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# 1 Library Overview

#### **Features**

libfpu is a library of mathematical functions with single-precision floating point accuracy using an FPU.

#### **Files**

The following file is required in order to use libfpu.

Filename	Description
libfpu.h	Header file
libSceFpu.a	Library file

### **Sample Programs**

The following program is provided as a sample libfpu program for reference purposes.

### samples/sample\_code/system/api\_libfpu/

This sample shows the basic procedure for using FPU functions.



## 2 Usage Procedure

## **Basic Usage Procedure**

Like for mathematical functions included in general libm, no particular initialization, etc., is required. The functions can simply be called as required.



## 3 Operation Explanation

### Installation and precision

Basically calculations are done through polynomial expansion by using an FPU.

#### **Differences with libm**

There are the following differences with the mathematical functions (libm) included in standard C functions

- Fast and compact, do not use TLS (Thread Local Storage)
- Support only single-precision operations
- The operation result is not guaranteed to be strictly correct up to the LSB
- No error notification through errno is made (When libm notifies an error through errno, the error will be expressed by returning NaN or INF as a return value as much as possible)
- The results differ for NaN and infinity
- The precision is not guaranteed for unnormalized numbers



## 4 Cautions

## Non-installed functions

A double-precision version is planned, but has not been installed at this time.

