

Function	Description
<u>acos(x)</u>	Returns the arccosine of x, in radians
<u>acosh(x)</u>	Returns the hyperbolic arccosine of x
<u>asin(x)</u>	Returns the arcsine of x, in radians
<u>asinh(x)</u>	Returns the hyperbolic arcsine of x
<u>atan(x)</u>	Returns the arctangent of x as a numeric value between -PI/2 and PI/2 radians
<u>atan2(y,x)</u>	Returns the angle theta from the conversion of rectangular coordinates (x, y) to polar coordinates (r, theta)
<u>atanh(x)</u>	Returns the hyperbolic arctangent of x
<u>cbrt(x)</u>	Returns the cube root of x
<u>ceil(x)</u>	Returns the value of x rounded up to its nearest integer
<u>copysign(x,y)</u>	Returns the first floating point x with the sign of the second floating point y
<u>cos(x)</u>	Returns the cosine of x (x is in radians)
<u>cosh(x)</u>	Returns the hyperbolic cosine of x
<u>exp(x)</u>	Returns the value of E^x
<u>exp2(x)</u>	Returns the value of 2^x
<u>expm1(x)</u>	Returns $e^x - 1$
<u>erf(x)</u>	Returns the value of the error function at x
<u>erfc(x)</u>	Returns the value of the complementary error function at x
<u>fabs(x)</u>	Returns the absolute value of x
<u>fdim(x)</u>	Returns the positive difference between x and y
<u>floor(x)</u>	Returns the value of x rounded down to its nearest integer
<u>fma(x,y,z)</u>	Returns $x*y + z$ without losing precision
<u>fmax(x,y)</u>	Returns the highest value of a floating x and y
<u>fmin(x,y)</u>	Returns the lowest value of a floating x and y
<u>fmod(x,y)</u>	Returns the floating point remainder of x/y
<u>frexp(x,y)</u>	With x expressed as $m * 2^n$, returns the value of m (a value between 0.5 and 1.0) and writes the value of n to the memory at the pointer y
<u>hypot(x,y)</u>	Returns $\sqrt{x^2 + y^2}$ without intermediate overflow or underflow
<u>ilogb(x)</u>	Returns the integer part of the floating-point base logarithm of x

<u>ldexp(x, y)</u>	Returns $x \times 2^y$
<u>lgamma(x)</u>	Returns the logarithm of the absolute value of the gamma function at x
<u>llrint(x)</u>	Rounds x to a nearby integer and returns the result as a long long integer
<u>llround(x)</u>	Rounds x to the nearest integer and returns the result as a long long integer
<u>log(x)</u>	Returns the natural logarithm of x
<u>log10(x)</u>	Returns the base 10 logarithm of x
<u>log1p(x)</u>	Returns the natural logarithm of x+1
<u>log2(x)</u>	Returns the base 2 logarithm of the absolute value of x
<u>logb(x)</u>	Returns the floating-point base logarithm of the absolute value of x
<u>lrint(x)</u>	Rounds x to a nearby integer and returns the result as a long integer
<u>lround(x)</u>	Rounds x to the nearest integer and returns the result as a long integer
<u>modf(x, y)</u>	Returns the decimal part of x and writes the integer part to the memory at the pointer y
<u>nan(s)</u>	Returns a NaN (Not a Number) value
<u>nearbyint(x)</u>	Returns x rounded to a nearby integer
<u>nextafter(x, y)</u>	Returns the closest floating point number to x in the direction of y
<u>nexttoward(x, y)</u>	Returns the closest floating point number to x in the direction of y
<u>pow(x,y)</u>	Returns the value of x to the power of y
<u>remainder(x,y)</u>	Return the remainder of x/y rounded to the nearest integer
<u>remquo(x, y, z)</u>	Calculates x/y rounded to the nearest integer, writes the result to the memory at the pointer z and returns the remainder.
<u>rint(x)</u>	Returns x rounded to a nearby integer
<u>round(x)</u>	Returns x rounded to the nearest integer
<u>scalbln(x, y)</u>	Returns $x \times R^y$ (R is usually 2)
<u>scalbn(x, y)</u>	Returns $x \times R^y$ (R is usually 2)
<u>sin(x)</u>	Returns the sine of x (x is in radians)
<u>sinh(x)</u>	Returns the hyperbolic sine of x
<u>sqrt(x)</u>	Returns the square root of x
<u>tan(x)</u>	Returns the tangent of x (x is in radians)
<u>tanh(x)</u>	Returns the hyperbolic tangent of x
<u>tgamma(x)</u>	Returns the value of the gamma function at x

trunc(x)

Returns the integer part of x