

# LIBDEVICE USER'S GUIDE

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### **TABLE OF CONTENTS**

Chapter 1. Introduction	1
1.1. What Is libdevice?	1
Chapter 2. Basic Usage	2
2.1. Linking with libdevice	2
Chapter 3. Function Reference	
3.1nv_abs	
3.2nv_acos	
3.3nv_acosf	
3.4nv_acosh	
3.5nv_acoshf	
3.6nv_asin	
3.7nv_asinf	
3.8nv_asinh	
3.9nv_asinhf	
3.10nv_atan	
3.11nv_atan2	
3.12nv_atan2f	
3.13nv_atanf	
3.14nv_atanh	
3.15nv_atanhf	
3.16nv_brev	
3.17nv_brevll	
3.18nv_byte_perm	
3.19nv_cbrt	
3.20nv_cbrtf	
3.21nv_ceil	
3.22nv_ceilf	
3.23nv_clz	
3.24nv_clzll	
3.25nv_copysign	
3.26nv_copysignf	
3.27nv_cos	
3.28nv_cosf	
3.29nv_cosh	
3.30nv_coshf	
3.31nv_cospi	
3.32nv_cospif	
3.33nv_dadd_rd	
3.34nv_dadd_rn	
3.35 ny dadd ru	15

3.36.	nv_dadd_rz	. 16
3.37.	nv_ddiv_rd	.16
3.38.	nv_ddiv_rn	.16
3.39.	nv_ddiv_ru	.17
3.40.	nv_ddiv_rz	. 17
3.41.	nv_dmul_rd	.17
3.42.	nv_dmul_rn	. 18
3.43.	nv_dmul_ru	. 18
3.44.	nv_dmul_rz	. 18
3.45.	nv_double2float_rd	19
3.46.	nv_double2float_rn	19
3.47.	nv_double2float_ru	19
3.48.	nv_double2float_rz	.20
3.49.	nv_double2hiint	.20
3.50.	nv_double2int_rd	. 20
3.51.	nv_double2int_rn	. 21
3.52.	nv_double2int_ru	. 21
3.53.	nv_double2int_rz	. 21
3.54.	nv_double2ll_rd	.22
3.55.	nv_double2ll_rn	.22
3.56.	nv_double2ll_ru	.22
3.57.	nv_double2ll_rz	. 23
3.58.	nv_double2loint	.23
3.59.	nv_double2uint_rd	. 23
3.60.	nv_double2uint_rn	24
3.61.	nv_double2uint_ru	24
3.62.	nv_double2uint_rz	.24
3.63.	nv_double2ull_rd	. 25
3.64.	nv_double2ull_rn	. 25
3.65.	nv_double2ull_ru	. 25
3.66.	nv_double2ull_rz	. 26
3.67.	nv_double_as_longlong	. 26
3.68.	nv_drcp_rd	26
	nv_drcp_rn	
3.70.	nv_drcp_ru	27
3.71.	nv_drcp_rz	.27
3.72.	nv_dsqrt_rd	.28
3.73.	nv_dsqrt_rn	.28
	nv_dsqrt_ru	
	nv_dsqrt_rz	
	nv_erf	
3.77.	nv_erfc	. 29
3.78.	nv_erfcf	. 30

3.79.	nv_erfcinv	30
-	nv_erfcinvf	
3.81.	nv_erfcx	31
3.82.	nv_erfcxf	31
3.83.	nv_erff	31
3.84.	nv_erfinv	32
3.85.	nv_erfinvf	32
3.86.	nv_exp	32
3.87.	nv_exp10	33
3.88.	nv_exp10f	33
3.89.	nv_exp2	33
3.90.	nv_exp2f	34
3.91.	nv_expf	34
3.92.	nv_expm1	34
3.93.	nv_expm1f	35
3.94.	nv_fabs	35
3.95.	nv_fabsf	35
3.96.	nv_fadd_rd	36
3.97.	nv_fadd_rn	36
3.98.	nv_fadd_ru	36
3.99.	nv_fadd_rz	37
3.100.	nv_fast_cosf	37
	nv_fast_exp10f	
	nv_fast_expf	
	nv_fast_fdividef	
3.104.	nv_fast_log10f	38
	nv_fast_log2f	
	nv_fast_logf	
3.107.	nv_fast_powf	39
3.108.	nv_fast_sincosf	40
3.109.	nv_fast_sinf	40
3.110.	nv_fast_tanf	40
3.111.	nv_fdim	41
3.112.	nv_fdimf	41
3.113.	nv_fdiv_rd	41
3.114.	nv_fdiv_rn	42
3.115.	nv_fdiv_ru	42
3.116.	nv_fdiv_rz	42
	nv_ffs	
3.118.	nv_ffsll	43
	nv_finitef	
3.120.	nv_float2half_rn	44
3.121.	_nv_float2int_rd	44

3.122	_nv_float2int_rn	44
3.123	_nv_float2int_ru	45
3.124	_nv_float2int_rz	45
3.125	_nv_float2ll_rd	45
3.126	_nv_float2ll_rn	46
3.127	_nv_float2ll_ru	46
3.128	_nv_float2ll_rz	46
3.129	_nv_float2uint_rd	47
3.130	_nv_float2uint_rn	47
3.131	_nv_float2uint_ru	47
3.132	_nv_float2uint_rz	48
3.133	_nv_float2ull_rd	48
3.134	_nv_float2ull_rn	48
3.135	_nv_float2ull_ru	49
3.136	_nv_float2ull_rz	49
3.137	_nv_float_as_int	49
3.138	_nv_floor	50
3.139	_nv_floorf	50
3.140	_nv_fma	50
3.141	_nv_fma_rd	51
3.142	_nv_fma_rn	51
3.143	_nv_fma_ru	51
3.144	_nv_fma_rz	52
3.145	_nv_fmaf	52
_	_nv_fmaf_rd	
3.147	_nv_fmaf_rn	53
	_nv_fmaf_ru	
3.149	_nv_fmaf_rz	53
3.150	_nv_fmax	54
	_nv_fmaxf	
3.152	_nv_fmin	54
3.153	_nv_fminf	55
	_nv_fmod	
_	_nv_fmodf	
	_nv_fmul_rd	
	_nv_fmul_rn	
_	_nv_fmul_ru	
	_nv_fmul_rz	
	_nv_frcp_rd	
	_nv_frcp_rn	
	_nv_frcp_ru	
3.163	_nv_frcp_rz	58
3.164	_nv_frexp	58

3.165	_nv_frexpf	59
3.166	_nv_frsqrt_rn	.59
3.167	_nv_fsqrt_rd	.59
3.168	_nv_fsqrt_rn	60
3.169	_nv_fsqrt_ru	60
3.170	_nv_fsqrt_rz	60
3.171	_nv_fsub_rd	61
3.172	_nv_fsub_rn	61
3.173	_nv_fsub_ru	61
3.174	_nv_fsub_rz	62
3.175	_nv_hadd	62
3.176	_nv_half2float	62
3.177	_nv_hiloint2double	63
3.178	_nv_hypot	63
3.179	_nv_hypotf	63
3.180	_nv_ilogb	64
3.181	_nv_ilogbf	64
3.182	_nv_int2double_rn	64
3.183	_nv_int2float_rd	65
3.184	_nv_int2float_rn	65
3.185	_nv_int2float_ru	65
3.186	_nv_int2float_rz	66
	_nv_int_as_float	
3.188	_nv_isfinited	66
3.189	_nv_isinfd	67
_	_nv_isinff	
3.191	_nv_isnand	.67
_	_nv_isnanf	
3.193	_nv_j0	68
3.194	_nv_j0f	68
3.195	_nv_j1	69
_	_nv_j1f	
3.197	_nv_jn	69
3.198	_nv_jnf	70
3.199	_nv_ldexp	.70
3.200	_nv_ldexpf	70
3.201	_nv_lgamma	71
3.202	_nv_lgammaf	71
	_nv_ll2double_rd	
	_nv_ll2double_rn	
	_nv_ll2double_ru	
3.206	_nv_ll2double_rz	72
3.207.	_nv_ll2float_rd	.73

3.208.	nv_ll2float_rn	73
3.209.	nv_ll2float_ru	73
3.210.	nv_ll2float_rz	74
3.211.	nv_llabs	74
3.212.	nv_llmax	74
3.213.	nv_llmin	75
3.214.	nv_llrint	75
3.215.	nv_llrintf	75
3.216.	nv_llround	76
3.217.	nv_llroundf	76
3.218.	nv_log	76
3.219.	nv_log10	77
3.220.	nv_log10f	77
3.221.	nv_log1p	77
3.222.	nv_log1pf	78
3.223.	nv_log2	78
3.224.	nv_log2f	78
3.225.	nv_logb	79
	nv_logbf	
	nv_logf	
3.228.	nv_longlong_as_double	.80
3.229.	nv_max	80
<b>3.230.</b> .	nv_min	80
3.231.	nv_modf	81
-	nv_modff	
-	nv_mul24	
3.234.	nv_mul64hi	82
-	nv_mulhi	
	nv_nan	
	nv_nanf	
	nv_nearbyint	
3.239.	nv_nearbyintf	83
	nv_nextafter	
3.241.	nv_nextafterf	84
	nv_normcdf	
	nv_normcdff	
-	nv_normcdfinv	
	nv_normcdfinvf	
<b>3.246.</b>	nv_popc	.86
	nv_popcll	
	nv_pow	
	nv_powf	
3.250.	nv_powi	87

3.251.	nv_powif	.87
3.252.	nv_rcbrt	88
3.253.	nv_rcbrtf	88
3.254.	nv_remainder	. 88
3.255.	nv_remainderf	. 89
3.256.	nv_remquo	89
3.257.	nv_remquof	89
	nv_rhadd	
3.259.	nv_rint	. 90
	nv_rintf	
	nv_round	
	nv_roundf	
	nv_rsqrt	
	nv_rsqrtf	
	nv_sad	
_	nv_saturatef	
_	nv_scalbn	
_	nv_scalbnf	
	nv_signbitd	
	nv_signbitf	
3.271.	nv_sin	. 94
3.272.	nv_sincos	94
3.273.	nv_sincosf	95
3.274.	nv_sincospi	. 95
3.275.	nv_sincospif	. 95
3.276.	nv_sinf	. 96
3.277.	nv_sinh	96
3.278.	nv_sinhf	96
3.279.	nv_sinpi	. 97
3.280.	nv_sinpif	. 97
3.281.	nv_sqrt	.97
3.282.	nv_sqrtf	.98
3.283.	nv_tan	98
3.284.	nv_tanf	98
3.285.	nv_tanh	. 99
3.286.	nv_tanhf	. 99
3.287.	nv_tgamma	.99
3.288.	nv_tgammaf	100
3.289.	nv_trunc	100
3.290.	nv_truncf	100
3.291.	nv_uhadd	101
3.292.	nv_uint2double_rn	101
3.293.	nv_uint2float_rd^	101

3.294nv_uint2float_rn	102
3.295nv_uint2float_ru	102
3.296nv_uint2float_rz	102
3.297nv_ull2double_rd	103
3.298nv_ull2double_rn	103
3.299nv_ull2double_ru	103
3.300nv_ull2double_rz	104
3.301nv_ull2float_rd	104
3.302nv_ull2float_rn	104
3.303nv_ull2float_ru	105
3.304nv_ull2float_rz	105
3.305nv_ullmax	105
3.306nv_ullmin	106
3.307nv_umax	106
3.308nv_umin	106
3.309nv_umul24	107
3.310nv_umul64hi	107
3.311nv_umulhi	107
3.312nv_urhadd	108
3.313nv_usad	108
3.314nv_y0	108
3.315nv_y0f	109
3.316nv_y1	109
3.317nv_y1f	109
3.318nv_yn	110
3.319nv_ynf	110

### LIST OF TABLES

Table 1	Supported	Reflection	Parameters	.2
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# Chapter 1. INTRODUCTION

### 1.1. What Is libdevice?

The libdevice library is a collection of NVVM bitcode functions that implement common functions for NVIDIA GPU devices, including math primitives and bit-manipulation functions. These functions are optimized for particular GPU architectures, and are intended to be linked with an NVVM IR module during compilation to PTX.

This guide documents both the functions available in libdevice and the basic usage of the library from a compiler writer's perspective.

# Chapter 2. BASIC USAGE

### 2.1. Linking with libdevice

The libdevice library ships as an LLVM bitcode library and is meant to be linked with the target module early in the compilation process. The standard process for linking with libdevice is to first link it with the target module, then run the standard LLVM optimization and code generation passes. This allows the optimizers to inline and perform analyses on the used library functions, and eliminate any used functions as dead code.

Users of libnvvm can link with libdevice by adding the appropriate libdevice module to the nvvmProgram object being compiled. In addition, the following options for nvvmCompileProgram affect the behavior of libdevice functions:

Table 1 Supported Reflection Parameters

Parameter	Values	Description
-ftz	(default)	preserve denormal values, when performing single-precision floating-point operations
102	1	flush denormal values to zero, when performing single-precision floating-point operations
-progedity	0	use a faster approximation for single- precision floating-point division and reciprocals
-prec-div	1 (default)	use IEEE round-to-nearest mode for single- precision floating-point division and reciprocals
-prog-agrt	0	use IEEE round-to-nearest mode for single- precision floating-point square root
-prec-sqrt	1 (default)	use a faster approximation for single-precision floating-point square root

The following pseudo-code shows an example of linking an NVVM IR module with the libdevice library using librovm:

It is the responsibility of the client program to locate and read the libdevice library binary (represented by the loadFile function in the example).

# Chapter 3. **FUNCTION REFERENCE**

This chapter describes all functions available in libdevice.

# 3.1. \_\_nv\_abs

#### **Prototype:**

```
i32 @__nv_abs(i32 %)
```

#### **Description**:

#### Library Availability:

Compute 2.0: Yes

Compute 3.0: Yes

Compute 3.5: Yes

# 3.2. \_\_nv\_acos

#### **Prototype:**

```
double @__nv_acos(double %)
```

#### **Description**:

#### Library Availability:

Compute 2.0: Yes

Compute 3.0: Yes

# 3.3. \_\_nv\_acosf

#### Prototype:

```
float @__nv_acosf(float %)
```

#### **Description**:

#### Library Availability:

Compute 2.0: Yes

Compute 3.0: Yes

Compute 3.5: Yes

### 3.4. \_\_nv\_acosh

#### **Prototype:**

```
double @__nv_acosh(double %)
```

#### **Description**:

#### Library Availability:

Compute 2.0: Yes

Compute 3.0: Yes

Compute 3.5: Yes

# 3.5. \_\_nv\_acoshf

#### **Prototype:**

```
float @__nv_acoshf(float %)
```

#### **Description**:

#### Library Availability:

Compute 2.0: Yes

Compute 3.0: Yes

# 3.6. \_\_nv\_asin

#### Prototype:

```
double @__nv_asin(double %)
```

#### **Description**:

#### Library Availability:

Compute 2.0: Yes

Compute 3.0: Yes

Compute 3.5: Yes

# 3.7. \_\_nv\_asinf

#### **Prototype:**

```
float @__nv_asinf(float %)
```

#### **Description**:

#### Library Availability:

Compute 2.0: Yes

Compute 3.0: Yes

Compute 3.5: Yes

# 3.8. \_\_nv\_asinh

#### **Prototype:**

```
double @__nv_asinh(double %)
```

#### **Description**:

#### Library Availability:

Compute 2.0: Yes

Compute 3.0: Yes

# 3.9. \_\_nv\_asinhf

#### **Prototype**:

```
float @__nv_asinhf(float %)
```

#### **Description**:

#### Library Availability:

Compute 2.0: Yes

Compute 3.0: Yes

Compute 3.5: Yes

# 3.10. \_\_nv\_atan

#### **Prototype:**

```
double @__nv_atan(double %)
```

#### **Description**:

#### Library Availability:

Compute 2.0: Yes

Compute 3.0: Yes

Compute 3.5: Yes

### 3.11. \_\_nv\_atan2

#### **Prototype:**

```
double @__nv_atan2(double %, double %)
```

#### **Description**:

#### Library Availability:

Compute 2.0: Yes

Compute 3.0: Yes

### 3.12. \_\_nv\_atan2f

#### **Prototype:**

```
float @__nv_atan2f(float %, float %)
```

#### **Description**:

#### Library Availability:

Compute 2.0: Yes

Compute 3.0: Yes

Compute 3.5: Yes

# 3.13. \_\_nv\_atanf

#### **Prototype:**

```
float @__nv_atanf(float %)
```

#### **Description**:

#### Library Availability:

Compute 2.0: Yes

Compute 3.0: Yes

Compute 3.5: Yes

# 3.14. \_\_nv\_atanh

#### **Prototype:**

```
double @__nv_atanh(double %)
```

#### **Description**:

#### Library Availability:

Compute 2.0: Yes

Compute 3.0: Yes

# 3.15. \_\_nv\_atanhf

#### **Prototype:**

```
float @__nv_atanhf(float %)
```

#### **Description**:

#### Library Availability:

Compute 2.0: Yes

Compute 3.0: Yes

Compute 3.5: Yes

# 3.16. \_\_nv\_brev

#### **Prototype:**

```
i32 @__nv_brev(i32 %)
```

#### **Description**:

#### Library Availability:

Compute 2.0: Yes

Compute 3.0: Yes

Compute 3.5: Yes

# 3.17. \_\_nv\_brevll

#### **Prototype:**

```
i64 @__nv_brevll(i64 %)
```

#### **Description**:

#### Library Availability:

Compute 2.0: Yes

Compute 3.0: Yes

### 3.18. \_\_nv\_byte\_perm

#### **Prototype:**

```
i32 @__nv_byte_perm(i32 %, i32 %, i32 %)
```

#### **Description**:

#### Library Availability:

Compute 2.0: Yes

Compute 3.0: Yes

Compute 3.5: Yes

### 3.19. \_\_nv\_cbrt

#### **Prototype:**

```
double @__nv_cbrt(double %)
```

#### **Description**:

#### Library Availability:

Compute 2.0: Yes

Compute 3.0: Yes

Compute 3.5: Yes

# 3.20. \_\_nv\_cbrtf

#### **Prototype:**

```
float @__nv_cbrtf(float %)
```

#### **Description**:

#### Library Availability:

Compute 2.0: Yes

Compute 3.0: Yes

# 3.21. \_\_nv\_ceil

#### **Prototype:**

```
double @__nv_ceil(double %)
```

#### **Description**:

#### Library Availability:

Compute 2.0: Yes

Compute 3.0: Yes

Compute 3.5: Yes

### 3.22. \_\_nv\_ceilf

#### **Prototype:**

```
float @__nv_ceilf(float %)
```

#### **Description**:

#### Library Availability:

Compute 2.0: Yes

Compute 3.0: Yes

Compute 3.5: Yes

### 3.23. \_\_nv\_clz

#### **Prototype:**

```
i32 @__nv_clz(i32 %)
```

#### **Description**:

#### Library Availability:

Compute 2.0: Yes

Compute 3.0: Yes

### 3.24. \_\_nv\_clzll

#### **Prototype:**

```
i32 @__nv_clzll(i64 %)
```

#### **Description**:

#### Library Availability:

Compute 2.0: Yes

Compute 3.0: Yes

Compute 3.5: Yes

# 3.25. \_\_nv\_copysign

#### **Prototype:**

```
double @__nv_copysign(double %, double %)
```

#### **Description**:

#### Library Availability:

Compute 2.0: Yes

Compute 3.0: Yes

Compute 3.5: Yes

# 3.26. \_\_nv\_copysignf

#### **Prototype:**

```
float @__nv_copysignf(float %, float %)
```

#### **Description**:

#### Library Availability:

Compute 2.0: Yes

Compute 3.0: Yes

### 3.27. \_\_nv\_cos

#### **Prototype:**

```
double @__nv_cos(double %)
```

#### **Description**:

#### Library Availability:

Compute 2.0: Yes

Compute 3.0: Yes

Compute 3.5: Yes

# 3.28. \_\_nv\_cosf

#### **Prototype:**

```
float @__nv_cosf(float %)
```

#### **Description**:

#### Library Availability:

Compute 2.0: Yes

Compute 3.0: Yes

Compute 3.5: Yes

### 3.29. \_\_nv\_cosh

#### **Prototype:**

```
double @__nv_cosh(double %)
```

#### **Description**:

#### Library Availability:

Compute 2.0: Yes

Compute 3.0: Yes

### 3.30. \_\_nv\_coshf

#### **Prototype:**

```
float @__nv_coshf(float %)
```

#### **Description**:

#### Library Availability:

Compute 2.0: Yes

Compute 3.0: Yes

Compute 3.5: Yes

# 3.31. \_\_nv\_cospi

#### **Prototype:**

```
double @__nv_cospi(double %)
```

#### **Description**:

#### Library Availability:

Compute 2.0: Yes

Compute 3.0: Yes

Compute 3.5: Yes

# 3.32. \_\_nv\_cospif

#### **Prototype:**

```
float @__nv_cospif(float %)
```

#### **Description**:

#### Library Availability:

Compute 2.0: Yes

Compute 3.0: Yes

# 3.33. \_\_nv\_dadd\_rd

#### **Prototype:**

```
double @__nv_dadd_rd(double %, double %)
```

#### **Description**:

#### Library Availability:

Compute 2.0: Yes

Compute 3.0: Yes

Compute 3.5: Yes

### 3.34. \_\_nv\_dadd\_rn

#### **Prototype:**

```
double @__nv_dadd_rn(double %, double %)
```

#### **Description**:

#### Library Availability:

Compute 2.0: Yes

Compute 3.0: Yes

Compute 3.5: Yes

### 3.35. \_\_nv\_dadd\_ru

#### **Prototype:**

```
double @__nv_dadd_ru(double %, double %)
```

#### **Description**:

#### Library Availability:

Compute 2.0: Yes

Compute 3.0: Yes

### 3.36. \_\_nv\_dadd\_rz

#### **Prototype:**

```
double @__nv_dadd_rz(double %, double %)
```

#### **Description**:

#### Library Availability:

Compute 2.0: Yes

Compute 3.0: Yes

Compute 3.5: Yes

# 3.37. \_\_nv\_ddiv\_rd

#### **Prototype:**

```
double @__nv_ddiv_rd(double %, double %)
```

#### **Description**:

#### Library Availability:

Compute 2.0: Yes

Compute 3.0: Yes

Compute 3.5: Yes

# 3.38. \_\_nv\_ddiv\_rn

#### **Prototype:**

```
double @__nv_ddiv_rn(double %, double %)
```

#### **Description**:

#### Library Availability:

Compute 2.0: Yes

Compute 3.0: Yes

# 3.39. \_\_nv\_ddiv\_ru

#### **Prototype:**

```
double @__nv_ddiv_ru(double %, double %)
```

#### **Description**:

#### Library Availability:

Compute 2.0: Yes

Compute 3.0: Yes

Compute 3.5: Yes

# 3.40. \_\_nv\_ddiv\_rz

#### **Prototype:**

```
double @__nv_ddiv_rz(double %, double %)
```

#### **Description**:

#### Library Availability:

Compute 2.0: Yes

Compute 3.0: Yes

Compute 3.5: Yes

# 3.41. \_\_nv\_dmul\_rd

#### **Prototype:**

```
double @__nv_dmul_rd(double %, double %)
```

#### **Description**:

#### Library Availability:

Compute 2.0: Yes

Compute 3.0: Yes

# 3.42. \_\_nv\_dmul\_rn

#### **Prototype:**

```
double @ nv dmul rn(double %, double %)
```

#### **Description**:

#### Library Availability:

Compute 2.0: Yes

Compute 3.0: Yes

Compute 3.5: Yes

# 3.43. \_\_nv\_dmul\_ru

#### **Prototype:**

```
double @__nv_dmul_ru(double %, double %)
```

#### **Description**:

#### Library Availability:

Compute 2.0: Yes

Compute 3.0: Yes

Compute 3.5: Yes

# 3.44. \_\_nv\_dmul\_rz

#### **Prototype:**

```
double @__nv_dmul_rz(double %, double %)
```

#### **Description**:

#### Library Availability:

Compute 2.0: Yes

Compute 3.0: Yes

### 3.45. \_\_nv\_double2float\_rd

#### **Prototype:**

```
float @__nv_double2float_rd(double %)
```

#### **Description**:

#### Library Availability:

Compute 2.0: Yes

Compute 3.0: Yes

Compute 3.5: Yes

# 3.46. \_\_nv\_double2float\_rn

#### **Prototype:**

```
float @__nv_double2float_rn(double %)
```

#### **Description**:

#### Library Availability:

Compute 2.0: Yes

Compute 3.0: Yes

Compute 3.5: Yes

# 3.47. \_\_nv\_double2float\_ru

#### **Prototype:**

```
float @__nv_double2float_ru(double %)
```

#### **Description**:

#### Library Availability:

Compute 2.0: Yes

Compute 3.0: Yes

### 3.48. \_\_nv\_double2float\_rz

#### **Prototype:**

```
float @__nv_double2float_rz(double %)
```

#### **Description**:

#### Library Availability:

Compute 2.0: Yes

Compute 3.0: Yes

Compute 3.5: Yes

# 3.49. \_\_nv\_double2hiint

#### **Prototype:**

```
i32 @__nv_double2hiint(double %)
```

#### **Description**:

#### Library Availability:

Compute 2.0: Yes

Compute 3.0: Yes

Compute 3.5: Yes

# 3.50. \_\_nv\_double2int\_rd

#### **Prototype:**

```
i32 @__nv_double2int_rd(double %)
```

#### **Description**:

#### Library Availability:

Compute 2.0: Yes

Compute 3.0: Yes

### 3.51. \_\_nv\_double2int\_rn

#### **Prototype:**

```
i32 @__nv_double2int_rn(double %)
```

#### **Description:**

#### Library Availability:

Compute 2.0: Yes

Compute 3.0: Yes

Compute 3.5: Yes

# 3.52. \_\_nv\_double2int\_ru

#### **Prototype:**

```
i32 @__nv_double2int_ru(double %)
```

#### **Description**:

#### Library Availability:

Compute 2.0: Yes

Compute 3.0: Yes

Compute 3.5: Yes

# 3.53. \_\_nv\_double2int\_rz

#### **Prototype:**

```
i32 @__nv_double2int_rz(double %)
```

#### **Description**:

#### Library Availability:

Compute 2.0: Yes

Compute 3.0: Yes

# 3.54. \_\_nv\_double2ll\_rd

#### **Prototype:**

```
i64 @__nv_double211_rd(double %)
```

#### **Description**:

#### Library Availability:

Compute 2.0: Yes

Compute 3.0: Yes

Compute 3.5: Yes

### 3.55. \_\_nv\_double2ll\_rn

#### **Prototype:**

```
i64 @__nv_double2ll_rn(double %)
```

#### **Description**:

#### Library Availability:

Compute 2.0: Yes

Compute 3.0: Yes

Compute 3.5: Yes

# 3.56. \_\_nv\_double2ll\_ru

#### **Prototype:**

```
i64 @__nv_double2ll_ru(double %)
```

#### **Description**:

#### Library Availability:

Compute 2.0: Yes

Compute 3.0: Yes

# 3.57. \_\_nv\_double2ll\_rz

#### **Prototype:**

```
i64 @__nv_double2ll_rz(double %)
```

#### **Description**:

#### Library Availability:

Compute 2.0: Yes

Compute 3.0: Yes

Compute 3.5: Yes

### 3.58. \_\_nv\_double2loint

#### **Prototype:**

```
i32 @__nv_double2loint(double %)
```

#### **Description**:

#### Library Availability:

Compute 2.0: Yes

Compute 3.0: Yes

Compute 3.5: Yes

# 3.59. \_\_nv\_double2uint\_rd

#### **Prototype:**

```
i32 @__nv_double2uint_rd(double %)
```

#### **Description**:

#### Library Availability:

Compute 2.0: Yes

Compute 3.0: Yes

### 3.60. \_\_nv\_double2uint\_rn

#### **Prototype:**

```
i32 @__nv_double2uint_rn(double %)
```

#### **Description**:

#### Library Availability:

Compute 2.0: Yes

Compute 3.0: Yes

Compute 3.5: Yes

### 3.61. \_\_nv\_double2uint\_ru

#### **Prototype:**

```
i32 @__nv_double2uint_ru(double %)
```

#### **Description**:

#### Library Availability:

Compute 2.0: Yes

Compute 3.0: Yes

Compute 3.5: Yes

# 3.62. \_\_nv\_double2uint\_rz

#### **Prototype:**

```
i32 @__nv_double2uint_rz(double %)
```

#### **Description**:

#### Library Availability:

Compute 2.0: Yes

Compute 3.0: Yes

# 3.63. \_\_nv\_double2ull\_rd

#### **Prototype:**

```
i64 @__nv_double2ull_rd(double %)
```

#### **Description**:

#### Library Availability:

Compute 2.0: Yes

Compute 3.0: Yes

Compute 3.5: Yes

### 3.64. \_\_nv\_double2ull\_rn

#### **Prototype:**

```
i64 @__nv_double2ull_rn(double %)
```

#### **Description**:

#### Library Availability:

Compute 2.0: Yes

Compute 3.0: Yes

Compute 3.5: Yes

# 3.65. \_\_nv\_double2ull\_ru

#### **Prototype:**

```
i64 @__nv_double2ull_ru(double %)
```

#### **Description**:

#### Library Availability:

Compute 2.0: Yes

Compute 3.0: Yes

### 3.66. \_\_nv\_double2ull\_rz

#### **Prototype:**

```
i64 @__nv_double2ull_rz(double %)
```

#### **Description**:

#### Library Availability:

Compute 2.0: Yes

Compute 3.0: Yes

Compute 3.5: Yes

# 3.67. \_\_nv\_double\_as\_longlong

#### **Prototype:**

```
i64 @__nv_double_as_longlong(double %)
```

#### **Description**:

#### Library Availability:

Compute 2.0: Yes

Compute 3.0: Yes

Compute 3.5: Yes

# 3.68. \_\_nv\_drcp\_rd

#### **Prototype:**

```
double @__nv_drcp_rd(double %)
```

#### **Description**:

#### Library Availability:

Compute 2.0: Yes

Compute 3.0: Yes

# 3.69. \_\_nv\_drcp\_rn

### Prototype:

```
double @__nv_drcp_rn(double %)
```

#### **Description**:

#### Library Availability:

Compute 2.0: Yes

Compute 3.0: Yes

Compute 3.5: Yes

## 3.70. \_\_nv\_drcp\_ru

#### **Prototype:**

```
double @__nv_drcp_ru(double %)
```

#### **Description**:

#### Library Availability:

Compute 2.0: Yes

Compute 3.0: Yes

Compute 3.5: Yes

# 3.71. \_\_nv\_drcp\_rz

#### **Prototype:**

```
double @__nv_drcp_rz(double %)
```

#### **Description**:

#### Library Availability:

Compute 2.0: Yes

Compute 3.0: Yes

# 3.72. \_\_nv\_dsqrt\_rd

### Prototype:

```
double @__nv_dsqrt_rd(double %)
```

#### **Description**:

### Library Availability:

Compute 2.0: Yes

Compute 3.0: Yes

Compute 3.5: Yes

# 3.73. \_\_nv\_dsqrt\_rn

#### **Prototype:**

```
double @__nv_dsqrt_rn(double %)
```

#### **Description**:

#### Library Availability:

Compute 2.0: Yes

Compute 3.0: Yes

Compute 3.5: Yes

# 3.74. \_\_nv\_dsqrt\_ru

#### **Prototype:**

```
double @__nv_dsqrt_ru(double %)
```

#### **Description**:

#### Library Availability:

Compute 2.0: Yes

Compute 3.0: Yes

# 3.75. \_\_nv\_dsqrt\_rz

### **Prototype**:

```
double @__nv_dsqrt_rz(double %)
```

#### **Description**:

#### Library Availability:

Compute 2.0: Yes

Compute 3.0: Yes

Compute 3.5: Yes

### 3.76. \_\_nv\_erf

#### **Prototype:**

```
double @__nv_erf(double %)
```

#### **Description**:

#### Library Availability:

Compute 2.0: Yes

Compute 3.0: Yes

Compute 3.5: Yes

## 3.77. \_\_nv\_erfc

#### **Prototype:**

```
double @__nv_erfc(double %)
```

#### **Description**:

#### Library Availability:

Compute 2.0: Yes

Compute 3.0: Yes

### 3.78. \_\_nv\_erfcf

### Prototype:

```
float @__nv_erfcf(float %)
```

#### **Description**:

#### Library Availability:

Compute 2.0: Yes

Compute 3.0: Yes

Compute 3.5: Yes

### 3.79. \_\_nv\_erfcinv

#### **Prototype:**

```
double @__nv_erfcinv(double %)
```

#### **Description**:

#### Library Availability:

Compute 2.0: Yes

Compute 3.0: Yes

Compute 3.5: Yes

# 3.80. \_\_nv\_erfcinvf

#### **Prototype:**

```
float @__nv_erfcinvf(float %)
```

#### **Description**:

#### Library Availability:

Compute 2.0: Yes

Compute 3.0: Yes

## 3.81. \_\_nv\_erfcx

### **Prototype**:

```
double @__nv_erfcx(double %)
```

#### **Description**:

#### Library Availability:

Compute 2.0: Yes

Compute 3.0: Yes

Compute 3.5: Yes

### 3.82. \_\_nv\_erfcxf

#### **Prototype:**

```
float @__nv_erfcxf(float %)
```

#### **Description**:

#### Library Availability:

Compute 2.0: Yes

Compute 3.0: Yes

Compute 3.5: Yes

### 3.83. \_\_nv\_erff

#### **Prototype:**

```
float @__nv_erff(float %)
```

#### **Description**:

#### Library Availability:

Compute 2.0: Yes

Compute 3.0: Yes

### 3.84. \_\_nv\_erfinv

### Prototype:

```
double @__nv_erfinv(double %)
```

#### **Description**:

#### Library Availability:

Compute 2.0: Yes

Compute 3.0: Yes

Compute 3.5: Yes

## 3.85. \_\_nv\_erfinvf

#### **Prototype:**

```
float @__nv_erfinvf(float %)
```

### **Description**:

#### Library Availability:

Compute 2.0: Yes

Compute 3.0: Yes

Compute 3.5: Yes

### 3.86. \_\_nv\_exp

#### **Prototype:**

```
double @__nv_exp(double %)
```

#### **Description**:

#### Library Availability:

Compute 2.0: Yes

Compute 3.0: Yes

# 3.87. \_\_nv\_exp10

### **Prototype**:

```
double @__nv_exp10(double %)
```

#### **Description**:

#### Library Availability:

Compute 2.0: Yes

Compute 3.0: Yes

Compute 3.5: Yes

## 3.88. \_\_nv\_exp10f

#### **Prototype:**

```
float @__nv_exp10f(float %)
```

#### **Description**:

#### Library Availability:

Compute 2.0: Yes

Compute 3.0: Yes

Compute 3.5: Yes

# 3.89. \_\_nv\_exp2

#### **Prototype:**

```
double @__nv_exp2(double %)
```

#### **Description**:

#### Library Availability:

Compute 2.0: Yes

Compute 3.0: Yes

# 3.90. \_\_nv\_exp2f

### Prototype:

```
float @__nv_exp2f(float %)
```

#### **Description**:

#### Library Availability:

Compute 2.0: Yes

Compute 3.0: Yes

Compute 3.5: Yes

## 3.91. \_\_nv\_expf

#### **Prototype:**

```
float @__nv_expf(float %)
```

### **Description**:

#### Library Availability:

Compute 2.0: Yes

Compute 3.0: Yes

Compute 3.5: Yes

## 3.92. \_\_nv\_expm1

#### **Prototype:**

```
double @__nv_expm1(double %)
```

#### **Description**:

#### Library Availability:

Compute 2.0: Yes

Compute 3.0: Yes

## 3.93. \_\_nv\_expm1f

### Prototype:

```
float @__nv_expm1f(float %)
```

#### **Description**:

#### Library Availability:

Compute 2.0: Yes

Compute 3.0: Yes

Compute 3.5: Yes

### 3.94. \_\_nv\_fabs

#### **Prototype:**

```
double @__nv_fabs(double %)
```

### **Description**:

#### Library Availability:

Compute 2.0: Yes

Compute 3.0: Yes

Compute 3.5: Yes

### 3.95. \_\_nv\_fabsf

#### **Prototype:**

```
float @__nv_fabsf(float %)
```

#### **Description**:

#### Library Availability:

Compute 2.0: Yes

Compute 3.0: Yes

## 3.96. \_\_nv\_fadd\_rd

#### **Prototype**:

```
float @__nv_fadd_rd(float %, float %)
```

#### **Description**:

### Library Availability:

Compute 2.0: Yes

Compute 3.0: Yes

Compute 3.5: Yes

# 3.97. \_\_nv\_fadd\_rn

#### **Prototype:**

```
float @__nv_fadd_rn(float %, float %)
```

#### **Description**:

#### Library Availability:

Compute 2.0: Yes

Compute 3.0: Yes

Compute 3.5: Yes

# 3.98. \_\_nv\_fadd\_ru

#### **Prototype:**

```
float @__nv_fadd_ru(float %, float %)
```

#### **Description**:

#### Library Availability:

Compute 2.0: Yes

Compute 3.0: Yes

## 3.99. \_\_nv\_fadd\_rz

#### **Prototype**:

```
float @__nv_fadd_rz(float %, float %)
```

#### **Description**:

#### Library Availability:

Compute 2.0: Yes

Compute 3.0: Yes

Compute 3.5: Yes

### 3.100. \_\_nv\_fast\_cosf

#### **Prototype:**

```
float @__nv_fast_cosf(float %)
```

#### **Description**:

#### Library Availability:

Compute 2.0: Yes

Compute 3.0: Yes

Compute 3.5: Yes

# 3.101. \_\_nv\_fast\_exp10f

#### **Prototype:**

```
float @__nv_fast_exp10f(float %)
```

#### **Description**:

#### Library Availability:

Compute 2.0: Yes

Compute 3.0: Yes

### 3.102. \_\_nv\_fast\_expf

#### **Prototype:**

```
float @__nv_fast_expf(float %)
```

#### **Description**:

#### Library Availability:

Compute 2.0: Yes

Compute 3.0: Yes

Compute 3.5: Yes

### 3.103. \_\_nv\_fast\_fdividef

#### **Prototype:**

```
float @__nv_fast_fdividef(float %, float %)
```

#### **Description**:

#### Library Availability:

Compute 2.0: Yes

Compute 3.0: Yes

Compute 3.5: Yes

### 3.104. \_\_nv\_fast\_log10f

#### **Prototype:**

```
float @__nv_fast_log10f(float %)
```

#### **Description**:

#### Library Availability:

Compute 2.0: Yes

Compute 3.0: Yes

### 3.105. \_\_nv\_fast\_log2f

#### **Prototype:**

```
float @__nv_fast_log2f(float %)
```

#### **Description**:

#### Library Availability:

Compute 2.0: Yes

Compute 3.0: Yes

Compute 3.5: Yes

### 3.106. \_\_nv\_fast\_logf

#### **Prototype:**

```
float @__nv_fast_logf(float %)
```

#### **Description**:

#### Library Availability:

Compute 2.0: Yes

Compute 3.0: Yes

Compute 3.5: Yes

# 3.107. \_\_nv\_fast\_powf

#### **Prototype:**

```
float @__nv_fast_powf(float %, float %)
```

#### **Description**:

#### Library Availability:

Compute 2.0: Yes

Compute 3.0: Yes

## 3.108. \_\_nv\_fast\_sincosf

#### **Prototype:**

```
void @__nv_fast_sincosf(float %, float* %, float* %)
```

#### **Description**:

#### Library Availability:

Compute 2.0: Yes

Compute 3.0: Yes

Compute 3.5: Yes

### 3.109. \_\_nv\_fast\_sinf

#### **Prototype:**

```
float @__nv_fast_sinf(float %)
```

#### **Description**:

#### Library Availability:

Compute 2.0: Yes

Compute 3.0: Yes

Compute 3.5: Yes

# 3.110. \_\_nv\_fast\_tanf

#### **Prototype:**

```
float @__nv_fast_tanf(float %)
```

#### **Description**:

#### Library Availability:

Compute 2.0: Yes

Compute 3.0: Yes

## 3.111. \_\_nv\_fdim

### Prototype:

```
double @__nv_fdim(double %, double %)
```

#### **Description**:

### Library Availability:

Compute 2.0: Yes

Compute 3.0: Yes

Compute 3.5: Yes

### 3.112. \_\_nv\_fdimf

#### **Prototype:**

```
float @__nv_fdimf(float %, float %)
```

#### **Description**:

#### Library Availability:

Compute 2.0: Yes

Compute 3.0: Yes

Compute 3.5: Yes

# 3.113. \_\_nv\_fdiv\_rd

#### **Prototype:**

```
float @__nv_fdiv_rd(float %, float %)
```

#### **Description**:

#### Library Availability:

Compute 2.0: Yes

Compute 3.0: Yes

## 3.114. \_\_nv\_fdiv\_rn

#### **Prototype:**

```
float @__nv_fdiv_rn(float %, float %)
```

#### **Description**:

#### Library Availability:

Compute 2.0: Yes

Compute 3.0: Yes

Compute 3.5: Yes

### 3.115. \_\_nv\_fdiv\_ru

#### **Prototype:**

```
float @__nv_fdiv_ru(float %, float %)
```

#### **Description**:

#### Library Availability:

Compute 2.0: Yes

Compute 3.0: Yes

Compute 3.5: Yes

## 3.116. \_\_nv\_fdiv\_rz

#### **Prototype:**

```
float @__nv_fdiv_rz(float %, float %)
```

#### **Description**:

#### Library Availability:

Compute 2.0: Yes

Compute 3.0: Yes

## 3.117. \_\_nv\_ffs

### **Prototype:**

```
i32 @__nv_ffs(i32 %)
```

#### **Description**:

#### Library Availability:

Compute 2.0: Yes

Compute 3.0: Yes

Compute 3.5: Yes

## 3.118. \_\_nv\_ffsll

#### **Prototype:**

```
i32 @__nv_ffsll(i64 %)
```

#### **Description**:

#### Library Availability:

Compute 2.0: Yes

Compute 3.0: Yes

Compute 3.5: Yes

# 3.119. \_\_nv\_finitef

#### **Prototype:**

```
i32 @__nv_finitef(float %)
```

#### **Description**:

#### Library Availability:

Compute 2.0: Yes

Compute 3.0: Yes

## 3.120. \_\_nv\_float2half\_rn

### **Prototype:**

```
i16 @__nv_float2half_rn(float %)
```

#### **Description**:

#### Library Availability:

Compute 2.0: Yes

Compute 3.0: Yes

Compute 3.5: Yes

### 3.121. \_\_nv\_float2int\_rd

#### **Prototype:**

```
i32 @__nv_float2int_rd(float %)
```

#### **Description**:

#### Library Availability:

Compute 2.0: Yes

Compute 3.0: Yes

Compute 3.5: Yes

### 3.122. \_\_nv\_float2int\_rn

#### **Prototype:**

```
i32 @__nv_float2int_rn(float %)
```

#### **Description**:

#### Library Availability:

Compute 2.0: Yes

Compute 3.0: Yes

### 3.123. \_\_nv\_float2int\_ru

#### **Prototype:**

```
i32 @__nv_float2int_ru(float %)
```

#### **Description**:

#### Library Availability:

Compute 2.0: Yes

Compute 3.0: Yes

Compute 3.5: Yes

### 3.124. \_\_nv\_float2int\_rz

#### **Prototype:**

```
i32 @__nv_float2int_rz(float %)
```

#### **Description**:

#### Library Availability:

Compute 2.0: Yes

Compute 3.0: Yes

Compute 3.5: Yes

### 3.125. \_\_nv\_float2ll\_rd

#### **Prototype:**

```
i64 @__nv_float2ll_rd(float %)
```

#### **Description**:

#### Library Availability:

Compute 2.0: Yes

Compute 3.0: Yes

## 3.126. \_\_nv\_float2ll\_rn

#### **Prototype:**

```
i64 @__nv_float2ll_rn(float %)
```

#### **Description**:

#### Library Availability:

Compute 2.0: Yes

Compute 3.0: Yes

Compute 3.5: Yes

# 3.127. \_\_nv\_float2ll\_ru

#### **Prototype:**

```
i64 @__nv_float211_ru(float %)
```

#### **Description**:

#### Library Availability:

Compute 2.0: Yes

Compute 3.0: Yes

Compute 3.5: Yes

### 3.128. \_\_nv\_float2ll\_rz

#### **Prototype:**

```
i64 @__nv_float2ll_rz(float %)
```

#### **Description**:

#### Library Availability:

Compute 2.0: Yes

Compute 3.0: Yes

### 3.129. \_\_nv\_float2uint\_rd

#### **Prototype:**

```
i32 @__nv_float2uint_rd(float %)
```

#### **Description**:

#### Library Availability:

Compute 2.0: Yes

Compute 3.0: Yes

Compute 3.5: Yes

# 3.130. \_\_nv\_float2uint\_rn

#### **Prototype:**

```
i32 @__nv_float2uint_rn(float %)
```

#### **Description**:

#### Library Availability:

Compute 2.0: Yes

Compute 3.0: Yes

Compute 3.5: Yes

### 3.131. \_\_nv\_float2uint\_ru

#### **Prototype:**

```
i32 @__nv_float2uint_ru(float %)
```

#### **Description**:

#### Library Availability:

Compute 2.0: Yes

Compute 3.0: Yes

# 3.132. \_\_nv\_float2uint\_rz

#### **Prototype:**

```
i32 @__nv_float2uint_rz(float %)
```

#### **Description**:

#### Library Availability:

Compute 2.0: Yes

Compute 3.0: Yes

Compute 3.5: Yes

### 3.133. \_\_nv\_float2ull\_rd

#### **Prototype:**

```
i64 @__nv_float2ull_rd(float %)
```

#### **Description**:

#### Library Availability:

Compute 2.0: Yes

Compute 3.0: Yes

Compute 3.5: Yes

### 3.134. \_\_nv\_float2ull\_rn

#### **Prototype:**

```
i64 @__nv_float2ull_rn(float %)
```

#### **Description**:

#### Library Availability:

Compute 2.0: Yes

Compute 3.0: Yes

## 3.135. \_\_nv\_float2ull\_ru

#### **Prototype:**

```
i64 @__nv_float2ull_ru(float %)
```

#### **Description**:

#### Library Availability:

Compute 2.0: Yes

Compute 3.0: Yes

Compute 3.5: Yes

### 3.136. \_\_nv\_float2ull\_rz

#### **Prototype:**

```
i64 @__nv_float2ull_rz(float %)
```

#### **Description**:

#### Library Availability:

Compute 2.0: Yes

Compute 3.0: Yes

Compute 3.5: Yes

# 3.137. \_\_nv\_float\_as\_int

#### **Prototype:**

```
i32 @__nv_float_as_int(float %)
```

#### **Description**:

#### Library Availability:

Compute 2.0: Yes

Compute 3.0: Yes

## 3.138. \_\_nv\_floor

### Prototype:

```
double @__nv_floor(double %)
```

#### **Description**:

### Library Availability:

Compute 2.0: Yes

Compute 3.0: Yes

Compute 3.5: Yes

## 3.139. \_\_nv\_floorf

#### **Prototype:**

```
float @__nv_floorf(float %)
```

#### **Description**:

#### Library Availability:

Compute 2.0: Yes

Compute 3.0: Yes

Compute 3.5: Yes

## 3.140. \_\_nv\_fma

#### **Prototype:**

```
double @__nv_fma(double %, double %)
```

#### **Description**:

#### Library Availability:

Compute 2.0: Yes

Compute 3.0: Yes

# 3.141. \_\_nv\_fma\_rd

#### **Prototype:**

```
double @__nv_fma_rd(double %, double %, double %)
```

#### **Description**:

#### Library Availability:

Compute 2.0: Yes

Compute 3.0: Yes

Compute 3.5: Yes

# 3.142. \_\_nv\_fma\_rn

#### **Prototype:**

```
double @__nv_fma_rn(double %, double %)
```

#### **Description**:

#### Library Availability:

Compute 2.0: Yes

Compute 3.0: Yes

Compute 3.5: Yes

# 3.143. \_\_nv\_fma\_ru

#### **Prototype:**

```
double @__nv_fma_ru(double %, double %, double %)
```

#### **Description**:

#### Library Availability:

Compute 2.0: Yes

Compute 3.0: Yes

### 3.144. \_\_nv\_fma\_rz

#### **Prototype:**

```
double @__nv_fma_rz(double %, double %, double %)
```

#### **Description**:

#### Library Availability:

Compute 2.0: Yes

Compute 3.0: Yes

Compute 3.5: Yes

### 3.145. \_\_nv\_fmaf

#### **Prototype:**

```
float @__nv_fmaf(float %, float %, float %)
```

#### **Description**:

#### Library Availability:

Compute 2.0: Yes

Compute 3.0: Yes

Compute 3.5: Yes

# 3.146. \_\_nv\_fmaf\_rd

#### **Prototype:**

```
float @__nv_fmaf_rd(float %, float %, float %)
```

#### **Description**:

#### Library Availability:

Compute 2.0: Yes

Compute 3.0: Yes

### 3.147. \_\_nv\_fmaf\_rn

#### **Prototype:**

```
float @ nv fmaf rn(float %, float %, float %)
```

#### **Description**:

#### Library Availability:

Compute 2.0: Yes

Compute 3.0: Yes

Compute 3.5: Yes

### 3.148. \_\_nv\_fmaf\_ru

#### **Prototype:**

```
float @__nv_fmaf_ru(float %, float %, float %)
```

#### **Description**:

#### Library Availability:

Compute 2.0: Yes

Compute 3.0: Yes

Compute 3.5: Yes

# 3.149. \_\_nv\_fmaf\_rz

#### **Prototype:**

```
float @__nv_fmaf_rz(float %, float %, float %)
```

#### **Description**:

#### Library Availability:

Compute 2.0: Yes

Compute 3.0: Yes

## 3.150. \_\_nv\_fmax

### **Prototype:**

```
double @__nv_fmax(double %, double %)
```

#### **Description**:

### Library Availability:

Compute 2.0: Yes

Compute 3.0: Yes

Compute 3.5: Yes

## 3.151. \_\_nv\_fmaxf

#### **Prototype:**

```
float @__nv_fmaxf(float %, float %)
```

#### **Description**:

#### Library Availability:

Compute 2.0: Yes

Compute 3.0: Yes

Compute 3.5: Yes

### 3.152. \_\_nv\_fmin

#### **Prototype:**

```
double @__nv_fmin(double %, double %)
```

#### **Description**:

#### Library Availability:

Compute 2.0: Yes

Compute 3.0: Yes

## 3.153. \_\_nv\_fminf

### **Prototype:**

```
float @__nv_fminf(float %, float %)
```

#### **Description**:

### Library Availability:

Compute 2.0: Yes

Compute 3.0: Yes

Compute 3.5: Yes

### 3.154. \_\_nv\_fmod

#### **Prototype:**

```
double @__nv_fmod(double %, double %)
```

#### **Description**:

#### Library Availability:

Compute 2.0: Yes

Compute 3.0: Yes

Compute 3.5: Yes

## 3.155. \_\_nv\_fmodf

#### **Prototype:**

```
float @__nv_fmodf(float %, float %)
```

#### **Description**:

#### Library Availability:

Compute 2.0: Yes

Compute 3.0: Yes

## 3.156. \_\_nv\_fmul\_rd

#### **Prototype:**

```
float @__nv_fmul_rd(float %, float %)
```

#### **Description**:

#### Library Availability:

Compute 2.0: Yes

Compute 3.0: Yes

Compute 3.5: Yes

# 3.157. \_\_nv\_fmul\_rn

#### **Prototype:**

```
float @__nv_fmul_rn(float %, float %)
```

#### **Description**:

#### Library Availability:

Compute 2.0: Yes

Compute 3.0: Yes

Compute 3.5: Yes

### 3.158. \_\_nv\_fmul\_ru

#### **Prototype:**

```
float @__nv_fmul_ru(float %, float %)
```

#### **Description**:

#### Library Availability:

Compute 2.0: Yes

Compute 3.0: Yes

### 3.159. \_\_nv\_fmul\_rz

#### **Prototype:**

```
float @__nv_fmul_rz(float %, float %)
```

#### **Description**:

#### Library Availability:

Compute 2.0: Yes

Compute 3.0: Yes

Compute 3.5: Yes

### 3.160. \_\_nv\_frcp\_rd

#### **Prototype:**

```
float @__nv_frcp_rd(float %)
```

#### **Description**:

#### Library Availability:

Compute 2.0: Yes

Compute 3.0: Yes

Compute 3.5: Yes

# 3.161. \_\_nv\_frcp\_rn

#### **Prototype:**

```
float @__nv_frcp_rn(float %)
```

#### **Description**:

#### Library Availability:

Compute 2.0: Yes

Compute 3.0: Yes

## 3.162. \_\_nv\_frcp\_ru

#### **Prototype:**

```
float @__nv_frcp_ru(float %)
```

#### **Description**:

### Library Availability:

Compute 2.0: Yes

Compute 3.0: Yes

Compute 3.5: Yes

### 3.163. \_\_nv\_frcp\_rz

#### **Prototype:**

```
float @__nv_frcp_rz(float %)
```

#### **Description**:

#### Library Availability:

Compute 2.0: Yes

Compute 3.0: Yes

Compute 3.5: Yes

# 3.164. \_\_nv\_frexp

#### **Prototype:**

```
double @__nv_frexp(double %, i32* %)
```

#### **Description**:

#### Library Availability:

Compute 2.0: Yes

Compute 3.0: Yes

## 3.165. \_\_nv\_frexpf

### **Prototype:**

```
float @__nv_frexpf(float %, i32* %)
```

#### **Description**:

### Library Availability:

Compute 2.0: Yes

Compute 3.0: Yes

Compute 3.5: Yes

### 3.166. \_\_nv\_frsqrt\_rn

#### **Prototype:**

```
float @__nv_frsqrt_rn(float %)
```

#### **Description**:

#### Library Availability:

Compute 2.0: Yes

Compute 3.0: Yes

Compute 3.5: Yes

# 3.167. \_\_nv\_fsqrt\_rd

#### **Prototype:**

```
float @__nv_fsqrt_rd(float %)
```

#### **Description**:

#### Library Availability:

Compute 2.0: Yes

Compute 3.0: Yes

# 3.168. \_\_nv\_fsqrt\_rn

#### **Prototype:**

```
float @__nv_fsqrt_rn(float %)
```

#### **Description**:

#### Library Availability:

Compute 2.0: Yes

Compute 3.0: Yes

Compute 3.5: Yes

### 3.169. \_\_\_nv\_fsqrt\_ru

#### **Prototype:**

```
float @__nv_fsqrt_ru(float %)
```

#### **Description**:

#### Library Availability:

Compute 2.0: Yes

Compute 3.0: Yes

Compute 3.5: Yes

# 3.170. \_\_nv\_fsqrt\_rz

#### **Prototype:**

```
float @__nv_fsqrt_rz(float %)
```

#### **Description**:

#### Library Availability:

Compute 2.0: Yes

Compute 3.0: Yes

## 3.171. \_\_nv\_fsub\_rd

#### **Prototype:**

```
float @__nv_fsub_rd(float %, float %)
```

#### **Description**:

#### Library Availability:

Compute 2.0: Yes

Compute 3.0: Yes

Compute 3.5: Yes

# 3.172. \_\_nv\_fsub\_rn

#### **Prototype:**

```
float @__nv_fsub_rn(float %, float %)
```

#### **Description**:

#### Library Availability:

Compute 2.0: Yes

Compute 3.0: Yes

Compute 3.5: Yes

### 3.173. \_\_nv\_fsub\_ru

#### **Prototype:**

```
float @__nv_fsub_ru(float %, float %)
```

#### **Description**:

#### Library Availability:

Compute 2.0: Yes

Compute 3.0: Yes

## 3.174. \_\_nv\_fsub\_rz

#### **Prototype:**

```
float @__nv_fsub_rz(float %, float %)
```

#### **Description**:

#### Library Availability:

Compute 2.0: Yes

Compute 3.0: Yes

Compute 3.5: Yes

### 3.175. \_\_nv\_hadd

#### **Prototype:**

```
i32 @__nv_hadd(i32 %, i32 %)
```

#### **Description**:

#### Library Availability:

Compute 2.0: Yes

Compute 3.0: Yes

Compute 3.5: Yes

### 3.176. \_\_nv\_half2float

#### **Prototype:**

```
float @__nv_half2float(i16 %)
```

#### **Description**:

#### Library Availability:

Compute 2.0: Yes

Compute 3.0: Yes

### 3.177. \_\_nv\_hiloint2double

#### **Prototype:**

```
double @__nv_hiloint2double(i32 %, i32 %)
```

#### **Description**:

### Library Availability:

Compute 2.0: Yes

Compute 3.0: Yes

Compute 3.5: Yes

# 3.178. \_\_nv\_hypot

#### **Prototype:**

```
double @__nv_hypot(double %, double %)
```

#### **Description**:

#### Library Availability:

Compute 2.0: Yes

Compute 3.0: Yes

Compute 3.5: Yes

# 3.179. \_\_nv\_hypotf

#### **Prototype:**

```
float @__nv_hypotf(float %, float %)
```

#### **Description**:

#### Library Availability:

Compute 2.0: Yes

Compute 3.0: Yes

## 3.180. \_\_nv\_ilogb

#### **Prototype:**

```
i32 @__nv_ilogb(double %)
```

#### **Description**:

#### Library Availability:

Compute 2.0: Yes

Compute 3.0: Yes

Compute 3.5: Yes

### 3.181. \_\_nv\_ilogbf

#### **Prototype:**

```
i32 @__nv_ilogbf(float %)
```

#### **Description**:

#### Library Availability:

Compute 2.0: Yes

Compute 3.0: Yes

Compute 3.5: Yes

# 3.182. \_\_nv\_int2double\_rn

#### **Prototype:**

```
double @__nv_int2double_rn(i32 %)
```

#### **Description**:

#### Library Availability:

Compute 2.0: Yes

Compute 3.0: Yes

### 3.183. \_\_nv\_int2float\_rd

#### **Prototype:**

```
float @__nv_int2float_rd(i32 %)
```

#### **Description**:

#### Library Availability:

Compute 2.0: Yes

Compute 3.0: Yes

Compute 3.5: Yes

### 3.184. \_\_nv\_int2float\_rn

#### **Prototype:**

```
float @__nv_int2float_rn(i32 %)
```

#### **Description**:

#### Library Availability:

Compute 2.0: Yes

Compute 3.0: Yes

Compute 3.5: Yes

# 3.185. \_\_nv\_int2float\_ru

#### **Prototype:**

```
float @__nv_int2float_ru(i32 %)
```

#### **Description**:

#### Library Availability:

Compute 2.0: Yes

Compute 3.0: Yes

# 3.186. \_\_nv\_int2float\_rz

### Prototype:

```
float @__nv_int2float_rz(i32 %)
```

#### **Description**:

#### Library Availability:

Compute 2.0: Yes

Compute 3.0: Yes

Compute 3.5: Yes

# 3.187. \_\_nv\_int\_as\_float

#### **Prototype:**

```
float @__nv_int_as_float(i32 %)
```

#### **Description**:

#### Library Availability:

Compute 2.0: Yes

Compute 3.0: Yes

Compute 3.5: Yes

### 3.188. \_\_nv\_isfinited

#### **Prototype:**

```
i32 @__nv_isfinited(double %)
```

#### **Description**:

#### Library Availability:

Compute 2.0: Yes

Compute 3.0: Yes

# 3.189. \_\_nv\_isinfd

### Prototype:

```
i32 @__nv_isinfd(double %)
```

#### **Description**:

#### Library Availability:

Compute 2.0: Yes

Compute 3.0: Yes

Compute 3.5: Yes

### 3.190. \_\_nv\_isinff

#### **Prototype:**

```
i32 @__nv_isinff(float %)
```

#### **Description**:

#### Library Availability:

Compute 2.0: Yes

Compute 3.0: Yes

Compute 3.5: Yes

# 3.191. \_\_nv\_isnand

#### **Prototype:**

```
i32 @__nv_isnand(double %)
```

#### **Description**:

#### Library Availability:

Compute 2.0: Yes

Compute 3.0: Yes

# 3.192. \_\_nv\_isnanf

### Prototype:

```
i32 @__nv_isnanf(float %)
```

#### **Description**:

#### Library Availability:

Compute 2.0: Yes

Compute 3.0: Yes

Compute 3.5: Yes

# 3.193. \_\_nv\_j0

#### **Prototype:**

```
double @__nv_j0(double %)
```

### **Description**:

#### Library Availability:

Compute 2.0: Yes

Compute 3.0: Yes

Compute 3.5: Yes

# 3.194. \_\_nv\_j0f

#### **Prototype:**

```
float @__nv_j0f(float %)
```

#### **Description**:

#### Library Availability:

Compute 2.0: Yes

Compute 3.0: Yes

# 3.195. \_\_nv\_j1

#### **Prototype:**

```
double @__nv_j1(double %)
```

#### **Description**:

#### Library Availability:

Compute 2.0: Yes

Compute 3.0: Yes

Compute 3.5: Yes

# 3.196. \_\_nv\_j1f

#### **Prototype:**

```
float @__nv_j1f(float %)
```

### **Description**:

#### Library Availability:

Compute 2.0: Yes

Compute 3.0: Yes

Compute 3.5: Yes

# 3.197. \_\_nv\_jn

#### **Prototype:**

```
double @__nv_jn(i32 %, double %)
```

#### **Description**:

#### Library Availability:

Compute 2.0: Yes

Compute 3.0: Yes

## 3.198. \_\_nv\_jnf

### Prototype:

```
float @__nv_jnf(i32 %, float %)
```

#### **Description**:

#### Library Availability:

Compute 2.0: Yes

Compute 3.0: Yes

Compute 3.5: Yes

### 3.199. \_\_nv\_ldexp

#### **Prototype:**

```
double @__nv_ldexp(double %, i32 %)
```

#### **Description**:

#### Library Availability:

Compute 2.0: Yes

Compute 3.0: Yes

Compute 3.5: Yes

# 3.200. \_\_nv\_ldexpf

#### **Prototype:**

```
float @__nv_ldexpf(float %, i32 %)
```

#### **Description**:

#### Library Availability:

Compute 2.0: Yes

Compute 3.0: Yes

# 3.201. \_\_nv\_lgamma

### Prototype:

```
double @__nv_lgamma(double %)
```

#### **Description**:

#### Library Availability:

Compute 2.0: Yes

Compute 3.0: Yes

Compute 3.5: Yes

### 3.202. \_\_nv\_lgammaf

#### **Prototype:**

```
float @__nv_lgammaf(float %)
```

#### **Description**:

#### Library Availability:

Compute 2.0: Yes

Compute 3.0: Yes

Compute 3.5: Yes

# 3.203. \_\_nv\_ll2double\_rd

#### **Prototype:**

```
double @__nv_ll2double_rd(i64 %)
```

#### **Description**:

#### Library Availability:

Compute 2.0: Yes

Compute 3.0: Yes

### 3.204. \_\_nv\_ll2double\_rn

### Prototype:

```
double @__nv_ll2double_rn(i64 %)
```

#### **Description**:

#### Library Availability:

Compute 2.0: Yes

Compute 3.0: Yes

Compute 3.5: Yes

# 3.205. \_\_nv\_ll2double\_ru

#### **Prototype:**

```
double @__nv_ll2double_ru(i64 %)
```

#### **Description**:

#### Library Availability:

Compute 2.0: Yes

Compute 3.0: Yes

Compute 3.5: Yes

# 3.206. \_\_nv\_ll2double\_rz

#### **Prototype:**

```
double @__nv_ll2double_rz(i64 %)
```

#### **Description**:

#### Library Availability:

Compute 2.0: Yes

Compute 3.0: Yes

# 3.207. \_\_nv\_ll2float\_rd

#### **Prototype:**

```
float @__nv_ll2float_rd(i64 %)
```

#### **Description**:

#### Library Availability:

Compute 2.0: Yes

Compute 3.0: Yes

Compute 3.5: Yes

### 3.208. \_\_nv\_ll2float\_rn

#### **Prototype:**

```
float @__nv_ll2float_rn(i64 %)
```

#### **Description**:

#### Library Availability:

Compute 2.0: Yes

Compute 3.0: Yes

Compute 3.5: Yes

### 3.209. \_\_nv\_ll2float\_ru

#### **Prototype:**

```
float @__nv_ll2float_ru(i64 %)
```

#### **Description**:

#### Library Availability:

Compute 2.0: Yes

Compute 3.0: Yes

### 3.210. \_\_nv\_ll2float\_rz

### Prototype:

```
float @__nv_112float_rz(i64 %)
```

#### **Description**:

#### Library Availability:

Compute 2.0: Yes

Compute 3.0: Yes

Compute 3.5: Yes

### 3.211. \_\_nv\_llabs

#### **Prototype:**

```
i64 @__nv_llabs(i64 %)
```

#### **Description**:

#### Library Availability:

Compute 2.0: Yes

Compute 3.0: Yes

Compute 3.5: Yes

# 3.212. \_\_nv\_llmax

#### **Prototype:**

```
i64 @__nv_llmax(i64 %, i64 %)
```

#### **Description**:

#### Library Availability:

Compute 2.0: Yes

Compute 3.0: Yes

# 3.213. \_\_nv\_llmin

### Prototype:

```
i64 @__nv_llmin(i64 %, i64 %)
```

#### **Description**:

#### Library Availability:

Compute 2.0: Yes

Compute 3.0: Yes

Compute 3.5: Yes

### 3.214. \_\_nv\_llrint

#### **Prototype:**

```
i64 @__nv_llrint(double %)
```

#### **Description**:

#### Library Availability:

Compute 2.0: Yes

Compute 3.0: Yes

Compute 3.5: Yes

# 3.215. \_\_nv\_llrintf

#### **Prototype:**

```
i64 @__nv_llrintf(float %)
```

#### **Description**:

#### Library Availability:

Compute 2.0: Yes

Compute 3.0: Yes

# 3.216. \_\_nv\_llround

### Prototype:

```
i64 @__nv_llround(double %)
```

#### **Description**:

#### Library Availability:

Compute 2.0: Yes

Compute 3.0: Yes

Compute 3.5: Yes

# 3.217. \_\_nv\_llroundf

#### **Prototype:**

```
i64 @__nv_llroundf(float %)
```

#### **Description**:

#### Library Availability:

Compute 2.0: Yes

Compute 3.0: Yes

Compute 3.5: Yes

# 3.218. \_\_nv\_log

#### **Prototype:**

```
double @__nv_log(double %)
```

#### **Description**:

#### Library Availability:

Compute 2.0: Yes

Compute 3.0: Yes

# 3.219. \_\_nv\_log10

### **Prototype:**

```
double @__nv_log10(double %)
```

#### **Description**:

#### Library Availability:

Compute 2.0: Yes

Compute 3.0: Yes

Compute 3.5: Yes

### 3.220. \_\_nv\_log10f

#### **Prototype:**

```
float @__nv_log10f(float %)
```

#### **Description**:

#### Library Availability:

Compute 2.0: Yes

Compute 3.0: Yes

Compute 3.5: Yes

## 3.221. \_\_nv\_log1p

#### **Prototype:**

```
double @__nv_log1p(double %)
```

#### **Description**:

#### Library Availability:

Compute 2.0: Yes

Compute 3.0: Yes

## 3.222. \_\_nv\_log1pf

### Prototype:

```
float @__nv_log1pf(float %)
```

#### **Description**:

#### Library Availability:

Compute 2.0: Yes

Compute 3.0: Yes

Compute 3.5: Yes

# 3.223. \_\_nv\_log2

#### **Prototype:**

```
double @__nv_log2(double %)
```

#### **Description**:

#### Library Availability:

Compute 2.0: Yes

Compute 3.0: Yes

Compute 3.5: Yes

# 3.224. \_\_nv\_log2f

#### **Prototype:**

```
float @__nv_log2f(float %)
```

#### **Description**:

#### Library Availability:

Compute 2.0: Yes

Compute 3.0: Yes

# 3.225. \_\_nv\_logb

### Prototype:

```
double @__nv_logb(double %)
```

#### **Description**:

#### Library Availability:

Compute 2.0: Yes

Compute 3.0: Yes

Compute 3.5: Yes

# 3.226. \_\_nv\_logbf

#### **Prototype:**

```
float @__nv_logbf(float %)
```

#### **Description**:

#### Library Availability:

Compute 2.0: Yes

Compute 3.0: Yes

Compute 3.5: Yes

# 3.227. \_\_nv\_logf

#### **Prototype:**

```
float @__nv_logf(float %)
```

#### **Description**:

#### Library Availability:

Compute 2.0: Yes

Compute 3.0: Yes

## 3.228. \_\_nv\_longlong\_as\_double

### Prototype:

```
double @__nv_longlong_as_double(i64 %)
```

#### **Description**:

### Library Availability:

Compute 2.0: Yes

Compute 3.0: Yes

Compute 3.5: Yes

### 3.229. \_\_nv\_max

#### **Prototype:**

```
i32 @__nv_max(i32 %, i32 %)
```

#### **Description**:

#### Library Availability:

Compute 2.0: Yes

Compute 3.0: Yes

Compute 3.5: Yes

### 3.230. \_\_nv\_min

#### **Prototype:**

```
i32 @__nv_min(i32 %, i32 %)
```

#### **Description**:

#### Library Availability:

Compute 2.0: Yes

Compute 3.0: Yes

## 3.231. \_\_nv\_modf

### Prototype:

```
double @__nv_modf(double %, double* %)
```

#### **Description**:

### Library Availability:

Compute 2.0: Yes

Compute 3.0: Yes

Compute 3.5: Yes

## 3.232. \_\_nv\_modff

#### **Prototype:**

```
float @__nv_modff(float %, float* %)
```

#### **Description**:

#### Library Availability:

Compute 2.0: Yes

Compute 3.0: Yes

Compute 3.5: Yes

## 3.233. \_\_nv\_mul24

#### **Prototype:**

```
i32 @__nv_mul24(i32 %, i32 %)
```

#### **Description**:

#### Library Availability:

Compute 2.0: Yes

Compute 3.0: Yes

### 3.234. \_\_nv\_mul64hi

### Prototype:

```
i64 @__nv_mul64hi(i64 %, i64 %)
```

#### **Description**:

#### Library Availability:

Compute 2.0: Yes

Compute 3.0: Yes

Compute 3.5: Yes

### 3.235. \_\_nv\_mulhi

#### **Prototype:**

```
i32 @__nv_mulhi(i32 %, i32 %)
```

#### **Description**:

#### Library Availability:

Compute 2.0: Yes

Compute 3.0: Yes

Compute 3.5: Yes

### 3.236. \_\_nv\_nan

#### **Prototype:**

```
double @__nv_nan(i8* %)
```

#### **Description**:

#### Library Availability:

Compute 2.0: Yes

Compute 3.0: Yes

## 3.237. \_\_nv\_nanf

### Prototype:

```
float @__nv_nanf(i8* %)
```

#### **Description**:

#### Library Availability:

Compute 2.0: Yes

Compute 3.0: Yes

Compute 3.5: Yes

# 3.238. \_\_nv\_nearbyint

#### **Prototype:**

```
double @__nv_nearbyint(double %)
```

#### **Description**:

#### Library Availability:

Compute 2.0: Yes

Compute 3.0: Yes

Compute 3.5: Yes

# 3.239. \_\_nv\_nearbyintf

#### **Prototype:**

```
float @__nv_nearbyintf(float %)
```

#### **Description**:

#### Library Availability:

Compute 2.0: Yes

Compute 3.0: Yes

### 3.240. \_\_nv\_nextafter

### Prototype:

```
double @__nv_nextafter(double %, double %)
```

#### **Description**:

#### Library Availability:

Compute 2.0: Yes

Compute 3.0: Yes

Compute 3.5: Yes

### 3.241. \_\_nv\_nextafterf

#### **Prototype:**

```
float @__nv_nextafterf(float %, float %)
```

#### **Description**:

#### Library Availability:

Compute 2.0: Yes

Compute 3.0: Yes

Compute 3.5: Yes

# 3.242. \_\_nv\_normcdf

#### **Prototype:**

```
double @__nv_normcdf(double %)
```

#### **Description**:

#### Library Availability:

Compute 2.0: Yes

Compute 3.0: Yes

### 3.243. \_\_nv\_normcdff

#### **Prototype:**

```
float @__nv_normcdff(float %)
```

#### **Description**:

#### Library Availability:

Compute 2.0: Yes

Compute 3.0: Yes

Compute 3.5: Yes

### 3.244. \_\_nv\_normcdfinv

#### **Prototype:**

```
double @__nv_normcdfinv(double %)
```

#### **Description**:

#### Library Availability:

Compute 2.0: Yes

Compute 3.0: Yes

Compute 3.5: Yes

### 3.245. \_\_nv\_normcdfinvf

#### **Prototype:**

```
float @__nv_normcdfinvf(float %)
```

#### **Description**:

#### Library Availability:

Compute 2.0: Yes

Compute 3.0: Yes

### 3.246. \_\_nv\_popc

### Prototype:

```
i32 @__nv_popc(i32 %)
```

#### **Description**:

#### Library Availability:

Compute 2.0: Yes

Compute 3.0: Yes

Compute 3.5: Yes

# 3.247. \_\_nv\_popcll

#### **Prototype:**

```
i32 @__nv_popcll(i64 %)
```

#### **Description**:

#### Library Availability:

Compute 2.0: Yes

Compute 3.0: Yes

Compute 3.5: Yes

# 3.248. \_\_nv\_pow

#### **Prototype:**

```
double @__nv_pow(double %, double %)
```

#### **Description**:

#### Library Availability:

Compute 2.0: Yes

Compute 3.0: Yes

# 3.249. \_\_nv\_powf

#### **Prototype:**

```
float @__nv_powf(float %, float %)
```

#### **Description**:

#### Library Availability:

Compute 2.0: Yes

Compute 3.0: Yes

Compute 3.5: Yes

# 3.250. \_\_nv\_powi

#### **Prototype:**

```
double @__nv_powi(double %, i32 %)
```

#### **Description**:

#### Library Availability:

Compute 2.0: Yes

Compute 3.0: Yes

Compute 3.5: Yes

### 3.251. \_\_nv\_powif

#### **Prototype:**

```
float @__nv_powif(float %, i32 %)
```

#### **Description**:

#### Library Availability:

Compute 2.0: Yes

Compute 3.0: Yes

### 3.252. \_\_nv\_rcbrt

### Prototype:

```
double @__nv_rcbrt(double %)
```

#### **Description**:

#### Library Availability:

Compute 2.0: Yes

Compute 3.0: Yes

Compute 3.5: Yes

## 3.253. \_\_nv\_rcbrtf

#### **Prototype:**

```
float @__nv_rcbrtf(float %)
```

#### **Description**:

#### Library Availability:

Compute 2.0: Yes

Compute 3.0: Yes

Compute 3.5: Yes

# 3.254. \_\_nv\_remainder

#### **Prototype:**

```
double @__nv_remainder(double %, double %)
```

#### **Description**:

#### Library Availability:

Compute 2.0: Yes

Compute 3.0: Yes

### 3.255. \_\_nv\_remainderf

#### **Prototype:**

```
float @__nv_remainderf(float %, float %)
```

#### **Description**:

#### Library Availability:

Compute 2.0: Yes

Compute 3.0: Yes

Compute 3.5: Yes

## 3.256. \_\_nv\_remquo

#### **Prototype:**

```
double @__nv_remquo(double %, double %, i32* %)
```

#### **Description**:

#### Library Availability:

Compute 2.0: Yes

Compute 3.0: Yes

Compute 3.5: Yes

### 3.257. \_\_nv\_remquof

#### **Prototype:**

```
float @__nv_remquof(float %, float %, i32* %)
```

#### **Description**:

#### Library Availability:

Compute 2.0: Yes

Compute 3.0: Yes

### 3.258. \_\_nv\_rhadd

#### **Prototype:**

```
i32 @__nv_rhadd(i32 %, i32 %)
```

#### **Description**:

#### Library Availability:

Compute 2.0: Yes

Compute 3.0: Yes

Compute 3.5: Yes

### 3.259. \_\_nv\_rint

#### **Prototype:**

```
double @__nv_rint(double %)
```

#### **Description**:

#### Library Availability:

Compute 2.0: Yes

Compute 3.0: Yes

Compute 3.5: Yes

# 3.260. \_\_nv\_rintf

#### **Prototype:**

```
float @__nv_rintf(float %)
```

#### **Description**:

#### Library Availability:

Compute 2.0: Yes

Compute 3.0: Yes

### 3.261. \_\_nv\_round

### Prototype:

```
double @__nv_round(double %)
```

#### **Description**:

### Library Availability:

Compute 2.0: Yes

Compute 3.0: Yes

Compute 3.5: Yes

# 3.262. \_\_nv\_roundf

#### **Prototype:**

```
float @__nv_roundf(float %)
```

#### **Description**:

#### Library Availability:

Compute 2.0: Yes

Compute 3.0: Yes

Compute 3.5: Yes

# 3.263. \_\_nv\_rsqrt

#### **Prototype:**

```
double @__nv_rsqrt(double %)
```

#### **Description**:

#### Library Availability:

Compute 2.0: Yes

Compute 3.0: Yes

## 3.264. \_\_nv\_rsqrtf

### Prototype:

```
float @__nv_rsqrtf(float %)
```

#### **Description**:

#### Library Availability:

Compute 2.0: Yes

Compute 3.0: Yes

Compute 3.5: Yes

### 3.265. \_\_nv\_sad

#### **Prototype:**

```
i32 @__nv_sad(i32 %, i32 %, i32 %)
```

#### **Description**:

#### Library Availability:

Compute 2.0: Yes

Compute 3.0: Yes

Compute 3.5: Yes

### 3.266. \_\_nv\_saturatef

#### **Prototype:**

```
float @__nv_saturatef(float %)
```

#### **Description**:

#### Library Availability:

Compute 2.0: Yes

Compute 3.0: Yes

## 3.267. \_\_nv\_scalbn

### Prototype:

```
double @__nv_scalbn(double %, i32 %)
```

#### **Description**:

### Library Availability:

Compute 2.0: Yes

Compute 3.0: Yes

Compute 3.5: Yes

### 3.268. \_\_nv\_scalbnf

#### **Prototype:**

```
float @__nv_scalbnf(float %, i32 %)
```

#### **Description**:

#### Library Availability:

Compute 2.0: Yes

Compute 3.0: Yes

Compute 3.5: Yes

# 3.269. \_\_nv\_signbitd

#### **Prototype:**

```
i32 @__nv_signbitd(double %)
```

#### **Description**:

#### Library Availability:

Compute 2.0: Yes

Compute 3.0: Yes

# 3.270. \_\_nv\_signbitf

### Prototype:

```
i32 @__nv_signbitf(float %)
```

#### **Description**:

#### Library Availability:

Compute 2.0: Yes

Compute 3.0: Yes

Compute 3.5: Yes

### 3.271. \_\_nv\_sin

#### **Prototype:**

```
double @__nv_sin(double %)
```

#### **Description**:

#### Library Availability:

Compute 2.0: Yes

Compute 3.0: Yes

Compute 3.5: Yes

# 3.272. \_\_nv\_sincos

#### **Prototype:**

```
void @__nv_sincos(double %, double* %, double* %)
```

#### **Description**:

#### Library Availability:

Compute 2.0: Yes

Compute 3.0: Yes

### 3.273. \_\_nv\_sincosf

#### **Prototype:**

```
void @__nv_sincosf(float %, float* %, float* %)
```

#### **Description**:

### Library Availability:

Compute 2.0: Yes

Compute 3.0: Yes

Compute 3.5: Yes

# 3.274. \_\_nv\_sincospi

#### **Prototype:**

```
void @__nv_sincospi(double %, double* %, double* %)
```

#### **Description**:

#### Library Availability:

Compute 2.0: Yes

Compute 3.0: Yes

Compute 3.5: Yes

# 3.275. \_\_nv\_sincospif

#### **Prototype:**

```
void @__nv_sincospif(float %, float* %, float* %)
```

#### **Description**:

#### Library Availability:

Compute 2.0: Yes

Compute 3.0: Yes

## 3.276. \_\_nv\_sinf

### **Prototype:**

```
float @__nv_sinf(float %)
```

#### **Description**:

#### Library Availability:

Compute 2.0: Yes

Compute 3.0: Yes

Compute 3.5: Yes

### 3.277. \_\_nv\_sinh

#### **Prototype:**

```
double @__nv_sinh(double %)
```

#### **Description**:

#### Library Availability:

Compute 2.0: Yes

Compute 3.0: Yes

Compute 3.5: Yes

# 3.278. \_\_nv\_sinhf

#### **Prototype:**

```
float @__nv_sinhf(float %)
```

#### **Description**:

#### Library Availability:

Compute 2.0: Yes

Compute 3.0: Yes

## 3.279. \_\_nv\_sinpi

### **Prototype:**

```
double @__nv_sinpi(double %)
```

#### **Description**:

#### Library Availability:

Compute 2.0: Yes

Compute 3.0: Yes

Compute 3.5: Yes

# 3.280. \_\_nv\_sinpif

#### **Prototype:**

```
float @__nv_sinpif(float %)
```

#### **Description**:

#### Library Availability:

Compute 2.0: Yes

Compute 3.0: Yes

Compute 3.5: Yes

# 3.281. \_\_nv\_sqrt

#### **Prototype:**

```
double @__nv_sqrt(double %)
```

#### **Description**:

#### Library Availability:

Compute 2.0: Yes

Compute 3.0: Yes

### 3.282. \_\_nv\_sqrtf

### **Prototype:**

```
float @__nv_sqrtf(float %)
```

#### **Description**:

#### Library Availability:

Compute 2.0: Yes

Compute 3.0: Yes

Compute 3.5: Yes

## 3.283. \_\_nv\_tan

#### **Prototype:**

```
double @__nv_tan(double %)
```

#### **Description**:

#### Library Availability:

Compute 2.0: Yes

Compute 3.0: Yes

Compute 3.5: Yes

# 3.284. \_\_nv\_tanf

#### **Prototype:**

```
float @__nv_tanf(float %)
```

#### **Description**:

#### Library Availability:

Compute 2.0: Yes

Compute 3.0: Yes

### 3.285. \_\_nv\_tanh

### Prototype:

```
double @__nv_tanh(double %)
```

#### **Description**:

#### Library Availability:

Compute 2.0: Yes

Compute 3.0: Yes

Compute 3.5: Yes

### 3.286. \_\_nv\_tanhf

#### **Prototype:**

```
float @__nv_tanhf(float %)
```

#### **Description**:

#### Library Availability:

Compute 2.0: Yes

Compute 3.0: Yes

Compute 3.5: Yes

# 3.287. \_\_nv\_tgamma

#### **Prototype:**

```
double @__nv_tgamma(double %)
```

#### **Description**:

#### Library Availability:

Compute 2.0: Yes

Compute 3.0: Yes

# 3.288. \_\_nv\_tgammaf

### Prototype:

```
float @__nv_tgammaf(float %)
```

#### **Description**:

#### Library Availability:

Compute 2.0: Yes

Compute 3.0: Yes

Compute 3.5: Yes

### 3.289. \_\_nv\_trunc

#### **Prototype:**

```
double @__nv_trunc(double %)
```

#### **Description**:

#### Library Availability:

Compute 2.0: Yes

Compute 3.0: Yes

Compute 3.5: Yes

# 3.290. \_\_nv\_truncf

#### **Prototype:**

```
float @__nv_truncf(float %)
```

#### **Description**:

#### Library Availability:

Compute 2.0: Yes

Compute 3.0: Yes

### 3.291. \_\_nv\_uhadd

#### **Prototype:**

```
i32 @__nv_uhadd(i32 %, i32 %)
```

#### **Description**:

#### Library Availability:

Compute 2.0: Yes

Compute 3.0: Yes

Compute 3.5: Yes

# 3.292. \_\_nv\_uint2double\_rn

#### **Prototype:**

```
double @__nv_uint2double_rn(i32 %)
```

#### **Description**:

#### Library Availability:

Compute 2.0: Yes

Compute 3.0: Yes

Compute 3.5: Yes

# 3.293. \_\_nv\_uint2float\_rd

#### **Prototype:**

```
float @__nv_uint2float_rd(i32 %)
```

#### **Description**:

#### Library Availability:

Compute 2.0: Yes

Compute 3.0: Yes

### 3.294. \_\_nv\_uint2float\_rn

#### **Prototype:**

```
float @__nv_uint2float_rn(i32 %)
```

#### **Description**:

#### Library Availability:

Compute 2.0: Yes

Compute 3.0: Yes

Compute 3.5: Yes

# 3.295. \_\_nv\_uint2float\_ru

#### **Prototype:**

```
float @__nv_uint2float_ru(i32 %)
```

#### **Description**:

#### Library Availability:

Compute 2.0: Yes

Compute 3.0: Yes

Compute 3.5: Yes

### 3.296. \_\_nv\_uint2float\_rz

#### **Prototype:**

```
float @__nv_uint2float_rz(i32 %)
```

#### **Description**:

#### Library Availability:

Compute 2.0: Yes

Compute 3.0: Yes

# 3.297. \_\_nv\_ull2double\_rd

### Prototype:

```
double @__nv_ull2double_rd(i64 %)
```

#### **Description**:

#### Library Availability:

Compute 2.0: Yes

Compute 3.0: Yes

Compute 3.5: Yes

### 3.298. \_\_nv\_ull2double\_rn

#### **Prototype:**

```
double @__nv_ull2double_rn(i64 %)
```

#### **Description**:

#### Library Availability:

Compute 2.0: Yes

Compute 3.0: Yes

Compute 3.5: Yes

# 3.299. \_\_nv\_ull2double\_ru

#### **Prototype:**

```
double @__nv_ull2double_ru(i64 %)
```

#### **Description**:

#### Library Availability:

Compute 2.0: Yes

Compute 3.0: Yes

### 3.300. \_\_nv\_ull2double\_rz

### Prototype:

```
double @__nv_ull2double_rz(i64 %)
```

#### **Description**:

#### Library Availability:

Compute 2.0: Yes

Compute 3.0: Yes

Compute 3.5: Yes

# 3.301. \_\_nv\_ull2float\_rd

#### **Prototype:**

```
float @__nv_ull2float_rd(i64 %)
```

#### **Description**:

#### Library Availability:

Compute 2.0: Yes

Compute 3.0: Yes

Compute 3.5: Yes

### 3.302. \_\_nv\_ull2float\_rn

#### **Prototype:**

```
float @__nv_ull2float_rn(i64 %)
```

#### **Description**:

#### Library Availability:

Compute 2.0: Yes

Compute 3.0: Yes

### 3.303. \_\_nv\_ull2float\_ru

#### **Prototype:**

```
float @__nv_ull2float_ru(i64 %)
```

#### **Description**:

#### Library Availability:

Compute 2.0: Yes

Compute 3.0: Yes

Compute 3.5: Yes

### 3.304. \_\_nv\_ull2float\_rz

#### **Prototype:**

```
float @__nv_ull2float_rz(i64 %)
```

#### **Description**:

#### Library Availability:

Compute 2.0: Yes

Compute 3.0: Yes

Compute 3.5: Yes

# 3.305. \_\_nv\_ullmax

#### **Prototype:**

```
i64 @__nv_ullmax(i64 %, i64 %)
```

#### **Description**:

#### Library Availability:

Compute 2.0: Yes

Compute 3.0: Yes

### 3.306. \_\_nv\_ullmin

### Prototype:

```
i64 @__nv_ullmin(i64 %, i64 %)
```

#### **Description**:

#### Library Availability:

Compute 2.0: Yes

Compute 3.0: Yes

Compute 3.5: Yes

# 3.307. \_\_nv\_umax

#### **Prototype:**

```
i32 @__nv_umax(i32 %, i32 %)
```

#### **Description**:

#### Library Availability:

Compute 2.0: Yes

Compute 3.0: Yes

Compute 3.5: Yes

# 3.308. \_\_nv\_umin

#### **Prototype:**

```
i32 @__nv_umin(i32 %, i32 %)
```

#### **Description**:

#### Library Availability:

Compute 2.0: Yes

Compute 3.0: Yes

### 3.309. \_\_nv\_umul24

#### **Prototype:**

```
i32 @__nv_umul24(i32 %, i32 %)
```

#### **Description**:

#### Library Availability:

Compute 2.0: Yes

Compute 3.0: Yes

Compute 3.5: Yes

### 3.310. \_\_nv\_umul64hi

#### **Prototype:**

```
i64 @__nv_umul64hi(i64 %, i64 %)
```

#### **Description**:

#### Library Availability:

Compute 2.0: Yes

Compute 3.0: Yes

Compute 3.5: Yes

# 3.311. \_\_nv\_umulhi

#### **Prototype:**

```
i32 @__nv_umulhi(i32 %, i32 %)
```

#### **Description**:

#### Library Availability:

Compute 2.0: Yes

Compute 3.0: Yes

### 3.312. \_\_nv\_urhadd

### **Prototype:**

```
i32 @__nv_urhadd(i32 %, i32 %)
```

#### **Description**:

#### Library Availability:

Compute 2.0: Yes

Compute 3.0: Yes

Compute 3.5: Yes

### 3.313. \_\_nv\_usad

#### **Prototype:**

```
i32 @__nv_usad(i32 %, i32 %, i32 %)
```

### **Description**:

#### Library Availability:

Compute 2.0: Yes

Compute 3.0: Yes

Compute 3.5: Yes

### 3.314. \_\_nv\_y0

#### **Prototype:**

```
double @__nv_y0(double %)
```

#### **Description**:

#### Library Availability:

Compute 2.0: Yes

Compute 3.0: Yes

# 3.315. \_\_nv\_y0f

#### **Prototype:**

```
float @__nv_y0f(float %)
```

#### **Description**:

#### Library Availability:

Compute 2.0: Yes

Compute 3.0: Yes

Compute 3.5: Yes

# 3.316. \_\_nv\_y1

#### **Prototype:**

```
double @__nv_y1(double %)
```

### **Description**:

#### Library Availability:

Compute 2.0: Yes

Compute 3.0: Yes

Compute 3.5: Yes

# 3.317. \_\_nv\_y1f

#### **Prototype:**

```
float @__nv_y1f(float %)
```

#### **Description**:

#### Library Availability:

Compute 2.0: Yes

Compute 3.0: Yes

# 3.318. \_\_nv\_yn

### Prototype:

```
double @__nv_yn(i32 %, double %)
```

### **Description**:

### Library Availability:

Compute 2.0: Yes

Compute 3.0: Yes

Compute 3.5: Yes

# 3.319. \_\_nv\_ynf

### **Prototype:**

```
float @__nv_ynf(i32 %, float %)
```

### **Description**:

#### Library Availability:

Compute 2.0: Yes

Compute 3.0: Yes

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