

## NAME

cacos, cacosf, cacosl – complex arc cosine

## LIBRARY

Math library (*libm*, *-lm*)

## SYNOPSIS

```
#include <complex.h>

double complex cacos(double complex z);
float complex cacosf(float complex z);
long double complex cacosl(long double complex z);
```

## DESCRIPTION

These functions calculate the complex arc cosine of  $z$ . If  $y = \text{cacos}(z)$ , then  $z = \text{ccos}(y)$ . The real part of  $y$  is chosen in the interval  $[0, \pi]$ .

One has:

$$\text{cacos}(z) = -i * \log(z + i * \text{csqrt}(1 - z * z))$$

## VERSIONS

These functions were added in glibc 2.1.

## ATTRIBUTES

For an explanation of the terms used in this section, see [attributes\(7\)](#).

Interface	Attribute	Value
<b>cacos()</b> , <b>cacosf()</b> , <b>cacosl()</b>	Thread safety	MT-Safe

## STANDARDS

C99, POSIX.1-2001, POSIX.1-2008.

## EXAMPLES

```
/* Link with "-lm" */

#include <complex.h>
#include <stdio.h>
#include <stdlib.h>
#include <unistd.h>

int
main(int argc, char *argv[])
{
    double complex z, c, f;
    double complex i = I;

    if (argc != 3) {
        fprintf(stderr, "Usage: %s <real> <imag>\n", argv[0]);
        exit(EXIT_FAILURE);
    }

    z = atof(argv[1]) + atof(argv[2]) * I;

    c = cacos(z);

    printf("cacos() = %6.3f %6.3f*i\n", creal(c), cimag(c));

    f = -i * clog(z + i * csqrt(1 - z * z));
```

```
    printf("formula = %6.3f %6.3f*i\n", creal(f), cimag(f));  
    exit(EXIT_SUCCESS);  
}
```

**SEE ALSO****ccos(3), clog(3), complex(7)**