	

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Here is the list of implemented routines.

[IFX051] ↑

<b>Routine ID[hex]</b>	<b>Routine prototype</b>
0x030	uint8 lfx_IntLkUpCur_u8_u8 ( uint8 , uint8, const uint8 *, const uint8 * )
0x031	uint16 lfx_IntLkUpCur_u8_u16 ( uint8 , uint8, const uint8 *, const uint16 * )
0x032	sint8 lfx_IntLkUpCur_u8_s8 ( uint8 , uint8, const uint8 *, const sint8 * )
0x033	sint16 lfx_IntLkUpCur_u8_s16 ( uint8 , uint8, const uint8 *, const sint16 * )
0x034	uint8 lfx_IntLkUpCur_u16_u8 ( uint16 , uint16, const uint16 *, const uint8 * )
0x035	uint16 lfx_IntLkUpCur_u16_u16 ( uint16 , uint16, const uint16 *, const uint16 * )
0x036	sint8 lfx_IntLkUpCur_u16_s8 ( uint16 , uint16, const uint16 *, const sint8 * )
0x037	sint16 lfx_IntLkUpCur_u16_s16 ( uint16 , uint16, const uint16 *, const sint16 * )
0x038	uint8 lfx_IntLkUpCur_s8_u8 ( sint8 , sint8, const sint8 *, const uint8 * )
0x039	uint16 lfx_IntLkUpCur_s8_u16 ( sint8 , sint8, const sint8 *, const uint16 * )
0x03A	sint8 lfx_IntLkUpCur_s8_s8 ( sint8 , sint8, const sint8 *, const sint8 * )
0x03B	sint16 lfx_IntLkUpCur_s8_s16 ( sint8 , sint8, const sint8 *, const sint16 * )
0x03C	uint8 lfx_IntLkUpCur_s16_u8 ( sint16 , sint16, const sint16 *, const uint8 * )
0x03D	uint16 lfx_IntLkUpCur_s16_u16 ( sint16 , sint16, const sint16 *, const uint16 * )

0x03E	sint8 Ifx_IntLkUpCur_s16_s8 ( sint16, sint16, const sint16 *, const sint8 * )
0x03F	sint16 Ifx_IntLkUpCur_s16_s16 ( sint16, sint16, const sint16 *, const sint16 * )

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### 8.5.2.3 Integrated fix-curve interpolation

[IFX055] 「

<b>Service name:</b>	Ifx_IntIpoFixCur_<InTypeMn>_<OutTypeMn>	
<b>Syntax:</b>	<OutType> Ifx_IntIpoFixCur_<InTypeMn>_<OutTypeMn> ( <InType> Xin, <InType> N, const <InType>* Val_array, <InType> Offset, <InType> Shift )	
<b>Service ID[hex]:</b>	0x040 to 0x043	
<b>Sync/Async:</b>	Synchronous	
<b>Reentrancy:</b>	Reentrant	
<b>Parameters (in):</b>	Xin	Input value
	N	Number of samples
	Val_array	Pointer to the result axis distribution array
	Offset	Offset of the first sampling value for X-axis
	Shift	'Shift' is the power of 2, (2 <sup>Shift</sup> ) represents X-axis distribution point interval
<b>Parameters (in-out):</b>	None	
<b>Parameters (out):</b>	None	
<b>Return value:</b>	<OutType>	Result of the Interpolation
<b>Description:</b>	<p>This routine calculates interpolation of a curve at position Xin using below equations.</p> <p><b>IFX056:</b>  X axis distribution points shall be calculated based on Offset and Shift values.  <math>X\_array[index] = Offset + index * 2^{Shift}</math></p> <p>If Offset = 10, Shift = 2 and N = 5 then,  <math>X\_array[5] = \{10, 14, 18, 22, 26\}</math></p> <p><b>IFX057:</b>  If <math>(X\_array[0] &lt; Xin &lt; X\_array[N - 1])</math>, then  index = lowest index for which <math>(Xin &lt; X\_array[index + 1])</math>.  <math>RatioX = (Xin - X\_array[index]) / (X\_array[index + 1] - X\_array[index])</math>  <math>Result = Val\_array[index] + (Val\_array[index + 1] - Val\_array[index]) * RatioX</math></p> <p><b>IFX058:</b>  Input value matches with one of the distribution array value then result shall be respective Y array element indicated by index.  If <math>(Xin == X\_array[index])</math>  <math>Result = Val\_array[index]</math></p> <p><b>IFX059:</b>  If <math>(Xin &lt; X\_array[0])</math> then,  <math>Result = Val\_array[0]</math></p> <p><b>IFX060:</b>  If <math>(Xin &gt; X\_array[N - 1])</math> then,  <math>Result = Val\_array[N - 1]</math></p>	

	<b>IFX061:</b> The minimum value of N shall be 1
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Here is the list of implemented routines.

**[IFX062]** ⌈

<b>Routine ID[hex]</b>	<b>Routine prototype</b>
0x040	uint8 lfx_IntlpoFixCur_u8_u8 ( uint8, uint8, const uint8 *, uint8, uint8)
0x041	uint16 lfx_IntlpoFixCur_u16_u16 (uint16, uint16, const uint16 *, uint16, uint16)
0x042	sint8 lfx_IntlpoFixCur_s8_s8 ( sint8, sint8, const sint8 *, sint8, sint8)
0x043	sint16 lfx_IntlpoFixCur_s16_s16 ( sint16, sint16, const sint16 *, sint16, sint16)

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#### 8.5.2.4 Integrated fix-curve look up

**[IFX070]** ⌈

<b>Service name:</b>	lfx_IntLkUpFixCur_<InTypeMn>_<OutTypeMn>	
<b>Syntax:</b>	<OutType> lfx_IntLkUpFixCur_<InTypeMn>_<OutTypeMn> ( <InType> Xin, <InType> N, const <InType>* Val_array, <InType> Offset, <InType> Shift ) 	
<b>Service ID[hex]:</b>	0x045 to 0x048	
<b>Sync/Async:</b>	Synchronous	
<b>Reentrancy:</b>	Reentrant	
<b>Parameters (in):</b>	Xin	Input value
	N	Number of samples
	Val_array	Pointer to the result axis distribution array
	Offset	Offset of the first sampling value for X-axis
	Shift	'Shift' is the power of 2, (2 <sup>Shift</sup> ) represents X-axis distribution point interval
<b>Parameters (in-out):</b>	None	
<b>Parameters (out):</b>	None	
<b>Return value:</b>	<OutType>	Entry point of the result array
<b>Description:</b>	This routine returns respective entry value of the result distribution array at position Xin based on below equations. <b>IFX071:</b> X axis distribution points shall be calculated based on Offset and Shift values. $X\_array[index] = Offset + index * 2^{Shift}$  If Offset = 10, Shift = 2 and N = 5 then, $X\_array[5] = \{10, 14, 18, 22, 26\}$  <b>IFX072:</b> If $(X\_array[0] < Xin < X\_array[N - 1])$ , then index = lowest index for which $(Xin < X\_array[index + 1])$ . Result = Val_array[index]  <b>IFX073:</b> Input value matches with one of the distribution array value then result shall be respective Y array element indicated by index. If $(Xin == X\_array[index])$ then,	

	Result = Val_array[index]  <b>IFX074:</b> If (Xin < X_array[0]) then, Result = Val_array[0]  <b>IFX075:</b> If (Xin > X_array[N-1]) then, Result = Val_array[N-1]  <b>IFX076:</b> The minimum value of N shall be 1
--	--

⌋()

Here is the list of implemented routines.

[IFX077] ⌈

<i>Routine ID[hex]</i>	<i>Routine prototype</i>
0x045	uint8 Ifx_IntLkUpFixCur_u8_u8 (uint8, uint8, const uint8 *, uint8, uint8)
0x046	uint16 Ifx_IntLkUpFixCur_u16_u16 (uint16, uint16, const uint16 *, uint16, uint16)
0x047	sint8 Ifx_IntLkUpFixCur_s8_s8 (sint8, sint8, const sint8 *, sint8, sint8)
0x048	sint16 Ifx_IntLkUpFixCur_s16_s16 (sint16, sint16, const sint16 *, sint16, sint16)

⌋()

### 8.5.2.5 Integrated fix- I curve interpolation

[IFX080] ⌈

<b>Service name:</b>	Ifx_IntIpoFixICur_<InTypeMn>_<OutTypeMn>	
<b>Syntax:</b>	<OutType> Ifx_IntIpoFixICur_<InTypeMn>_<OutTypeMn> ( <InType> Xin, <InType> N, const <InType>* Val_array, <InType> Offset, <InType> Interval )	
<b>Service ID[hex]:</b>	0x04A to 0x04D	
<b>Sync/Async:</b>	Synchronous	
<b>Reentrancy:</b>	Reentrant	
<b>Parameters (in):</b>	Xin	Input value
	N	Number of samples
	Val_array	Pointer to the result axis distribution array
	Offset	Offset of the first sampling value for X-axis
	Interval	represents X-axis distribution point fix interval
<b>Parameters (in-out):</b>	None	
<b>Parameters (out):</b>	None	
<b>Return value:</b>	<OutType>	Result of the Interpolation
<b>Description:</b>	This routine calculates interpolation of a curve at position Xin using below equations. <b>IFX081:</b> X axis distribution points shall be calculated based on Offset and Interval values. $X\_array[index] = offset + index * Interval$ If Offset = 5, Interval = 12 and N = 5 then,	

	<p>X_array[5] = {5, 17, 29, 41, 53}</p> <p><b>IFX082:</b>          If (X_array[0] &lt; Xin &lt; X_array[N - 1]), then          index = lowest index for which (Xin &lt; X_array[index + 1]).          RatioX = (Xin - X_array[index]) / (X_array [index+1] - X_array [index])          Result = Val_array[index] + (Val_array[index+1] - Val_array[index]) * RatioX</p> <p><b>IFX083:</b>          Input value matches with one of the distribution array value then result shall be respective Y array element indicated by index.          If (Xin == X_array[index])          Result = Val_array[index]</p> <p><b>IFX084:</b>          If (Xin &lt; X_array[0]) then,          Result = Val_array[0]</p> <p><b>IFX085:</b>          If (Xin &gt; X_array[N-1]) then,          Result = Val_array[N-1]</p> <p><b>IFX086:</b>          The minimum value of N shall be 1</p>
--	---

⌋()

Here is the list of implemented routines.

[IFX087] ⌈

<b>Routine ID[hex]</b>	<b>Routine prototype</b>
0x04A	uint8 Ifx_IntlpoFixlCur_u8_u8 ( uint8, uint8, const uint8 *, uint8, uint8)
0x04B	uint16 Ifx_IntlpoFixlCur_u16_u16 (uint16, uint16, const uint16 *, uint16, uint16)
0x04C	sint8 Ifx_IntlpoFixlCur_s8_s8 ( sint8, sint8, const sint8 *, sint8, sint8)
0x04D	sint16 Ifx_IntlpoFixlCur_s16_s16 ( sint16, sint16, const sint16 *, sint16, sint16)

⌋()

### 8.5.2.6 Integrated fix- I curve look up

[IFX090] ⌈

<b>Service name:</b>	Ifx_IntLkUpFixlCur_<InTypeMn>_<OutTypeMnt>	
<b>Syntax:</b>	<OutType> Ifx_IntLkUpFixlCur_<InTypeMn>_<OutTypeMnt> ( <InType> Xin, <InType> N, const <InType>* Val_array, <InType> Offset, <InType> Interval )	
<b>Service ID[hex]:</b>	0x050 to 0x053	
<b>Sync/Async:</b>	Synchronous	
<b>Reentrancy:</b>	Reentrant	
<b>Parameters (in):</b>	Xin	Input value
	N	Number of samples
	Val_array	Pointer to the result axis distribution array
	Offset	Offset of the first sampling value for X-axis
	Interval	represents X-axis distribution point fix interval



<b>Parameters (in-out):</b>	None
<b>Parameters (out):</b>	None
<b>Return value:</b>	<OutType> Entry point of the result array
<b>Description:</b>	<p>This routine returns respective entry value of the result distribution array at position Xin based on below equations.</p> <p><b>IFX091:</b> X axis distribution points shall be calculated based on Offset and Interval values.  <math>X\_array[index] = offset + index * Interval</math></p> <p>If Offset = 5, Interval = 12 and N = 5 then,  <math>X\_array[5] = \{5, 17, 29, 41, 53\}</math></p> <p><b>IFX092:</b> If <math>(X\_array[0] &lt; X_{in} &lt; X\_array[N-1])</math>, then  index = lowest index for which <math>(X_{in} &lt; X\_array[index + 1])</math>.  Result = Val_array[index]</p> <p><b>IFX093:</b> Input value matches with one of the distribution array value then result shall be respective Y array element indicated by index.  If <math>(X_{in} == X\_array[index])</math>  Result = Val_array[index]</p> <p><b>IFX094:</b> If <math>(X_{in} &lt; X\_array[0])</math> then,  Result = Val_array[0]</p> <p><b>IFX095:</b> If <math>(X_{in} &gt; X\_array[N-1])</math> then,  Result = Val_array[N-1]</p> <p><b>IFX096:</b> The minimum value of N shall be 1</p>

」()

Here is the list of implemented routines.

[IFX097] 「

<b>Routine ID[hex]</b>	<b>Routine prototype</b>
0x050	uint8 Ifx_IntLkUpFixlCur_u8_u8 ( uint8, uint8, const uint8 *, uint8, uint8)
0x051	uint16 Ifx_IntLkUpFixlCur_u16_u16 (uint16, uint16, const uint16 *, uint16, uint16)
0x052	sint8 Ifx_IntLkUpFixlCur_s8_s8 ( sint8, sint8, const sint8 *, sint8, sint8)
0x053	sint16 Ifx_IntLkUpFixlCur_s16_s16 ( sint16, sint16, const sint16 *, sint16, sint16)

」()

### 8.5.2.7 Integrated map interpolation

[IFX098] 「

<b>Service name:</b>	Ifx_IntIpoMap_<InTypeMn><InTypeMn>_<OutTypeMn>
<b>Syntax:</b>	<OutType> Ifx_IntIpoMap_<InTypeMn><InTypeMn>_<OutTypeMn> ( <InType> Xin, <InType> Yin, <InType> Nx,

	<pre> &lt;InType&gt; Ny, const &lt;InType&gt;* X_array, const &lt;InType&gt;* Y_array, const &lt;InType&gt;* Val_array ) </pre>	
<b>Service ID[hex]:</b>	0x060 to 0x087	
<b>Sync/Async:</b>	Synchronous	
<b>Reentrancy:</b>	Reentrant	
<b>Parameters (in):</b>	Xin	Input value for X axis
	Yin	Input value for Y axis
	Nx	Number of X axis samples
	Ny	Number of Y axis samples
	X_array	Pointer to the X axis distribution array
	Y_array	Pointer to the Y axis distribution array
	Val_array	Pointer to the result axis distribution array
<b>Parameters (in-out):</b>	None	
<b>Parameters (out):</b>	None	
<b>Return value:</b>	<OutType>	Result of the Map Interpolation
<b>Description:</b>	<p>This routine calculates Interpolation of a map at position X and Y using below equations.</p> <p><b>IFX099:</b>  Index calculation :  indexX = minimum value of index if (X_array[indexX] &lt; Xin &lt; X_array[indexX+1])  indexY = minimum value of index if (Y_array[indexY] &lt; Yin &lt; Y_array[indexY+1])  BaseIndex = IndexX * Ny + indexY</p> <p><b>IFX100:</b>  Ratio calculation :  RatioX = (Xin - X_array[indexX]) / (X_array [indexX+1] - X_array [indexX])  RatioY = (Yin - Y_array[indexY]) / (Y_array [indexY+1] - Y_array [indexY])</p> <p><b>IFX101:</b>  LowerY = Val_array [BaseIndex]  UpperY = Val_array [BaseIndex + 1]  LowerX = LowerY + (UpperY - LowerY) * RatioY</p> <p>LowerY = Val_array [BaseIndex + Ny]  UpperY = Val_array [BaseIndex + Ny + 1]  UpperX = LowerY + (UpperY - LowerY) * RatioY</p> <p>Result = LowerX + (UpperX - LowerX) * RatioX</p> <p><b>IFX102:</b>  If (Xin == X_array[indexX]) and (Y_array[indexY] &lt; Yin &lt; Y_array[indexY+1])  Result = Val_array [BaseIndex] + (Val_array [BaseIndex+1] - Val_array[BaseIndex]) * RatioY</p> <p><b>IFX103:</b>  If (Yin == Y_array[indexY]) and (X_array[indexX] &lt; Xin &lt; X_array[indexX+1])  Result = Val_array [BaseIndex] + (Val_array [BaseIndex+Ny] - Val_array[BaseIndex]) * RatioY</p> <p><b>IFX104:</b>  If (Xin == X_array[indexX]) and (Yin == Y_array[indexY])  Result = Val_array [BaseIndex]</p> <p><b>IFX105:</b>  If Xin &lt; X_array[0], then  indexX = 0,</p>	

	RatioX = 0  <b>IFX106:</b> If Xin > X_array[Nx-1], then indexX = Nx - 1, RatioX = 0  <b>IFX107:</b> If Yin < Y_array[0], then indexY = 0, RatioY = 0  <b>IFX108:</b> If Yin > Y_array[Ny-1], then indexY = Ny - 1, RatioY = 0  <b>IFX109:</b> The minimum value of Nx and Ny shall be 1
--	---

⌋()

Here is the list of implemented routines.

[IFX110] ⌈

<i><b>Routine ID[hex]</b></i>	<i><b>Routine prototype</b></i>
0x060	uint8 lfx_IntlpoMap_u16u8_u8 (uint16, uint8, uint16, uint16, const uint16 *, const uint8 *, const uint8 *)
0x061	uint16 lfx_IntlpoMap_u16u8_u16 (uint16, uint8, uint16, uint16, const uint16 *, const uint8 *, const uint16 *)
0x062	sint8 lfx_IntlpoMap_u16u8_s8 (uint16, uint8, uint16, uint16, const uint16 *, const uint8 *, const sint8 *)
0x063	sint16 lfx_IntlpoMap_u16u8_s16 (uint16, uint8, uint16, uint16, const uint16 *, const uint8 *, const sint16 *)
0x064	uint8 lfx_IntlpoMap_u16u16_u8 (uint16, uint16, uint16, uint16, const uint16 *, const uint16 *, const uint8 *)
0x065	uint16 lfx_IntlpoMap_u16u16_u16 (uint16, uint16, uint16, uint16, const uint16 *, const uint16 *, const uint16 *)
0x066	sint8 lfx_IntlpoMap_u16u16_s8 (uint16, uint16, uint16, uint16, const uint16 *, const uint16 *, const sint8 *)
0x067	sint16 lfx_IntlpoMap_u16u16_s16 (uint16, uint16, uint16, uint16, const uint16 *, const uint16 *, const sint16 *)
0x068	uint8 lfx_IntlpoMap_u16s8_u8 (uint16, sint8, uint16, uint16, const uint16 *, const sint8 *, const uint8 *)
0x069	uint16 lfx_IntlpoMap_u16s8_u16 (uint16, sint8, uint16, uint16, const uint16 *, const sint8 *, const uint16 *)
0x06A	sint8 lfx_IntlpoMap_u16s8_s8 (uint16, sint8, uint16, uint16, const uint16 *, const sint8 *, const sint8 *)
0x06B	sint16 lfx_IntlpoMap_u16s8_s16 (uint16, sint8, uint16, uint16, const uint16 *, const sint8 *, const sint16 *)
0x06C	uint8 lfx_IntlpoMap_u16s16_u8 (uint16, sint16, uint16, uint16, const uint16 *, const sint16 *, const uint8 *)
0x06D	uint16 lfx_IntlpoMap_u16s16_u16 (uint16, sint16, uint16, uint16, const uint16 *, const sint16 *, const uint16 *)
0x06E	sint8 lfx_IntlpoMap_u16s16_s8 (uint16, sint16, uint16, uint16, const uint16 *, const sint16 *, const sint8 *)
0x06F	sint16 lfx_IntlpoMap_u16s16_s16 (uint16, sint16, uint16, uint16, const uint16 *, const sint16 *, const sint16 *)

	sint16 *, const sint16 *)
0x070	uint8 lfx_IntlpoMap_s16u8_u8 (sint16, uint8, sint16, sint16, const sint16 *, const uint8 *, const uint8 *)
0x071	uint16 lfx_IntlpoMap_s16u8_u16 (sint16, uint8, sint16, sint16, const sint16 *, const uint8 *, const uint16 *)
0x072	sint8 lfx_IntlpoMap_s16u8_s8 (sint16, uint8, sint16, sint16, const sint16 *, const uint8 *, const sint8 *)
0x073	sint16 lfx_IntlpoMap_s16u8_s16 (sint16, uint8, sint16, sint16, const sint16 *, const uint8 *, const sint16 *)
0x074	uint8 lfx_IntlpoMap_s16s8_u8 (sint16, sint8, sint16, sint16, const sint16 *, const sint8 *, const uint8 *)
0x075	uint16 lfx_IntlpoMap_s16s8_u16 (sint16, sint8, sint16, sint16, const sint16 *, const sint8 *, const uint16 *)
0x076	sint8 lfx_IntlpoMap_s16s8_s8 (sint16, sint8, sint16, sint16, const sint16 *, const sint8 *, const sint8 *)
0x077	sint16 lfx_IntlpoMap_s16s8_s16 (sint16, sint8, sint16, sint16, const sint16 *, const sint8 *, const sint16 *)
0x078	uint8 lfx_IntlpoMap_s16s16_u8 (sint16, sint16, sint16, sint16, const sint16 *, const sint16 *, const uint8 *)
0x079	uint16 lfx_IntlpoMap_s16s16_u16 (sint16, sint16, sint16, sint16, const sint16 *, const sint16 *, const uint16 *)
0x07A	sint8 lfx_IntlpoMap_s16s16_s8 (sint16, sint16, sint16, sint16, const sint16 *, const sint16 *, const sint8 *)
0x07B	sint16 lfx_IntlpoMap_s16s16_s16 (sint16, sint16, sint16, sint16, const sint16 *, const sint16 *, const sint16 *)
0x07C	uint8 lfx_IntlpoMap_u8u8_u8 (uint8, uint8, uint8, uint8, const uint8 *, const uint8 *, const uint8 *)
0x07D	uint16 lfx_IntlpoMap_u8u8_u16 (uint8, uint8, uint8, uint8, const uint8 *, const uint8 *, const uint16 *)
0x07E	sint8 lfx_IntlpoMap_u8u8_s8 (uint8, uint8, uint8, uint8, const uint8 *, const uint8 *, const sint8 *)
0x07F	sint16 lfx_IntlpoMap_u8u8_s16 (uint8, uint8, uint8, uint8, const uint8 *, const uint8 *, const sint16 *)
0x080	uint8 lfx_IntlpoMap_u8s8_u8 (uint8, sint8, uint8, uint8, const uint8 *, const sint8 *, const uint8 *)
0x081	uint16 lfx_IntlpoMap_u8s8_u16 (uint8, sint8, uint8, uint8, const uint8 *, const sint8 *, const uint16 *)
0x082	sint8 lfx_IntlpoMap_u8s8_s8 (uint8, sint8, uint8, uint8, const uint8 *, const sint8 *, const sint8 *)
0x083	sint16 lfx_IntlpoMap_u8s8_s16 (uint8, sint8, uint8, uint8, const uint8 *, const sint8 *, const sint16 *)
0x084	uint8 lfx_IntlpoMap_s8s8_u8 (sint8, sint8, sint8, sint8, const sint8 *, const sint8 *, const uint8 *)
0x085	uint16 lfx_IntlpoMap_s8s8_u16 (sint8, sint8, sint8, sint8, const sint8 *, const sint8 *, const uint16 *)
0x086	sint8 lfx_IntlpoMap_s8s8_s8 (sint8, sint8, sint8, sint8, const sint8 *, const sint8 *, const sint8 *)
0x087	sint16 lfx_IntlpoMap_s8s8_s16 (sint8, sint8, sint8, sint8, const sint8 *, const sint8 *, const sint16 *)

⌋()

### 8.5.2.8 Integrated map look-up

[IFX111] ⌈

<b>Service name:</b>	Ifx_IntLkUpMap_<InTypeMn><InTypeMn>_<OutTypeMn>	
<b>Syntax:</b>	<pre> &lt;OutType&gt; Ifx_IntLkUpMap_&lt;InTypeMn&gt;&lt;InTypeMn&gt;_&lt;OutTypeMn&gt; (     &lt;InType&gt; Xin,     &lt;InType&gt; Yin,     &lt;InType&gt; Nx,     &lt;InType&gt; Ny,     const &lt;InType&gt;* X_array,     const &lt;InType&gt;* Y_array,     const &lt;InType&gt;* Val_array ) </pre>	
<b>Service ID[hex]:</b>	0x08A to 0x08D	
<b>Sync/Async:</b>	Synchronous	
<b>Reentrancy:</b>	Reentrant	
<b>Parameters (in):</b>	Xin	Input value for X axis
	Yin	Input value for Y axis
	Nx	Number of X axis samples
	Ny	Number of Y axis samples
	X_array	Pointer to the X axis distribution array
	Y_array	Pointer to the Y axis distribution array
	Val_array	Pointer to the result axis distribution array
<b>Parameters (in-out):</b>	None	
<b>Parameters (out):</b>	None	
<b>Return value:</b>	<OutType>	Entry point of the result array
<b>Description:</b>	<p>This routine returns respective entry value of the result distribution array at position Xin and Yin based on below equations.</p> <p><b>IFX112:</b>  Index calculation :  indexX = minimum value of index if (X_array[indexX] &lt; Xin &lt; X_array[indexX+1])  indexY = minimum value of index if (Y_array[indexY] &lt; Yin &lt; Y_array[indexY+1])  BaseIndex = IndexX * Ny + indexY</p> <p><b>IFX113:</b>  Ratio calculation:  RatioX = (Xin - X_array[indexX]) / (X_array [indexX+1] - X_array [indexX])  RatioY = (Yin - Y_array[indexY]) / (Y_array [indexY+1] - Y_array [indexY])</p> <p><b>IFX114:</b>  if(RatioX &lt; 0.5 &amp;&amp; RatioY &lt; 0.5) then  Result = Val_array [BaseIndex]</p> <p>if(RatioX ≥ 0.5 &amp;&amp; RatioY &lt; 0.5) then  Result = Val_array [BaseIndex + Ny]</p> <p>if(RatioX &lt; 0.5 &amp;&amp; RatioY ≥ 0.5) then  Result = Val_array [BaseIndex + 1]</p> <p>if(RatioX ≥ 0.5 &amp;&amp; RatioY ≥ 0.5) then  Result = Val_array [BaseIndex + Ny + 1]</p> <p><b>IFX116:</b>  If (Xin == X_array[indexX]) and (Yin == Y_array[indexY])  Result = Val_array [BaseIndex]</p> <p><b>IFX117:</b>  If Xin &lt; X_array[0], then  indexX = 0</p> <p><b>IFX118:</b></p>	

	<p>If <math>X_{in} &gt; X\_array[Nx-1]</math>, then  <math>indexX = Nx - 1</math></p> <p><b>IFX119:</b>          If <math>Y_{in} &lt; Y\_array[0]</math>, then  <math>indexY = 0</math></p> <p><b>IFX120:</b>          If <math>Y_{in} &gt; Y\_array[Ny-1]</math>, then  <math>indexY = Ny - 1</math></p> <p><b>IFX121:</b>          The minimum value of <math>Nx</math> and <math>Ny</math> shall be 1</p>
--	--

⌋()

Here is the list of implemented routines.

**[IFX122]** ⌈

<b>Routine ID[hex]</b>	<b>Routine prototype</b>
0x08A	<code>uint8 lfx_IntLkUpMap_u8u8_u8(uint8, uint8, uint8, uint8, const uint8 *, const uint8 *, const uint8 *)</code>
0x08B	<code>sint8 lfx_IntLkUpMap_s8s8_s8(sint8, sint8, sint8, sint8, const sint8 *, const sint8 *, const sint8 *)</code>
0x08C	<code>uint16 lfx_IntLkUpMap_u16u16_u16(uint16, uint16, uint16, uint16, const uint16 *, const uint16 *, const uint16 *)</code>
0x08D	<code>sint16 lfx_IntLkUpMap_s16s16_s16(sint16, sint16, sint16, sint16, const sint16 *, const sint16 *, const sint16 *)</code>

⌋()

### 8.5.2.9 Integrated map look-up without rounding

**[IFX211]** ⌈

<b>Service name:</b>	<code>lfx_IntLkUpBaseMap_&lt;InTypeMn&gt;&lt;InTypeMn&gt;_&lt;OutTypeMn&gt;</code>	
<b>Syntax:</b>	<code>&lt;OutType&gt;</code> <code>lfx_IntLkUpBaseMap_&lt;InTypeMn&gt;&lt;InTypeMn&gt;_&lt;OutTypeMn&gt; (</code> <code>&lt;InType&gt; Xin,</code> <code>&lt;InType&gt; Yin,</code> <code>&lt;InType&gt; Nx,</code> <code>&lt;InType&gt; Ny,</code> <code>const &lt;InType&gt;* X_array,</code> <code>const &lt;InType&gt;* Y_array,</code> <code>const &lt;InType&gt;* Val_array</code> <code>)</code>	
<b>Service ID[hex]:</b>	0x0AA to 0x0AD	
<b>Sync/Async:</b>	Synchronous	
<b>Reentrancy:</b>	Reentrant	
<b>Parameters (in):</b>	Xin	Input value for X axis
	Yin	Input value for Y axis
	Nx	Number of X axis samples
	Ny	Number of Y axis samples
	X_array	Pointer to the X axis distribution array
	Y_array	Pointer to the Y axis distribution array
	Val_array	Pointer to the result axis distribution array

<b>Parameters (in-out):</b>	None
<b>Parameters (out):</b>	None
<b>Return value:</b>	<OutType>   Entry point of the result array
<b>Description:</b>	<p>This routine returns respective entry value of the result distribution array at position Xin and Yin based on below equations.</p> <p><b>IFX212:</b>  Index calculation:  indexX = minimum value of index if (X_array[indexX] &lt; Xin &lt; X_array[indexX+1])  indexY = minimum value of index if (Y_array[indexY] &lt; Yin &lt; Y_array[indexY+1])  BaseIndex = IndexX * Ny + indexY</p> <p><b>IFX213:</b>  Ratio calculation:  RatioX = (Xin - X_array[indexX]) / (X_array [indexX+1] - X_array [indexX])  RatioY = (Yin - Y_array[indexY]) / (Y_array [indexY+1] - Y_array [indexY])</p> <p><b>IFX214:</b>  Return Value = Val_array [BaseIndex]</p> <p><b>IFX216:</b>  If (Xin == X_array[indexX]) and (Yin == Y_array[indexY])  Result = Val_array [BaseIndex]</p> <p><b>IFX217:</b>  If Xin &lt; X_array[0], then  indexX = 0</p> <p><b>IFX218:</b>  If Xin &gt; X_array[Nx-1], then  indexX = Nx - 1</p> <p><b>IFX219:</b>  If Yin &lt; Y_array[0], then  indexY = 0</p> <p><b>IFX220:</b>  If Yin &gt; Y_array[Ny-1], then  indexY = Ny - 1</p> <p><b>IFX221:</b>  The minimum value of Nx and Ny shall be 1</p>

Here is the list of implemented routines.

#### [IFX222] ⌈

<b>Routine ID[hex]</b>	<b>Routine prototype</b>
0x0AA	uint8 Ifx_IntLkUpBaseMap_u8u8_u8(uint8, uint8, uint8, uint8, const uint8 *, const uint8 *, const uint8 *)
0x0AB	sint8 Ifx_IntLkUpBaseMap_s8s8_s8 (sint8, sint8, sint8, sint8, const sint8 *, const sint8 *, const sint8 *)
0x0AC	uint16 Ifx_IntLkUpBaseMap_u16u16_u16 (uint16, uint16, uint16, uint16, const uint16 *, const uint16 *, const uint16 *)
0x0AD	sint16 Ifx_IntLkUpBaseMap_s16s16_s16 (sint16, sint16, sint16, sint16, const sint16 *, const sint16 *, const sint16 *)

## 8.5.2.10 Integrated fix- map interpolation

### [IFX123] ↑

<b>Service name:</b>	Ifx_IntIpoFixMap_<InTypeMn><InTypeMn>_<OutTypeMn>	
<b>Syntax:</b>	<pre> &lt;OutType&gt; Ifx_IntIpoFixMap_&lt;InTypeMn&gt;&lt;InTypeMn&gt;_&lt;OutTypeMn&gt; (     &lt;InType&gt; Xin,     &lt;InType&gt; Yin,     &lt;InType&gt; Nx,     &lt;inType&gt; Ny,     const &lt;InType&gt;* Val_array,     &lt;InType&gt; OffsetX,     &lt;InType&gt; ShiftX,     &lt;InType&gt; OffsetY,     &lt;InType&gt; ShiftY ) </pre>	
<b>Service ID[hex]:</b>	0x090 to 0x093	
<b>Sync/Async:</b>	Synchronous	
<b>Reentrancy:</b>	Reentrant	
<b>Parameters (in):</b>	Xin	Input value for X axis
	Yin	Input value for Y axis
	Nx	Number to X axis samples
	Ny	Number to Y axis samples
	Val_array	Pointer to the result axis distribution array
	OffsetX	Offset of the first sampling value for X-axis
	ShiftX	'Shift' is the power of 2, (2^ShiftX) represents X-axis distribution point interval
	OffsetY	Offset of the first sampling value for Y-axis
<b>Parameters (in-out):</b>	ShiftY	'Shift' is the power of 2, (2^ShiftY) represents Y-axis distribution point interval
<b>Parameters (out):</b>	None	
<b>Parameters (out):</b>	None	
<b>Return value:</b>	<OutType>	Result of the Interpolation
<b>Description:</b>	<p>This routine calculates Interpolation of a map at position X and Y using below equations.</p> <p><b>IFX124:</b>  X and Y axis distribution points shall be calculated based on Offset and Shift values.</p> $X\_array[index] = OffsetX + index * 2^{ShiftX}$ $Y\_array[index] = OffsetY + index * 2^{ShiftY}$ <p>If Offset = 10, Shift = 2 and N = 5 then,  axis = {10, 14, 18, 22, 26} (applicable to X and Y axis)</p> <p><b>IFX125:</b>  Index calculation :  indexX = minimum value of index if (X_array[indexX] &lt; Xin &lt; X_array[indexX+1])  indexY = minimum value of index if (Y_array[indexY] &lt; Yin &lt; Y_array[indexY+1])  BaseIndex = IndexX * Ny + indexY</p> <p><b>IFX126:</b>  Ratio calculation :  RatioX = (Xin - X_array[indexX]) / (X_array [indexX+1] - X_array [indexX])  RatioY = (Yin - Y_array[indexY]) / (Y_array [indexY+1] - Y_array [indexY])</p> <p><b>IFX127:</b>  LowerY = Val_array [BaseIndex]</p>	



	UpperY = Val_array [BaseIndex + 1] LowerX = LowerY + (UpperY - LowerY) * RatioY  LowerY = Val_array [BaseIndex + Ny] UpperY = Val_array [BaseIndex + Ny + 1] UpperX = LowerY + (UpperY - LowerY) * RatioY  Result = LowerX + (UpperX - LowerX) * RatioX  <b>IFX128:</b> If (Xin == X_array[indexX]) and (Y_array[indexY] < Yin < Y_array[indexY+1]) Result = Val_array [BaseIndex] + (Val_array [BaseIndex+1] - Val_array[BaseIndex]) * RatioY  <b>IFX129:</b> If (Yin == Y_array[indexY]) and (X_array[indexX] < Xin < X_array[indexX+1]) Result = Val_array [BaseIndex] + (Val_array [BaseIndex+Ny] - Val_array[BaseIndex]) * RatioY  <b>IFX130:</b> If (Xin == X_array[indexX]) and (Yin == Y_array[indexY]) Result = Val_array [BaseIndex]  <b>IFX131:</b> If Xin < X_array[0], then indexX = 0, RatioX = 0  <b>IFX132:</b> If Xin > X_array[Nx-1], then indexX = Nx - 1, RatioX = 0  <b>IFX133:</b> If Yin < Y_array[0], then indexY = 0, RatioY = 0  <b>IFX134:</b> If Yin > Y_array[Ny-1], then indexY = Ny - 1, RatioY = 0  <b>IFX135:</b> The minimum value of Nx and Ny shall be 1
--	--

()

Here is the list of implemented routines.

#### [IFX136] ⌈

<i>Routine ID[hex]</i>	<i>Routine prototype</i>
0x090	uint8 Ifx_IntlpoFixMap_u8u8_u8 ( uint8, uint8, uint8, uint8, const uint8 *, uint8, uint8, uint8, uint8)
0x091	uint16 Ifx_IntlpoFixMap_u16u16_u16 ( uint16, uint16, uint16, uint16, const uint16 *, uint16, uint16, uint16, uint16)
0x092	sint8 Ifx_IntlpoFixMap_s8s8_s8 ( sint8, sint8, sint8, sint8, const sint8 *, sint8, sint8, sint8, sint8)

0x093	sint16 lfx_IntlpoFixMap_s16s16_s16 ( sint16, sint16, sint16, sint16, const sint16 *, sint16, sint16, sint16, sint16)
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」()

### 8.5.2.11 Integrated fix- map look up

[IFX139] 「

<b>Service name:</b>	lfx_IntLkUpFixMap_<InTypeMn><InTypeMn>_<OutTypeMn>	
<b>Syntax:</b>	<OutType> lfx_IntLkUpFixMap_<InTypeMn><InTypeMn>_<OutTypeMn> ( <InType> Xin, <InType> Yin, <InType> Nx, <InType> Ny, const <InType>* Val_array, <InType> OffsetX, <InType> ShiftX, <InType> OffsetY, <InType> ShiftY )	
<b>Service ID[hex]:</b>	0x095 to 0x098	
<b>Sync/Async:</b>	Synchronous	
<b>Reentrancy:</b>	Reentrant	
<b>Parameters (in):</b>	Xin	Input value for X axis
	Yin	Input value for Y axis
	Nx	Number to X axis samples
	Ny	Number to Y axis samples
	Val_array	Pointer to the result axis distribution array
	OffsetX	Offset of the first sampling value for X-axis
	ShiftX	'Shift' is the power of 2, (2^ShiftX) represents X-axis distribution point interval
	OffsetY	Offset of the first sampling value for Y-axis
<b>Parameters (in-out):</b>	ShiftY	'Shift' is the power of 2, (2^ShiftY) represents Y-axis distribution point interval
	None	
<b>Parameters (out):</b>	None	
<b>Return value:</b>	<OutType>	Entry point of the result array
<b>Description:</b>	<p>This routine returns respective entry value of the result distribution array at position Xin and Yin based on below equations.</p> <p><b>IFX140:</b>  X and Y axis distribution points shall be calculated based on Offset and Shift values.</p> $X\_array[index] = offsetX + index * 2^{ShiftX}$ $Y\_array[index] = offsetY + index * 2^{ShiftY}$ <p>If Offset = 10, shift = 2 and N = 5 then,  axis = {10, 14, 18, 22, 26} (applicable to X and Y axis)</p> <p><b>IFX141:</b>  Index calculation :  indexX = minimum value of index if (X_array[indexX] &lt; Xin &lt; X_array[indexX+1])  indexY = minimum value of index if (Y_array[indexY] &lt; Yin &lt; Y_array[indexY+1])  BaseIndex = IndexX * Ny + indexY</p> <p><b>IFX143:</b></p>	

	<p>Ratio calculation :</p> $\text{RatioX} = (\text{Xin} - \text{X\_array}[\text{indexX}]) / (\text{X\_array}[\text{indexX}+1] - \text{X\_array}[\text{indexX}])$ $\text{RatioY} = (\text{Yin} - \text{Y\_array}[\text{indexY}]) / (\text{Y\_array}[\text{indexY}+1] - \text{Y\_array}[\text{indexY}])$ <p><b>IFX144:</b>  if(RatioX &lt; 0.5 &amp;&amp; RatioY &lt; 0.5) then  Result = Val_array [BaseIndex]</p> <p>if(RatioX ≥ 0.5 &amp;&amp; RatioY &lt; 0.5) then  Result = Val_array [BaseIndex + Ny]</p> <p>if(RatioX &lt; 0.5 &amp;&amp; RatioY ≥ 0.5) then  Result = Val_array [BaseIndex + 1]</p> <p>if(RatioX ≥ 0.5 &amp;&amp; RatioY ≥ 0.5) then  Result = Val_array [BaseIndex + Ny + 1]</p> <p><b>IFX145:</b>  If (Xin == X_array[indexX]) and (Yin == Y_array[indexY])  Result = Val_array [BaseIndex]</p> <p><b>IFX146:</b>  If Xin &lt; X_array[0], then  indexX = 0</p> <p><b>IFX147:</b>  If Xin &gt; X_array[Nx-1], then  indexX = Nx - 1</p> <p><b>IFX148:</b>  If Yin &lt; Y_array[0], then  indexY = 0</p> <p><b>IFX149:</b>  If Yin &gt; Y_array[Ny-1], then  indexY = Ny - 1</p> <p><b>IFX150:</b>  The minimum value of Nx and Ny shall be 1</p>
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J()

Here is the list of implemented routines.

[IFX151] ⌈

<i>Routine ID[hex]</i>	<i>Routine prototype</i>
0x095	uint8 lfx_IntLkUpFixMap_u8u8_u8 ( uint8, uint8, uint8, uint8, const uint8 *, uint8, uint8, uint8, uint8)
0x096	uint16 lfx_IntLkUpFixMap_u16u16_u16 ( uint16, uint16, uint16, uint16, const uint16 *, uint16, uint16, uint16, uint16)
0x097	sint8 lfx_IntLkUpFixMap_s8s8_s8 ( sint8, sint8, sint8, sint8, const sint8 *, sint8, sint8, sint8, sint8)
0x098	sint16 lfx_IntLkUpFixMap_s16s16_s16 ( sint16, sint16, sint16, sint16, const sint16 *, sint16, sint16, sint16, sint16)

J()

## 8.5.2.12 Integrated fix- map look up without rounding

[IFX225] ↑

<b>Service name:</b>	Ifx_IntLkUpFixBaseMap_<InTypeMn><InTypeMn>_<OutTypeMn>	
<b>Syntax:</b>	<pre> &lt;OutType&gt; Ifx_IntLkUpFixBaseMap_&lt;InTypeMn&gt;&lt;InTypeMn&gt;_&lt;OutTypeMn&gt; (     &lt;InType&gt; Xin,     &lt;InType&gt; Yin,     &lt;InType&gt; Nx,     &lt;InType&gt; Ny,     const &lt;InType&gt;* Val_array,     &lt;InType&gt; OffsetX,     &lt;InType&gt; ShiftX,     &lt;InType&gt; OffsetY,     &lt;InType&gt; ShiftY ) </pre>	
<b>Service ID[hex]:</b>	0x0B0 to 0x0B3	
<b>Sync/Async:</b>	Synchronous	
<b>Reentrancy:</b>	Reentrant	
<b>Parameters (in):</b>	Xin	Input value for X axis
	Yin	Input value for Y axis
	Nx	Number to X axis samples
	Ny	Number to Y axis samples
	Val_array	Pointer to the result axis distribution array
	OffsetX	Offset of the first sampling value for X-axis
	ShiftX	'Shift' is the power of 2, (2 <sup>ShiftX</sup> ) represents X-axis distribution point interval
	OffsetY	Offset of the first sampling value for Y-axis
<b>Parameters (in-out):</b>	ShiftY	'Shift' is the power of 2, (2 <sup>ShiftY</sup> ) represents Y-axis distribution point interval
	None	
<b>Parameters (out):</b>	None	
<b>Return value:</b>	<OutType>	Entry point of the result array
<b>Description:</b>	<p>This routine returns respective entry value of the result distribution array at position Xin and Yin based on below equations.</p> <p><b>IFX226:</b>  X and Y axis distribution points shall be calculated based on Offset and Shift values.</p> $X\_array[index] = offsetX + index * 2^{ShiftX}$ $Y\_array[index] = offsetY + index * 2^{ShiftY}$ <p>If Offset = 10, shift = 2 and N = 5 then,  axis = {10, 14, 18, 22, 26} (applicable to X and Y axis)</p> <p><b>IFX227:</b>  Index calculation:  indexX = minimum value of index if (X_array[indexX] &lt; Xin &lt; X_array[indexX+1])  indexY = minimum value of index if (Y_array[indexY] &lt; Yin &lt; Y_array[indexY+1])  BaseIndex = IndexX * Ny + indexY</p> <p><b>IFX228:</b>  Ratio calculation:  RatioX = (Xin - X_array[indexX]) / (X_array [indexX+1] - X_array [indexX])</p>	

	$\text{RatioY} = (\text{Yin} - \text{Y\_array}[\text{indexY}]) / (\text{Y\_array}[\text{indexY}+1] - \text{Y\_array}[\text{indexY}])$ <p><b>IFX229:</b> Return Value = Val_array [BaseIndex]</p> <p><b>IFX230:</b> If (Xin == X_array[indexX]) and (Yin == Y_array[indexY]) Result = Val_array [BaseIndex]</p> <p><b>IFX231:</b> If Xin &lt; X_array[0], then indexX = 0</p> <p><b>IFX232:</b> If Xin &gt; X_array[Nx-1], then indexX = Nx - 1</p> <p><b>IFX233:</b> If Yin &lt; Y_array[0], then indexY = 0</p> <p><b>IFX234:</b> If Yin &gt; Y_array[Ny-1], then indexY = Ny - 1</p> <p><b>IFX235:</b> The minimum value of Nx and Ny shall be 1</p>
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Here is the list of implemented routines.

#### [IFX236] ⌈

<i>Routine ID[hex]</i>	<i>Routine prototype</i>
0x0B0	uint8 lfx_IntLkUpFixBaseMap_u8u8_u8 ( uint8, uint8, uint8, uint8, const uint8 *, uint8, uint8, uint8, uint8)
0x0B1	uint16 lfx_IntLkUpFixBaseMap_u16u16_u16 ( uint16, uint16, uint16, uint16, const uint16 *, uint16, uint16, uint16, uint16)
0x0B2	sint8 lfx_IntLkUpFixBaseMap_s8s8_s8 ( sint8, sint8, sint8, sint8, const sint8 *, sint8, sint8, sint8, sint8)
0x0B3	sint16 lfx_IntLkUpFixBaseMap_s16s16_s16 ( sint16, sint16, sint16, sint16, const sint16 *, sint16, sint16, sint16, sint16)

### 8.5.2.13 Integrated fix- I map interpolation

#### [IFX153] ⌈

<b>Service name:</b>	lfx_IntIpoFixIMap_<InTypeMn><InTypeMn>_<OutTypeMn>
<b>Syntax:</b>	<OutType> lfx_IntIpoFixIMap_<InTypeMn><InTypeMn>_<OutTypeMn> ( <InType> Xin, <InType> Yin, <InType> Nx, <InType> Ny, const <InType>* Val_array, <InType> OffsetX, <InType> IntervalX, <InType> OffsetY, <InType> IntervalY

	)	
<b>Service ID[hex]:</b>	0x09A to 0x09D	
<b>Sync/Async:</b>	Synchronous	
<b>Reentrancy:</b>	Reentrant	
<b>Parameters (in):</b>	Xin	Input value for X axis
	Yin	Input value for Y axis
	Nx	Number to X axis samples
	Ny	Number to Y axis samples
	Val_array	Pointer to the result axis distribution array
	OffsetX	Offset of the first sampling value for X-axis
	IntervalX	represents X-axis distribution point interval
	OffsetY	Offset of the first sampling value for Y-axis
	IntervalY	represents Y-axis distribution point interval
<b>Parameters (in-out):</b>	None	
<b>Parameters (out):</b>	None	
<b>Return value:</b>	<OutType>	Result of the Interpolation
<b>Description:</b>	<p>This routine calculates Interpolation of a map at position X and Y using below equations.</p> <p><b>IFX154:</b> X and Y axis distribution points shall be calculated based on Offset and Interval values.</p> <p><math>X\_array[index] = offsetX + index * IntervalX</math> <math>Y\_array[index] = offsetY + index * IntervalY</math></p> <p>If Offset = 10, Interval = 2 and N = 5 then, axis = {10, 12, 14, 16, 18} (applicable to X and Y axis)</p> <p><b>IFX155:</b> Index calculation : indexX = minimum value of index if <math>(X\_array[indexX] &lt; Xin &lt; X\_array[indexX+1])</math> indexY = minimum value of index if <math>(Y\_array[indexY] &lt; Yin &lt; Y\_array[indexY+1])</math> BaseIndex = IndexX * Ny + indexY</p> <p><b>IFX156:</b> Ratio Calculation : <math>RatioX = (Xin - X\_array[indexX]) / (X\_array [indexX+1] - X\_array [indexX])</math> <math>RatioY = (Yin - Y\_array[indexY]) / (Y\_array [indexY+1] - Y\_array [indexY])</math></p> <p><b>IFX157:</b> LowerY = Val_array [BaseIndex] UpperY = Val_array [BaseIndex + 1] LowerX = LowerY + (UpperY - LowerY) * RatioY</p> <p>LowerY = Val_array [BaseIndex + Ny] UpperY = Val_array [BaseIndex + Ny + 1] UpperX = LowerY + (UpperY - LowerY) * RatioY</p> <p>Result = LowerX + (UpperX - LowerX) * RatioX</p> <p><b>IFX158:</b> If <math>(Xin == X\_array[indexX])</math> and <math>(Y\_array[indexY] &lt; Yin &lt; Y\_array[indexY+1])</math> Result = Val_array [BaseIndex] + (Val_array [BaseIndex+1] - Val_array[BaseIndex]) * RatioY</p> <p><b>IFX159:</b> If <math>(Yin == Y\_array[indexY])</math> and <math>(X\_array[indexX] &lt; Xin &lt; X\_array[indexX+1])</math> Result = Val_array [BaseIndex] + (Val_array [BaseIndex+Ny] - Val_array[BaseIndex]) * RatioY</p>	

	<p><b>IFX160:</b> If (Xin == X_array[indexX]) and (Yin == Y_array[indexY]) Result = Val_array [BaseIndex]</p> <p><b>IFX161:</b> If Xin &lt; X_array[0], then indexX = 0, RatioX = 0</p> <p><b>IFX162:</b> If Xin &gt; X_array[Nx-1], then indexX = Nx - 1, RatioX = 0</p> <p><b>IFX163:</b> If Yin &lt; Y_array[0], then indexY = 0, RatioY = 0</p> <p><b>IFX164:</b> If Yin &gt; Y_array[Ny-1], then indexY = Ny - 1, RatioY = 0</p> <p><b>IFX165:</b> The minimum value of Nx and Ny shall be 1</p>
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」()

Here is the list of implemented routines.

[IFX166] 「

<b>Routine ID[hex]</b>	<b>Routine prototype</b>
0x09A	uint8 lfx_IntlpoFixlMap_u8u8_u8 ( uint8, uint8, uint8, uint8, const uint8 *, uint8, uint8, uint8, uint8)
0x09B	uint16 lfx_IntlpoFixlMap_u16u16_u16 ( uint16, uint16, uint16, uint16, const uint16 *, uint16, uint16, uint16, uint16)
0x09C	sint8 lfx_IntlpoFixlMap_s8s8_s8 ( sint8, sint8, sint8, sint8, const sint8 *, sint8, sint8, sint8, sint8)
0x09D	sint16 lfx_IntlpoFixlMap_s16s16_s16 ( sint16, sint16, sint16, sint16, const sint16 *, sint16, sint16, sint16, sint16)

」()

#### 8.5.2.14 Integrated fix- l map look up

[IFX169] 「

<b>Service name:</b>	lfx_IntLkUpFixlMap_<InTypeMn><InTypeMn>_<OutTypeMn>
<b>Syntax:</b>	<OutType> lfx_IntLkUpFixlMap_<InTypeMn><InTypeMn>_<OutTypeMn> ( <InType> Xin, <InType> Yin, <InType> Nx, <InType> Ny, const <InType>* Val_array,

	<InType> OffsetX, <InType> IntervalX, <InType> OffsetY, <InType> IntervalY )	
<b>Service ID[hex]:</b>	0x0A0 to 0x0A3	
<b>Sync/Async:</b>	Synchronous	
<b>Reentrancy:</b>	Reentrant	
<b>Parameters (in):</b>	Xin	Input value for X axis
	Yin	Input value for Y axis
	Nx	Number to X axis samples
	Ny	Number to Y axis samples
	Val_array	Pointer to the result axis distribution array
	OffsetX	Offset of the first sampling value for X-axis
	IntervalX	represents X-axis distribution point interval
	OffsetY	Offset of the first sampling value for Y-axis
	IntervalY	represents Y-axis distribution point interval
<b>Parameters (in-out):</b>	None	
<b>Parameters (out):</b>	None	
<b>Return value:</b>	<OutType>	Entry point of the result array
<b>Description:</b>	<p>This routine returns respective entry value of the result distribution array at position Xin and Yin based on below equations.</p> <p><b>IFX170:</b>  X and Y axis distribution points shall be calculated based on Offset and Interval values.</p> $X\_array[index] = offsetX + index * IntervalX$ $Y\_array[index] = offsetY + index * IntervalY$ <p>If Offset = 10, Interval = 2 and N = 5 then,  axis = {10, 12, 14, 16, 18} (applicable to X and Y axis)</p> <p><b>IFX171:</b>  Index calculation :  indexX = minimum value of index if (X_array[indexX] &lt; Xin &lt; X_array[indexX+1])  indexY = minimum value of index if (Y_array[indexY] &lt; Yin &lt; Y_array[indexY+1])  BaseIndex = IndexX * Ny + indexY</p> <p><b>IFX173:</b>  Ratio calculation:  <math>RatioX = (Xin - X\_array[indexX]) / (X\_array[indexX+1] - X\_array[indexX])</math>  <math>RatioY = (Yin - Y\_array[indexY]) / (Y\_array[indexY+1] - Y\_array[indexY])</math></p> <p><b>IFX174:</b>  if(RatioX &lt; 0.5 &amp;&amp; RatioY &lt; 0.5) then  Result = Val_array [BaseIndex]</p> <p>if(RatioX ≥ 0.5 &amp;&amp; RatioY &lt; 0.5) then  Result = Val_array [BaseIndex + Ny]</p> <p>if(RatioX &lt; 0.5 &amp;&amp; RatioY ≥ 0.5) then  Result = Val_array [BaseIndex + 1]</p> <p>if(RatioX ≥ 0.5 &amp;&amp; RatioY ≥ 0.5) then  Result = Val_array [BaseIndex + Ny + 1]</p> <p><b>IFX175:</b>  If (Xin == X_array[indexX]) and (Yin == Y_array[indexY])  Result = Val_array [BaseIndex]</p>	



	<b>IFX176:</b> If $X_{in} < X\_array[0]$ , then $indexX = 0$
	<b>IFX177:</b> If $X_{in} > X\_array[Nx-1]$ , then $indexX = Nx - 1$
	<b>IFX178:</b> If $Y_{in} < Y\_array[0]$ , then $indexY = 0$
	<b>IFX179:</b> If $Y_{in} > Y\_array[Ny-1]$ , then $indexY = Ny - 1$
	<b>IFX180:</b> The minimum value of $Nx$ and $Ny$ shall be 1

」()

Here is the list of implemented routines.

[IFX181] 「

<b>Routine ID[hex]</b>	<b>Routine prototype</b>
0x0A0	<code>uint8 Ifx_IntLkUpFixIMap_u8u8_u8 ( uint8, uint8, uint8, uint8, const uint8 *, uint8, uint8, uint8, uint8)</code>
0x0A1	<code>uint16 Ifx_IntLkUpFixIMap_u16u16_u16 ( uint16, uint16, uint16, uint16, const uint16 *, uint16, uint16, uint16, uint16)</code>
0x0A2	<code>sint8 Ifx_IntLkUpFixIMap_s8s8_s8 ( sint8, sint8, sint8, sint8, const sint8 *, sint8, sint8, sint8, sint8)</code>
0x0A3	<code>sint16 Ifx_IntLkUpFixIMap_s16s16_s16 ( sint16, sint16, sint16, sint16, const sint16 *, sint16, sint16, sint16, sint16)</code>

」()

### 8.5.2.15 Integrated fix- I map look up without rounding

[IFX236] 「

<b>Service name:</b>	<code>Ifx_IntLkUpFixIBaseMap_&lt;InTypeMn&gt;&lt;InTypeMn&gt;_&lt;OutTypeMn&gt;</code>
<b>Syntax:</b>	<code>&lt;OutType&gt;</code> <code>Ifx_IntLkUpFixIBaseMap_&lt;InTypeMn&gt;&lt;InTypeMn&gt;_&lt;OutTypeMn&gt; (</code> <code>&lt;InType&gt; Xin,</code> <code>&lt;InType&gt; Yin,</code> <code>&lt;InType&gt; Nx,</code> <code>&lt;InType&gt; Ny,</code> <code>const &lt;InType&gt;* Val_array,</code> <code>&lt;InType&gt; OffsetX,</code> <code>&lt;InType&gt; IntervalX,</code> <code>&lt;InType&gt; OffsetY,</code> <code>&lt;InType&gt; IntervalY</code> <code>)</code>
<b>Service ID[hex]:</b>	0x0B4 to 0x0B7

<b>Sync/Async:</b>	Synchronous	
<b>Reentrancy:</b>	Reentrant	
<b>Parameters (in):</b>	Xin	Input value for X axis
	Yin	Input value for Y axis
	Nx	Number to X axis samples
	Ny	Number to Y axis samples
	Val_array	Pointer to the result axis distribution array
	OffsetX	Offset of the first sampling value for X-axis
	IntervalX	represents X-axis distribution point interval
	OffsetY	Offset of the first sampling value for Y-axis
	IntervalY	represents Y-axis distribution point interval
<b>Parameters (in-out):</b>	None	
<b>Parameters (out):</b>	None	
<b>Return value:</b>	<OutType>	Entry point of the result array
<b>Description:</b>	<p>This routine returns respective entry value of the result distribution array at position Xin and Yin based on below equations.</p> <p><b>IFX237:</b> X and Y axis distribution points shall be calculated based on Offset and Interval values.</p> $X\_array[index] = offsetX + index * IntervalX$ $Y\_array[index] = offsetY + index * IntervalY$ <p>If Offset = 10, Interval = 2 and N = 5 then, axis = {10, 12, 14, 16, 18} (applicable to X and Y axis)</p> <p><b>IFX238:</b> Index calculation: indexX = minimum value of index if <math>(X\_array[indexX] &lt; Xin &lt; X\_array[indexX+1])</math> indexY = minimum value of index if <math>(Y\_array[indexY] &lt; Yin &lt; Y\_array[indexY+1])</math> BaseIndex = IndexX * Ny + indexY</p> <p><b>IFX239:</b> Ratio calculation: RatioX = <math>(Xin - X\_array[indexX]) / (X\_array [indexX+1] - X\_array [indexX])</math> RatioY = <math>(Yin - Y\_array[indexY]) / (Y\_array [indexY+1] - Y\_array [indexY])</math></p> <p><b>IFX240:</b> Return Value = Val_array [BaseIndex]</p> <p><b>IFX241:</b> If <math>(Xin == X\_array[indexX])</math> and <math>(Yin == Y\_array[indexY])</math> Result = Val_array [BaseIndex]</p> <p><b>IFX242:</b> If <math>Xin &lt; X\_array[0]</math>, then indexX = 0</p> <p><b>IFX243:</b> If <math>Xin &gt; X\_array[Nx-1]</math>, then indexX = Nx - 1</p> <p><b>IFX244:</b> If <math>Yin &lt; Y\_array[0]</math>, then indexY = 0</p> <p><b>IFX245:</b> If <math>Yin &gt; Y\_array[Ny-1]</math>, then</p>	

	indexY = Ny - 1
	<b>IFX246:</b> The minimum value of Nx and Ny shall be 1

Here is the list of implemented routines.

[IFX247] ⌈

<i>Routine ID[hex]</i>	<i>Routine prototype</i>
0x0B4	uint8 lfx_IntLkUpFixlBaseMap_u8u8_u8 ( uint8, uint8, uint8, uint8, const uint8 *, uint8, uint8, uint8, uint8)
0x0B5	uint16 lfx_IntLkUpFixlBaseMap_u16u16_u16 ( uint16, uint16, uint16, uint16, const uint16 *, uint16, uint16, uint16, uint16)
0x0B6	sint8 lfx_IntLkUpFixlBaseMap_s8s8_s8 ( sint8, sint8, sint8, sint8, const sint8 *, sint8, sint8, sint8, sint8)
0x0B7	sint16 lfx_IntLkUpFixlBaseMap_s16s16_s16 ( sint16, sint16, sint16, sint16, const sint16 *, sint16, sint16, sint16, sint16)

### 8.5.3 Record layouts for interpolation routines

Record layout specifies calibration data serialization in the ECU memory which describes the shape of the characteristics. Single record layout can be referred by multiple instances of interpolation CalprmElementPrototype. Record layouts can be nested particular values refer to the particular property of the object. With different properties of record layouts it is possible to specify complex objects.

#### 8.5.3.1 Record layouts for map values

Due to optimization, the orientation of map values in memory is different depending on the usage of the inputs. See [section 8.4.2](#).

1. If the "X" and "Y" inputs are not swapped then, values "Val" of maps have to be in COLUMN\_DIR order.
2. If the "X" and "Y" inputs are swapped then, values "Val" of maps have to be in ROW\_DIR order.

According to ASAM standard [ASAM MCD-2MC Version 1.5.1 and 1.6], COLUMN\_DIR and ROW\_DIR are formats of storing map values (Val[]) and more information can be found in ASAM standard.

#### 8.5.3.2 Record layout definitions

Below table specifies record layouts supported for distributed interpolation routines.

[IFX185] ⌈

Record layout Name	Element1	Element2
Distr_s8	sint8 N	sint8 X[]
Distr_u8	uint8 N	uint8 X[]
Distr_s16	sint16 N	sint16 X[]
Distr_u16	uint16 N	uint16 X[]

Cur_u8	uint8 Val[]	
Cur_u16	uint16 Val[]	
Cur_s8	sint8 Val[]	
Cur_s16	sint16 Val[]	
Map_u8	uint16 N	uint8 Val[]
Map_u16	uint16 N	uint16 Val[]
Map_s8	uint16 N	sint8 Val[]
Map_s16	uint16 N	sint16 Val[]

**Table: Record layouts for distributed interpolation routines」()**

Below table specifies record layouts supported for integrated interpolation routines.

**[IFX186]「**

S.No	Record Layout Name	Element1	Element2	Element3	Element4	Element5	Element6	Element7
1	IntCur_u8_u8	uint8 N	uint8 X[]	uint8 Val[]				
2	IntCur_u8_u16	uint8 N	uint8 X[]	uint16 Val[]				
3	IntCur_u8_s8	uint8 N	uint8 X[]	sint8 Val[]				
4	IntCur_u8_s16	uint8 N	uint8 X[]	sint16 Val[]				
5	IntCur_u16_u8	uint16 N	uint16 X[]	uint8 Val[]				
6	IntCur_u16_u16	uint16 N	uint16 X[]	uint16 Val[]				
7	IntCur_u16_s8	uint16 N	uint16 X[]	sint8 Val[]				
8	IntCur_u16_s16	uint16 N	uint16 X[]	sint16 Val[]				
9	IntCur_s8_u8	sint8 N	sint8 X[]	uint8 Val[]				
10	IntCur_s8_u16	sint8 N	sint8 X[]	uint16 Val[]				
11	IntCur_s8_s8	sint8 N	sint8 X[]	sint8 Val[]				
12	IntCur_s8_s16	sint8 N	sint8 X[]	sint16 Val[]				
13	IntCur_s16_u8	sint16 N	sint16 X[]	uint8 Val[]				
14	IntCur_s16_u16	sint16 N	sint16 X[]	uint16 Val[]				
15	IntCur_s16_s8	sint16 N	sint16 X[]	sint8 Val[]				
16	IntCur_s16_s16	sint16 N	sint16 X[]	sint16 Val[]				
17	FixIntCur_u8_u8	uint8 N	uint8 Val[]	uint8 Offset	uint8 Shift/Intv			
18	FixIntCur_u16_u16	uint16 N	uint16 Val[]	uint16 Offset	uint16 Shift/Intv			
19	FixIntCur_s8_s8	sint8 N	sint8 Val[]	sint8 Offset	sint8 Shift/Intv			
20	FixIntCur_s16_s16	sint16 N	sint16 Val[]	sint16 Offset	sint16 Shift/Intv			
21	IntMap_u8u8_u8	uint8 Nx	uint8 Ny	uint8 X[]	uint8 Y[]	uint8 Val[]		
22	IntMap_u8u8_u16	uint8 Nx	uint8 Ny	uint8 X[]	uint8 Y[]	uint16 Val[]		
23	IntMap_u8u8_s8	uint8 Nx	uint8 Ny	uint8 X[]	uint8 Y[]	sint8 Val[]		
24	IntMap_u8u8_s16	uint8 Nx	uint8 Ny	uint8 X[]	uint8 Y[]	sint16 Val[]		
25	IntMap_u8s8_u8	uint8 Nx	uint8 Ny	uint8 X[]	sint8 Y[]	uint8 Val[]		
26	IntMap_u8s8_u16	uint8 Nx	uint8 Ny	uint8 X[]	sint8 Y[]	uint16 Val[]		
27	IntMap_u8s8_s8	uint8 Nx	uint8 Ny	uint8 X[]	sint8 Y[]	sint8 Val[]		
28	IntMap_u8s8_s16	uint8 Nx	uint8 Ny	uint8 X[]	sint8 Y[]	sint16 Val[]		
29	IntMap_u16u8_u8	uint16 Nx	uint16 Ny	uint16 X[]	uint8 Y[]	uint8 Val[]		
30	IntMap_u16u8_u16	uint16 Nx	uint16 Ny	uint16 X[]	uint8 Y[]	uint16 Val[]		
31	IntMap_u16u8_s8	uint16 Nx	uint16 Ny	uint16 X[]	uint8 Y[]	sint8 Val[]		
32	IntMap_u16u8_s16	uint16 Nx	uint16 Ny	uint16 X[]	uint8 Y[]	sint16 Val[]		
33	IntMap_u16u16_u8	uint16 Nx	uint16 Ny	uint16 X[]	uint16 Y[]	uint8 Val[]		
34	IntMap_u16u16_u16	uint16 Nx	uint16 Ny	uint16 X[]	uint16 Y[]	uint16 Val[]		
35	IntMap_u16u16_s8	uint16 Nx	uint16 Ny	uint16 X[]	uint16 Y[]	sint8 Val[]		
36	IntMap_u16u16_s16	uint16 Nx	uint16 Ny	uint16 X[]	uint16 Y[]	sint16 Val[]		

37	IntMap_u16s8_u8	uint16 Nx	uint16 Ny	uint16 X[]	sint8 Y[]	uint8 Val[]		
38	IntMap_u16s8_u16	uint16 Nx	uint16 Ny	uint16 X[]	sint8 Y[]	uint16 Val[]		
39	IntMap_u16s8_s8	uint16 Nx	uint16 Ny	uint16 X[]	sint8 Y[]	sint8 Val[]		
40	IntMap_u16s8_s16	uint16 Nx	uint16 Ny	uint16 X[]	sint8 Y[]	sint16 Val[]		
41	IntMap_u16s16_u8	uint16 Nx	uint16 Ny	uint16 X[]	sint16 Y[]	uint8 Val[]		
42	IntMap_u16s16_u16	uint16 Nx	uint16 Ny	uint16 X[]	sint16 Y[]	uint16 Val[]		
43	IntMap_u16s16_s8	uint16 Nx	uint16 Ny	uint16 X[]	sint16 Y[]	sint8 Val[]		
44	IntMap_u16s16_s16	uint16 Nx	uint16 Ny	uint16 X[]	sint16 Y[]	sint16 Val[]		
45	IntMap_s8s8_u8	sint8 Nx	sint8 Ny	sint8 X[]	sint8 Y[]	uint8 Val[]		
46	IntMap_s8s8_u16	sint8 Nx	sint8 Ny	sint8 X[]	sint8 Y[]	uint16 Val[]		
47	IntMap_s8s8_s8	sint8 Nx	sint8 Ny	sint8 X[]	sint8 Y[]	sint8 Val[]		
48	IntMap_s8s8_s16	sint8 Nx	sint8 Ny	sint8 X[]	sint8 Y[]	sint16 Val[]		
49	IntMap_s16u8_u8	sint16 Nx	sint16 Ny	sint16 X[]	uint8 Y[]	uint8 Val[]		
50	IntMap_s16u8_s8	sint16 Nx	sint16 Ny	sint16 X[]	uint8 Y[]	uint8 Val[]		
51	IntMap_s16u8_u16	sint16 Nx	sint16 Ny	sint16 X[]	uint8 Y[]	uint16 Val[]		
52	IntMap_s16u8_s16	sint16 Nx	sint16 Ny	sint16 X[]	uint8 Y[]	sint16 Val[]		
53	IntMap_s16s8_u8	sint16 Nx	sint16 Ny	sint16 X[]	sint8 Y[]	uint8 Val[]		
54	IntMap_s16s8_u16	sint16 Nx	sint16 Ny	sint16 X[]	sint8 Y[]	uint16 Val[]		
55	IntMap_s16s8_s8	sint16 Nx	sint16 Ny	sint16 X[]	sint8 Y[]	sint8 Val[]		
56	IntMap_s16s8_s16	sint16 Nx	sint16 Ny	sint16 X[]	sint8 Y[]	sint16 Val[]		
57	IntMap_s16s16_u8	sint16 Nx	sint16 Ny	sint16 X[]	sint16 Y[]	uint8 Val[]		
58	IntMap_s16s16_u16	sint16 Nx	sint16 Ny	sint16 X[]	sint16 Y[]	uint16 Val[]		
59	IntMap_s16s16_s8	sint16 Nx	sint16 Ny	sint16 X[]	sint16 Y[]	sint8 Val[]		
60	IntMap_s16s16_s16	sint16 Nx	sint16 Ny	sint16 X[]	sint16 Y[]	sint16 Val[]		
61	IntMap_u8u16_u8	uint8 Nx	uint8 Ny	uint8 X[]	uint16 Y[]	uint8 Val[]		
62	IntMap_u8u16_u16	uint8 Nx	uint8 Ny	uint8 X[]	uint16 Y[]	uint16 Val[]		
63	IntMap_u8u16_s8	uint8 Nx	uint8 Ny	uint8 X[]	uint16 Y[]	sint8 Val[]		
64	IntMap_u8u16_s16	uint8 Nx	uint8 Ny	uint8 X[]	uint16 Y[]	sint16 Val[]		
65	IntMap_u8s16_u8	uint8 Nx	uint8 Ny	uint8 X[]	sint16 Y[]	uint8 Val[]		
66	IntMap_u8s16_u16	uint8 Nx	uint8 Ny	uint8 X[]	sint16 Y[]	uint16 Val[]		
67	IntMap_u8s16_s8	uint8 Nx	uint8 Ny	uint8 X[]	sint16 Y[]	sint8 Val[]		
68	IntMap_u8s16_s16	uint8 Nx	uint8 Ny	uint8 X[]	sint16 Y[]	sint16 Val[]		
69	IntMap_s8u8_u8	sint8 Nx	sint8 Ny	sint8 X[]	uint8 Y[]	uint8 Val[]		
70	IntMap_s8u8_u16	sint8 Nx	sint8 Ny	sint8 X[]	uint8 Y[]	uint16 Val[]		
71	IntMap_s8u8_s8	sint8 Nx	sint8 Ny	sint8 X[]	uint8 Y[]	sint8 Val[]		
72	IntMap_s8u8_s16	sint8 Nx	sint8 Ny	sint8 X[]	uint8 Y[]	sint16 Val[]		
73	IntMap_s8s16_u8	sint8 Nx	sint8 Ny	sint8 X[]	sint16 Y[]	uint8 Val[]		
74	IntMap_s8s16_u16	sint8 Nx	sint8 Ny	sint8 X[]	sint16 Y[]	uint16 Val[]		
75	IntMap_s8s16_s8	sint8 Nx	sint8 Ny	sint8 X[]	sint16 Y[]	sint8 Val[]		
76	IntMap_s8s16_s16	sint8 Nx	sint8 Ny	sint8 X[]	sint16 Y[]	sint16 Val[]		
77	IntMap_s8u16_u8	sint8 Nx	sint8 Ny	sint8 X[]	uint16 Y[]	uint8 Val[]		
78	IntMap_s8u16_u16	sint8 Nx	sint8 Ny	sint8 X[]	uint16 Y[]	uint16 Val[]		
79	IntMap_s8u16_s8	sint8 Nx	sint8 Ny	sint8 X[]	uint16 Y[]	sint8 Val[]		
80	IntMap_s8u16_s16	sint8 Nx	sint8 Ny	sint8 X[]	uint16 Y[]	sint16 Val[]		
81	IntMap_s16u16_u8	sint16 Nx	sint16 Ny	sint16 X[]	uint16 Y[]	uint8 Val[]		
82	IntMap_s16u16_u16	sint16 Nx	sint16 Ny	sint16 X[]	uint16 Y[]	uint16 Val[]		
83	IntMap_s16u16_s8	sint16 Nx	sint16 Ny	sint16 X[]	uint16 Y[]	sint8 Val[]		
84	IntMap_s16u16_s16	sint16 Nx	sint16 Ny	sint16 X[]	uint16 Y[]	sint16 Val[]		
85	FixIntMap_u8_u8	uint8 Nx	uint8 Ny	uint8 Val[]	uint8 OffsetX	uint8 Shift/IntvX	uint8 OffsetY	uint8 Shift/IntvY
86	FixIntMap_u16_u16	uint16 Nx	uint16 Ny	uint16 Val[]	uint16 OffsetX	uint16 Shift/IntvX	uint16 OffsetY	uint16 Shift/IntvY
87	FixIntMap_s8_s8	sint8 Nx	sint8 Ny	sint8 Val[]	sint8 OffsetX	sint8 Shift/IntvX	sint8 OffsetY	sint8 Shift/IntvY

88	FixIntMap_s16_s16	sint16 Nx	sint16 Ny	sint16 Val[]	sint16 OffsetX	sint16 Shift/IntvX	sint16 OffsetY	sint16 Shift/IntvY
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**Table: Record layouts for integrated interpolation routines ]()**

Note: As mentioned in in chapter 8.4, interpolation routines optimization is achieved by swaping X and Y axis during function call for Call-back notifications for below mentioned record layouts.

From Map\_u8u16\_u8 (S. No 61) to Map\_s16u16\_s16 (S. No 84)

## 8.6 Examples of use of functions

None

## 8.7 Version API

### 8.7.1 Ifx\_GetVersionInfo

[IFX815] ⌈

<b>Service name:</b>	Ifx_GetVersionInfo	
<b>Syntax:</b>	<pre>void Ifx_GetVersionInfo(     Std_VersionInfoType* versioninfo )</pre>	
<b>Service ID[hex]:</b>	0xff	
<b>Sync/Async:</b>	Synchronous	
<b>Reentrancy:</b>	Reentrant	
<b>Parameters (in):</b>	None	
<b>Parameters (in-out):</b>	None	
<b>Parameters (out):</b>	versioninfo	Pointer to where to store the version information of this module. Format according [BSW00321]
<b>Return value:</b>	None	
<b>Description:</b>	Returns the version information of this library.	

] (BSW00407, BSW003, BSW00318, BSW00321)

The version information of a BSW module generally contains:

Module Id

Vendor Id

Vendor specific version numbers (BSW00407).

[IFX816] ⌈

If source code for caller and callee of Ifx\_GetVersionInfo is available, the Ifx library should realize Ifx\_GetVersionInfo as a macro defined in the module's header file.]

(BSW00407, BSW00411)

## 8.8 Call-back notifications

None.

## **8.9 Scheduled routines**

The lfx library does not have scheduled routines.

## **8.10 Expected Interfaces**

None

### **8.10.1 Mandatory Interfaces**

None

### **8.10.2 Optional Interfaces**

None

### **8.10.3 Configurable interfaces**

None

## 9 Sequence diagrams

Not applicable.



## 10 Configuration specification

### 10.1 Published Information

**[IFX814]** 「The standardized common published parameters as required by BSW00402 in the General Requirements on Basic Software Modules [3] shall be published within the header file of this module and need to be provided in the BSW Module Description. The according module abbreviation can be found in the List of Basic Software Modules [1].」(BSW00402, BSW00374, BSW00379)

Additional module-specific published parameters are listed below if applicable.

### 10.2 Configuration option

**[IFX818]** 「The lfx library shall not have any configuration options that may affect the functional behavior of the routines. I.e. for a given set of input parameters, the outputs shall be always the same. For example, the returned value in case of error shall not be configurable.」(BSW31400001)

However, a library vendor is allowed to add specific configuration options concerning library implementation, e.g. for resources consumption optimization.

## 11 Not applicable requirements

[IFX999] 「 These requirements are not applicable to this specification. 」 (BSW)