mathieeesingbas

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mathieeesingbas

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```

1.2 mathieeesingbas.library/IEEESPAbs

```
 NAME
IEEESPAbs -- compute absolute value of IEEE single precision argument

 SYNOPSIS
  x   = IEEESPAbs(  y  );
 d0       d0

float x,y;

 FUNCTION
Take the absolute value of argument y and return it to caller.

 INPUTS
y -- IEEE single precision floating point value

 RESULT
x -- IEEE single precision floating point value

 BUGS
```

```
 SEE ALSO
```

1.3 mathieeesingbas.library/IEEESPAdd

```
 NAME
IEEESPAdd -- add one single precision IEEE number to another

 SYNOPSIS
  x   = IEEESPAdd(  y  ,  z  );
 d0      d0     d1

float x,y,z;

 FUNCTION
Compute x = y + z in IEEE single precision.

 INPUTS
y -- IEEE single precision floating point value
z -- IEEE single precision floating point value

 RESULT
x -- IEEE single precision floating point value

 BUGS

 SEE ALSO
IEEESPSub
```

1.4 mathieeesingbas.library/IEEESPCeil

```
 NAME
IEEESPCeil -- compute Ceil function of IEEE single precision number

 SYNOPSIS
  x   = IEEESPCeil(  y  );
 d0        d0

float x,y;

 FUNCTION
Calculate the least integer greater than or equal to x and return it.
This identity is true.  Ceil(x) = -Floor(-x).

 INPUTS
y -- IEEE single precision floating point value

 RESULT
x -- IEEE single precision floating point value

 BUGS

 SEE ALSO
```

```
IEEESPFloor
```

1.5 mathieeesingbas.library/IEEESPCmp

```
 NAME
IEEESPCmp -- compare two single precision floating point numbers

 SYNOPSIS
  c   = IEEESPCmp(  y  ,  z  );
  d0        d0   d1

float y,z;
long  c;

 FUNCTION
Compare y with z. Set the condition codes for less, greater, or
equal. Set return value c to -1 if y<z, or +1 if y>z, or 0 if
y == z.

 INPUTS
y -- IEEE single precision floating point value
z -- IEEE single precision floating point value

 RESULT
     c = 1   cc = gt         for (y > z)
     c = 0   cc = eq         for (y == z)
     c = -1  cc = lt         for (y < z)

 BUGS

 SEE ALSO
```

1.6 mathieeesingbas.library/IEEESPDiv

```
 NAME
IEEESPDiv -- divide one single precision IEEE by another

 SYNOPSIS
  x   = IEEESPDiv(  y  ,  z  );
 d0      d0    d1

float x,y,z;

 FUNCTION
Compute x = y / z in IEEE single precision.
Note that the Motorola fast floating point Div routine reverses
the order of the arguments for the C interface, although the
dividend is still in d0 and the divisor is in d1.

 INPUTS
y -- IEEE single precision floating point value
z -- IEEE single precision floating point value
```

```
 RESULT
x -- IEEE single precision floating point value

 BUGS

 SEE ALSO
IEEESPMul
```

1.7 mathieeesingbas.library/IEEESPFix

```
 NAME
IEEESPFix -- convert IEEE single float to integer

 SYNOPSIS
x   = IEEESPFix(  y  );
d0     d0

long  x;
float y;

 FUNCTION
Convert IEEE single precision argument to a 32 bit signed integer
and return result.

 INPUTS
y -- IEEE single precision floating point value

 RESULT
if no overflow occured then return
  x -- 32 bit signed integer
if overflow return largest +- integer
  For round to zero

 BUGS

 SEE ALSO
IEEESPFlt
```

1.8 mathieeesingbas.library/IEEESPFloor

```
 NAME
IEEESPFloor -- compute Floor function of IEEE single precision number

 SYNOPSIS
  x   = IEEESPFloor(  y  );
  d0          d0

float x,y;

 FUNCTION
Calculate the largest integer less than or equal to x and return it.
```

```
 INPUTS
y -- IEEE single precision floating point value

 RESULT
x -- IEEE single precision floating point value

 BUGS

 SEE ALSO
IEEESPCeil
```

1.9 mathieeesingbas.library/IEEESPFlt

```
 NAME
IEEESPFlt -- convert integer to IEEE single precision number

 SYNOPSIS
  x   = IEEESPFlt(  y  );
 d0      d0

float x;
long  y;

 FUNCTION
Convert a signed 32 bit value to a single precision IEEE value
and return it in d0. No exceptions can occur with this
function.

 INPUTS
y -- 32 bit integer in d0

 RESULT
x is a 32 bit single precision IEEE value

 BUGS

 SEE ALSO
IEEESPFix
```

1.10 mathieeesingbas.library/IEEESPMul

```
 NAME
IEEESPMul -- multiply one double precision IEEE number by another

 SYNOPSIS
  x   = IEEESPMul(  y  ,  z  );
 d0      d0    d1

float x,y,z;

 FUNCTION
```

```
Compute x = y * z in IEEE single precision.

 INPUTS
y -- IEEE single precision floating point value
z -- IEEE single precision floating point value

 RESULT
x -- IEEE single precision floating point value

 BUGS

 SEE ALSO
IEEESPDiv
```

1.11 mathieeesingbas.library/IEEESPNeg

```
 NAME
IEEESPNeg -- compute negative value of IEEE single precision number

 SYNOPSIS
  x   = IEEESPNeg(  y  );
  d0       d0

float x,y;

 FUNCTION
Invert the sign of argument y and return it to caller.

 INPUTS
y - IEEE single precision floating point value

 RESULT
x - IEEE single precision floating point value

 BUGS

 SEE ALSO
```

1.12 mathieeesingbas.library/IEEESPSub

```
 NAME
IEEESPSub -- subtract one single precision IEEE number from another

 SYNOPSIS
  x   = IEEESPSub(  y  ,  z  );
 d0      d0     d1

float x,y,z;

 FUNCTION
Compute x = y - z in IEEE single precision.
```

```
 INPUTS
y -- IEEE single precision floating point value
z -- IEEE single precision floating point value

 RESULT
x -- IEEE single precision floating point value

 BUGS

 SEE ALSO
IEEESPAdd
```

1.13 mathieeesingbas.library/IEEESPTst

```
 NAME
IEEESPTst -- compare IEEE single precision value to 0.0

 SYNOPSIS
  c   = IEEESPTst(  y  );
  d0        d0

float y;
long  c;

 FUNCTION
Compare y to 0.0, set the condition codes for less than, greater
than, or equal to 0.0.  Set the return value c to -1 if less than,
to +1 if greater than, or 0 if equal to 0.0.

 INPUTS
y -- IEEE single precision floating point value

 RESULT
c = 1 cc = gt   for (y > 0.0)
c = 0 cc = eq   for (y == 0.0)
c = -1  cc = lt   for (y < 0.0)

 BUGS

 SEE ALSO
```