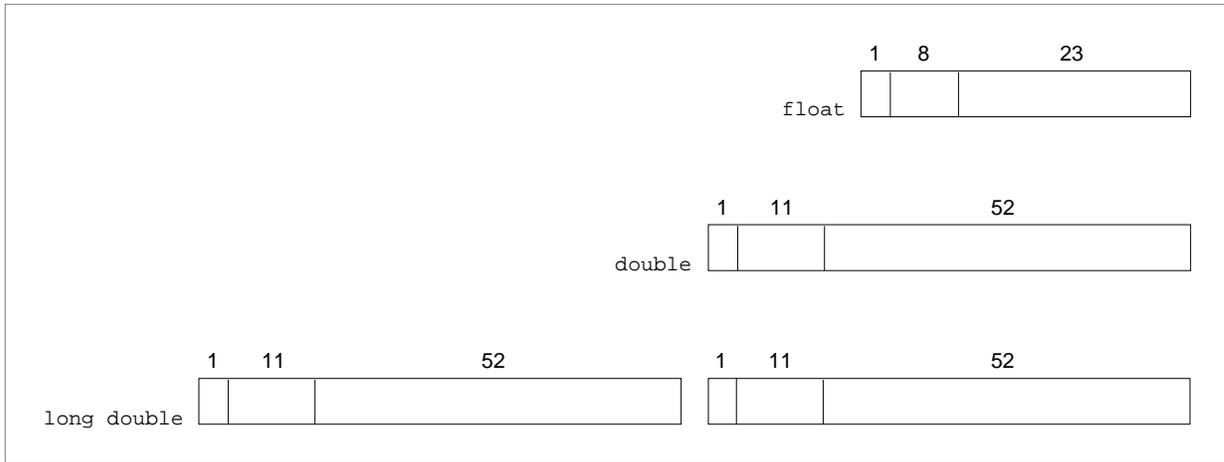


MathLib Reference

This appendix provides a reference for the numeric implementation in the C programming language. It summarizes the data formats available and tells how to determine the floating-point class for a value. It also lists functions that control the floating-point environment, functions that perform floating-point operations, and the exceptions those functions might raise.

Floating-Point Data Formats

Figure E-1 Floating-point data formats



MathLib Reference

Table E-1 Interpreting floating-point values

If biased* exponent e is:	And fraction f is:	Then value v is:	And class of v is: †
$0 < e < max^‡$	(any)	$v = (-1)^s \times 2^{(e-bias)} \times (1.f)$ §	FP_NORMAL
$e = 0$	$f \neq 0$	$v = (-1)^s \times 2^{minexp} \times (0.f)$ ¶	FP_SUBNORMAL
$e = 0$	$f = 0$	$v = (-1)^s \times 0$	FP_ZERO
$e = max$	$f = 0$	$v = (-1)^s \times \infty$	FP_INFINITE
$e = max$	$f \neq 0$	$v = \text{NaN}$	FP_SNAN (first bit is 0) FP_QNAN (first bit is 1)

* $bias = 127$ for float; 1023 for double and long double.

† From enumerated type NumKind.

‡ $max = 255$ for float; 2047 for double and long double.

§ For long double both head and tail are evaluated this way and added together.

¶ $minexp = -126$ for float; -1022 for double and long double.

Table E-2 Class and sign inquiry macros

`fpclassify(x)`

`isnormal(x)`

`isfinite(x)`

`isnan(x)`

`signbit(x)`

Environmental Controls

Table E-3 Environmental access

Action	Function prototype
Get	<code>void fegetenv (fenv_t *envp);</code>
Set	<code>void fesetenv (const fenv_t *envp);</code>
Save	<code>int feholdexcept (fenv_t * envp);</code>
Restore	<code>void feupdateenv (const fenv_t *envp);</code>

Table E-4 Floating-point exceptions

Exceptions	Action	Function prototype
FE_INEXACT	Get	<code>void fegetexcept(fexcept_t *flagp, int excepts);</code>
FE_DIVBYZERO	Set	<code>void feraiseexcept (int excepts);</code>
FE_UNDERFLOW	Clear	<code>void feclearexcept (int excepts);</code>
FE_OVERFLOW		<code>void fesetexcept (const fexcept_t *flagp, int excepts);</code>
FE_INVALID	Test	<code>int fetestexcept (int excepts);</code>

Table E-5 Rounding direction modes

Modes	Action	Function prototype
FE_TONEAREST	Get	<code>int fegetround (void);</code>
FE_TOWARDZERO	Set	<code>int fesetround (int round);</code>
FE_UPWARD		
FE_DOWNWARD		

Operations and Functions

MathLib Reference

Note

Throughout the tables that follow, in the Exceptions column, I = invalid; X = inexact; O = overflow; U = underflow; D = divide-by-zero. ♦

Table E-6 Arithmetic operations

Compute	Syntax	Valid input range	Exceptions
Sum	$x + y$	$-\infty$ to $+\infty$	I X O U -
Difference	$x - y$	$-\infty$ to $+\infty$	I X O U -
Product	$x * y$	$-\infty$ to $+\infty$	I X O U -
Quotient	x / y	$-\infty$ to $+\infty$	I X O U D
Square root	<code>sqrt(x)</code>	0 to $+\infty$	I X - - -
Remainder	<code>remainder(x, y)</code> <code>remquo(x, y, quo)</code> <code>fmod(x, y)</code>	$-\infty$ to $+\infty$	I - - - -

Table E-7 Conversions to integer type

Compute	Syntax	Valid input range	Exceptions
Round in current direction	<code>rinttol(x)</code> * [*]	-2^{31} to $2^{31} - 1$	I X - - -
Add 1/2 to magnitude and chop	<code>roundtol(x)</code> * [*]	-2^{31} to $2^{31} - 1$	I X - - -

* Return type of `long int`.

Table E-8 Conversions to integer in floating-point type

Compute	Syntax	Valid input range	Exceptions
Round in current direction	<code>rint(x)</code>	$-\infty$ to $+\infty$	- X - - -
	<code>nearbyint(x)</code>	$-\infty$ to $+\infty$	- - - - -
Round upward	<code>ceil(x)</code>	$-\infty$ to $+\infty$	- - - - -
Round downward	<code>floor(x)</code>	$-\infty$ to $+\infty$	- - - - -
Add 1/2 to magnitude and chop	<code>round(x)</code>	$-\infty$ to $+\infty$	- X - - -
Round toward zero	<code>trunc(x)</code>	$-\infty$ to $+\infty$	- - - - -

Table E-9 Conversions between binary and decimal formats

Compute	Syntax	Valid input range	Exceptions
Convert decimal struct to binary	<code>dec2num(&d)</code>	decimal struct	- - - - -
Convert binary to decimal struct	<code>num2dec(&f, x, &d)</code>	$-\infty$ to $+\infty$	- - - - -

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Table E-10 Conversions between decimal formats

Compute	Syntax	Valid input range	Exceptions
Convert decimal struct to string	<code>dec2str(&f, &d, s)</code>	decimal struct	- - - - -
Convert decimal string to struct	<code>str2dec(s, &ix, &d, &vp)</code>	Numeric string	- - - - -

Table E-11 Comparison operations

Compute	Syntax	Valid input range	Exceptions
Positive difference or 0	<code>fdim(x, y)</code>	$-\infty$ to $+\infty$	- X O U -
Maximum of 2 numbers	<code>fmax(x, y)</code>	$-\infty$ to $+\infty$	- - - - -
Minimum of 2 numbers	<code>fmin(x, y)</code>	$-\infty$ to $+\infty$	- - - - -
Relationship of x, y	<code>relation(x, y)</code>	$-\infty$ to $+\infty$	- - - - -

Table E-12 Sign manipulation functions

Compute	Syntax	Valid input range	Exceptions
Copy the sign	<code>copysign(x, y)</code>	$-\infty$ to $+\infty$	- - - - -
$ x $	<code>fabs(x)</code>	$-\infty$ to $+\infty$	- - - - -

Table E-13 Exponential functions

Compute	Syntax	Valid input range	Exceptions
e^x	<code>exp(x)</code>	$-\infty$ to $+\infty$	- X O U -
2^x	<code>exp2(x)</code>	$-\infty$ to $+\infty$	- X O U -
$e^x - 1$	<code>expm1(x)</code>	$-\infty$ to $+\infty$	- X O U -
$x \times 2^n$	<code>ldexp(x, n)</code>	$-\infty$ to $+\infty$	- X O U -
	<code>scalb(x, n)</code>		- X O U -
x^y	<code>pow(x, y)</code>	$-\infty$ to $+\infty$	I X O U D

Table E-14 Logarithmic functions

Compute	Syntax	Valid input range	Exceptions
Fraction and exponent fields of floating-point number	<code>frexp(x, &n)</code>	$-\infty$ to $+\infty$	- - - - -
$\ln x$	<code>log(x)</code>	0 to $+\infty$	I X - - D
$\log_{10}x$	<code>log10(x)</code>	0 to $+\infty$	I X - - D
$\ln(x + 1)$	<code>log1p(x)</code>	> -1	I X - - D
\log_2x	<code>log2(x)</code>	0 to $+\infty$	I X - - D
Exponent field of floating-point number	<code>logb(x)</code>	$-\infty$ to $+\infty$	- - - - D
Split real number into fractional part and integer part	<code>modf(x, &y)</code>	$-\infty$ to $+\infty$	- - - - -

Table E-15 Trigonometric functions

Compute	Syntax	Valid input range	Exceptions
$\cos x$	<code>cos(x)</code>	Any finite number	I X - - -
$\sin x$	<code>sin(x)</code>	Any finite number	I X - U -
$\tan x$	<code>tan(x)</code>	Any finite number	I X - U -
$\arccos x$	<code>acos(x)</code>	-1 to +1	I X - - -
$\arcsin x$	<code>asin(x)</code>	-1 to +1	I X - U -
$\arctan x$	<code>atan(x)</code>	$-\infty$ to $+\infty$	- X - U -
$\arctan y/x$	<code>atan2(x, y)</code>	$-\infty$ to $+\infty$	- X - U -

Table E-16 Hyperbolic functions

Compute	Syntax	Valid input range	Exceptions
$\cosh x$	<code>cosh(x)</code>	$-\infty$ to $+\infty$	- X O - -
$\sinh x$	<code>sinh(x)</code>	$-\infty$ to $+\infty$	- X O U -
$\tanh x$	<code>tanh(x)</code>	$-\infty$ to $+\infty$	- X - - -
$\operatorname{arccosh} x$	<code>acosh(x)</code>	1 to $+\infty$	I X - - -
$\operatorname{arcsinh} x$	<code>asinh(x)</code>	$-\infty$ to $+\infty$	- X - U -
$\operatorname{arctanh} x$	<code>atanh(x)</code>	-1 to +1	I X - U -

Table E-17 Financial functions

Compute	Syntax	Valid input range	Exceptions
Compound interest	<code>compound(r, p)</code>	0 to $+\infty$	I X - - D
Annuity	<code>annuity(r, p)</code>	0 to $+\infty$	I X - - D

Table E-18 Error and gamma functions

Compute	Syntax	Valid input range	Exceptions
error	<code>erf(x)</code>	$-\infty$ to $+\infty$	- X - U -
1 - error	<code>erfc(x)</code>	$-\infty$ to $+\infty$	- X - U -
$\Gamma(x)$	<code>gamma(x)</code>	0 to $+\infty$	I X O - -
$\ln(\Gamma(x))$	<code>lgamma(x)</code>	0 to $+\infty$	I X O - -

Table E-19 Miscellaneous functions

Compute	Syntax	Valid input range	Exceptions
Create NaN	<code>nan(tagp)</code>	character string	- - - - -
Next representable number after x in direction of y	<code>nextafterd(x, y)</code>	$-\infty$ to $+\infty$	- X O U -
Hypotenuse	<code>hypot(x, y)</code>	$-\infty$ to $+\infty$	- X O U -
Random number generator	<code>randomx(&x)</code>	1 to $2^{31} - 2$	- - - - -