

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

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

trunc(x).

Returns the integer part of x