

☰ Documentation

[Accelerate](#) / [vDSP](#) / Type conversion

API Collection

Type conversion

Perform element-wise floating-point to integer and integer to floating-point conversion.

Topics

Conversion between floating-point types

The functions in this group convert between single-precision and double-precision floating-point vectors.

`static func doubleToFloat<U>(U) -> [Float]`

Returns single-precision values converted from a double-precision source.

`static func floatToDouble<U>(U) -> [Double]`

Returns double-precision values converted from a single-precision source.

`static func convertElements<U, V>(of: U, to: inout V)`

Converts single-precision values to double-precision values.

`static func convertElements<U, V>(of: U, to: inout V)`

Converts double-precision values to single-precision values.

`vDSP_vspdp`

Converts a single-precision vector to a double-precision vector.

`vDSP_vdpsp`

Converts a double-precision vector to a single-precision vector.

Conversion between floating-point and integer types

- ☰ Integer to single-precision floating-point conversion
 - Perform element-wise integer to single-precision floating-point conversion.
- ☰ Integer to double-precision floating-point conversion
 - Perform element-wise integer to double-precision floating-point conversion.
- ☰ Single-precision floating point to integer conversion
 - Perform element-wise single-precision floating-point to integer conversion.
- ☰ Double-precision floating point to integer conversion
 - Perform element-wise double-precision floating-point to integer conversion.

See Also

Vector conversion functions

- ☰ Conversion to decibel equivalents
 - Convert vectors that contain power or amplitude data to decibels.
- ☰ Complex vector conversion
 - Perform element-wise split-complex to interleaved and interleaved to split-complex conversion.
- ☰ Polar-rectangular conversion
 - Convert each element of a vector between radius-angle and Cartesian pairs.