# The GCC Quad-Precision Math Library

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Introduction 1

# Introduction

This manual documents the usage of libquadmath, the GCC Quad-Precision Math Library Application Programming Interface (API).

# 1 Typedef and constants

M\_SQRT1\_2q: one over square root of 2

```
The following data type has been defined via typedef.
__complex128: __float128-based complex number
   The following macros are defined, which give the numeric limits of the __float128 data
type.
FLT128_MAX: largest finite number
FLT128_MIN: smallest positive number with full precision
FLT128_EPSILON: difference between 1 and the next larger
           representable number
FLT128_DENORM_MIN: smallest positive denormalized number
FLT128_MANT_DIG: number of digits in the mantissa (bit precision)
FLT128_MIN_EXP: maximal negative exponent
FLT128_MAX_EXP: maximal positive exponent
FLT128_DIG: number of decimal digits in the mantissa
FLT128_MIN_10_EXP: maximal negative decimal exponent
FLT128_MAX_10_EXP: maximal positive decimal exponent
   The following mathematical constants of type __float128 are defined.
M_Eq: the constant e (Euler's number)
M_LOG2Eq: binary logarithm of 2
M_LOG10Eq: common, decimal logarithm of 2
M_LN2q: natural logarithm of 2
M_LN10q: natural logarithm of 10
M_PIq: pi
M_PI_2q: two pi
M_PI_4q: four pi
M_1_PIq: one over pi
M_2_PIq: one over two pi
M_2_SQRTPIq: two over square root of pi
M_SQRT2q: square root of 2
```

# 2 Math Library Routines

The following mathematical functions are available:

acosq: arc cosine function

acoshq: inverse hyperbolic cosine function

asing: arc sine function

asinhq: inverse hyperbolic sine function

atanq: arc tangent function

atanhq: inverse hyperbolic tangent function

atan2q: arc tangent function
cbrtq: cube root function
ceilq: ceiling value function
copysignq: copy sign of a number
coshq: hyperbolic cosine function

cosq: cosine function
erfq: error function

erfcq: complementary error function

expq: exponential function

expm1q: exponential minus 1 function

fabsq: absolute value function fdimq: positive difference function finiteq: check finiteness of value floorq: floor value function

fmaq: fused multiply and add

fmaxq: determine maximum of two values fminq: determine minimum of two values

fmodq: remainder value function

frexpq: extract mantissa and exponent hypotq: Eucledian distance function ilogbq: get exponent of the value

isinfq: check for infinity

isnanq: check for not a number

j0q: Bessel function of the first kind, first orderj1q: Bessel function of the first kind, second orderjnq: Bessel function of the first kind, n-th order

ldexpq: load exponent of the value
lgammaq: logarithmic gamma function
llrintq: round to nearest integer value

llroundq: round to nearest integer value away from zero

logq: natural logarithm function log10q: base 10 logarithm function

log1pq: compute natural logarithm of the value plus one

log2q: base 2 logarithm function

lrintq: round to nearest integer value

lroundq: round to nearest integer value away from zero

modfq: decompose the floating-point number

nanq: return quiet NaN

nearbyintq: round to nearest integer

nextafterq: next representable floating-point number

powq: power function

remainderq: remainder function

remquoq: remainder and part of quotient rintq: round-to-nearest integral value

roundq: round-to-nearest integral value, return \_\_float128

scalblnq: compute exponent using FLT\_RADIX
scalbnq: compute exponent using FLT\_RADIX

signbitq: return sign bit

sincosq: calculate sine and cosine simulataneously

sinhq: hyperbolic sine function

sinq: sine function

sqrtq: square root function
tanq: tangent function

tanhq: hyperbolic tangent function tgammaq: true gamma function

truncq: round to integer, towards zero

y0q: Bessel function of the second kind, first order y1q: Bessel function of the second kind, second order ynq: Bessel function of the second kind, n-th order

cabsq complex absolute value function

cargq: calculate the argument

cimagq imaginary part of complex number

crealq: real part of complex number

cacoshq: complex arc hyperbolic cosine function

cacosq: complex arc cosine function

casinhq: complex arc hyperbolic sine function

casing: complex arc sine function

catanhq: complex arc hyperbolic tangent function

catang: complex arc tangent function

ccosq complex cosine function:

ccoshq: complex hyperbolic cosine function

cexpq: complex exponential function

cexpiq: computes the exponential function of "i" times a

real value

clogq: complex natural logarithm clog10q: complex base 10 logarithm conjq: complex conjugate function cpowq: complex power function cprojq: project into Riemann Sphere

csinq: complex sine function

csinhq: complex hyperbolic sine function

csqrtq: complex square root
ctanq: complex tangent function

ctanhq: complex hyperbolic tangent function

# 3 I/O Library Routines

# 3.1 strtoflt128 — Convert from string

```
The function dmath_strtopQ converts a string into a __float128 number.
```

```
Syntax __float128 strtoflt128 (const char *s, char **sp)
```

Arguments:

s input string

sp the address of the next character in the string

The argument sp contains, if not NULL, the address of the next character following the parts of the string, which have been read.

### Example

```
#include <quadmath.h>
int main ()
{
   __float128 r;
   r = strtoflt128 ("1.2345678", NULL);
   return 0;
}
```

# 3.2 quadmath\_snprintf — Convert to string

The function quadmath\_snprintf converts a \_\_float128 floating-point number into a string. It is a specialized alternative to snprintf, where the format string is restricted to a single conversion specifier with Q modifier and conversion specifier e, E, f, F, g, G, a or A, with no extra characters before or after the conversion specifier. The %m\$ or \*m\$ style must not be used in the format.

```
Syntax int quadmath_snprintf (char *s, size_t size, const char *format, \dots)
```

Arguments:

s output string

size byte size of the string, including tailing NUL

format conversion specifier string

#### Example

```
#include <quadmath.h>
#include <stdlib.h>
#include <stdio.h>

int main ()
{
   __float128 r;
   int prec = 20;
   int width = 46;
   char buf[128];
```

```
r = 2.0q;
r = sqrtq(r);
int n = quadmath_snprintf (buf, sizeof buf, "%+-#*.20Qe", width, r);
if ((size_t) n < sizeof buf)</pre>
 printf ("%s\n", buf);
  /* Prints: +1.41421356237309504880e+00 */
quadmath_snprintf (buf, sizeof buf, "%Qa", r);
if ((size_t) n < sizeof buf)</pre>
  printf ("%s\n", buf);
  /* Prints: 0x1.6a09e667f3bcc908b2fb1366ea96p+0 */
n = quadmath_snprintf (NULL, 0, "%+-#46.*Qe", prec, r);
if (n > -1)
  {
    char *str = malloc (n + 1);
    if (str)
      {
        quadmath\_snprintf (str, n + 1, "%+-#46.*Qe", prec, r);
        printf ("%s\n", str);
        /* Prints: +1.41421356237309504880e+00 */
    free (str);
return 0;
```

On some targets when supported by the C library hooks are installed for printf family of functions, so that printf ("%Qe", 1.2Q); etc. works too.

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