

Digital UNIX

Digital Portable Mathematics Library

Order Number: AA-PUBXC-TK

March 1996

This manual provides reference and exception information for DPML, Digital's Portable Mathematics Library software.

Product Version: Digital UNIX Version 4.0 or higher

Digital Equipment Corporation
Maynard, Massachusetts

March 1996

Digital Equipment Corporation makes no representations that the use of its products in the manner described in this publication will not infringe on existing or future patent rights, nor do the descriptions contained in this publication imply the granting of licenses to make, use, or sell equipment or software in accordance with the description.

Possession, use, or copying of the software described in this publication is authorized only pursuant to a valid written license from Digital or an authorized sublicensor.

© Digital Equipment Corporation 1995. All rights reserved.

The postpaid Reader's Comments forms at the end of this document request your critical evaluation to assist in preparing future documentation.

The following are trademarks of Digital Equipment Corporation: Alpha, Alpha AXP, AXP, Bookreader, DEC, DEC OSF/1, Digital, OpenVMS, VAX, VAX DOCUMENT, VMS, and the DIGITAL logo.

The following are third-party trademarks:

CRAY is a registered trademark of Cray Research, Inc.

IBM is a registered trademark of International Business Machines Corporation.

IEEE is a registered trademark of the Institute of Electrical and Electronics Engineers.

Internet is a registered trademark of Internet, Inc.

UNIX is a registered trademark in the United States and other countries, licensed exclusively through X/Open Company Ltd.

OSF and OSF/1 are registered trademarks and Open Software Foundation is a trademark of the Open Software Foundation, Inc.

All other trademarks and registered trademarks are the property of their respective holders.

This document is available on CD-ROM.

This document was prepared using VAX DOCUMENT Version 2.1.

Contents

About This Manual	vii
1 Introduction to DPML	
1.1 Overview	1-1
1.2 Data Types	1-2
1.3 Exceptional Arguments	1-4
1.4 Exception Conditions and Exception Behavior	1-5
1.5 IEEE Std 754 Considerations	1-6
1.6 X/Open Portability Guide Considerations	1-7
2 DPML Routines	
2.1 DPML Routine Interface	2-1
2.2 Specific Entry-Point Names	2-2
2.3 Working with Exception Conditions	2-2
2.4 DPML Routine Interface Examples	2-3
2.4.1 atan2() Interface	2-3
2.4.2 cdiv() Interface	DPML-4
acos—Arc Cosine of Angle	DPML-5
acosh—Hyperbolic Arc Cosine of Angle	DPML-6
asin—Arc Sine of Angle	DPML-7
asinh—Hyperbolic Arc Sine of Angle	DPML-8
atan—Arc Tangent of Angle with One Argument	DPML-9
atan2—Arc Tangent of Angle with Two Arguments	DPML-10
atanh—Hyperbolic Arc Tangent of Angle	DPML-11
bessel—Bessel Functions	DPML-12
cabs—Complex Absolute Value	DPML-13
cbrt—Cube Root	DPML-14
ccos—Cosine of Angle of a Complex Number	DPML-15
cdiv—Complex Division	DPML-16

ceil—Ceiling	DPML-17
cexp—Complex Exponential	DPML-18
clog—Complex Natural Logarithm	DPML-19
cmul—Complex Multiplication	DPML-20
copysign—Copy Sign	DPML-21
cos—Cosine of Angle	DPML-22
cosh—Hyperbolic Cosine of Angle	DPML-23
cot—Cotangent of Angle	DPML-24
cpow—Complex Power	DPML-25
csin—Sine of Angle of a Complex Number	DPML-26
csqrt—Complex Square Root	DPML-27
cvt_ftof—Convert a Floating-Point Data Type to Another Supported Floating-Point Data Type	DPML-28
drem—Remainder	DPML-33
erf—Error Functions	DPML-34
exp—Exponential	DPML-35
fabs—Absolute Value	DPML-36
finite—Check for Finite Value	DPML-37
floor—Floor	DPML-38
fmod—Modulo Remainder	DPML-39
fp_class—Classifies IEEE Floating-Point Values	DPML-40
frexp—Convert to Fraction and Integral Power of 2	DPML-41
hypot—Euclidean Distance	DPML-42
ilogb—Computes an Unbiased Exponent	DPML-43
isnan—Check for NaN Value	DPML-44
ldexp—Multiply by an Integral Power of 2	DPML-45
lgamma—Computes the Logarithm of the gamma Function	DPML-46
log—Logarithm Functions	DPML-47
logb—Radix-independent Exponent	DPML-48
modf—Return the Fractional Part and Integer Part of a Floating-Point Number	DPML-49
nextafter—Next Machine Number After	DPML-50
nint—Round to the Nearest Integer	DPML-51
pow—Raise the Base to a Floating-Point Exponent	DPML-52
random—Random Number Generator, Uniformly Distributed	DPML-53
remainder—Remainder	DPML-54
rint—Return the Nearest Integral Value	DPML-55

scalb—Exponent Adjustment	DPML-56
sin—Sine of Angle	DPML-57
sincos—Sine and Cosine of Angle	DPML-58
sinh—Hyperbolic Sine	DPML-59
sinhcosh—Hyperbolic Sine and Cosine	DPML-60
sqrt—Square Root	DPML-61
tan—Tangent of Angle	DPML-62
tanh—Hyperbolic Tangent	DPML-63
trunc—Truncation	DPML-64
unordered—Check for x Unordered with Respect to y	DPML-65

A Critical Floating-Point Values

B DPML Entry-Point Names

Glossary

Index

Tables

1-1	Floating-Point Data Types	1-3
1-2	Floating-Point Complex Data Types	1-4
1-3	Default Action and Return Values for Exception Conditions	1-6
1-4	XPG4 Conformant Routines	1-7
A-1	Hexadecimal and Decimal Boundary Values	A-1
B-1	Entry-Point Names for DPML Platforms	B-1

About This Manual

Audience

This manual is for compiler writers, system programmers, and application programmers who do not have high-level language support of Digital Portable Mathematics Library (DPML) routines in their language of choice. This audience needs to access DPML routines directly from their application programs.

New and Changed Features

The following routines are new in this release:

- `ilogb`
- `rint`

Organization

This manual consists of the following:

Chapter 1 gives a general overview of the mathematics library and discusses supported data types, exception behavior, and IEEE considerations.

Chapter 2 explains the presentation format of a DPML routine and how to interpret a routine's interface, and alphabetically lists the routines.

Appendix A lists the floating-point boundary values used by the DPML routines.

Appendix B contains the complete list of entry-point names.

The Glossary lists mathematical terms and symbolic names used in this manual, and provides a brief definition.

Related Documents

The printed version of the Digital UNIX documentation set is color coded to help specific audiences quickly find the books that meet their needs. (You can order the printed documentation from Digital.) This color coding is reinforced with the use of an icon on the spines of books. The following list describes this convention:

Audience	Icon	Color Code
General users	G	Blue
System and network administrators	S	Red
Programmers	P	Purple
Device driver writers	D	Orange
Reference page users	R	Green

Some books in the documentation set help meet the needs of several audiences. For example, the information in some system books is also used by programmers. Keep this in mind when searching for information on specific topics.

The *Documentation Overview, Glossary, and Master Index* provides information on all of the books in the Digital UNIX documentation set.

Reader's Comments

Digital welcomes any comments and suggestions you have on this and other Digital UNIX manuals. You can send your comments in the following ways:

- Fax: 603-881-0120 Attn: UEG Publications, ZK03-3/Y32
- Internet electronic mail: readers_comment@zk3.dec.com

A Reader's Comment form is located on line in the following location:

`/usr/doc/readers_comment.txt`

- Mail:
Digital Equipment Corporation
UEG Publications Manager
ZK03-3/Y32
110 Spit Brook Road
Nashua, NH 03062-9987

A Reader's Comments form is located in the back of each printed manual. The form is postage paid, if mailed in the United States.

Please include the following information along with your comments:

- The full title of the book and the order number. (The order number is printed on the title page of this book and on its back cover.)
- The section numbers and page numbers of the information on which you are commenting.
- The version of Digital UNIX that you are using. For example, Digital UNIX Version 4.0.
- If known, the type of processor that is running the Digital UNIX software. For example, AlphaServer 2000.

The Digital UNIX Publications group cannot respond to system problems or technical support inquiries. Please address technical questions to your local system vendor or to the appropriate Digital technical support office. Information provided with the software media explains how to send problem reports to Digital.

Conventions

In this manual, every use of OpenVMS Alpha means the OpenVMS Alpha operating system.

The following conventions are also used in this manual:

<i>italic text</i>	Italicized text indicates important information or complete titles of manuals.
boldface text	Bolded text represents the introduction of a new term.
numbers	All numbers in text are assumed to be decimal, unless otherwise noted. Nondecimal radices—binary, octal, or hexadecimal—are explicitly indicated.
< >	Angle brackets - standard C notation for system header files.

Introduction to DPML

The Digital Portable Mathematics Library (hereinafter referred to as DPML) includes a wide variety of mathematical routines that cover the following areas:

- Floating-point trigonometric function evaluation
- Exponentiation, logarithmic, power function evaluation
- Hyperbolic function evaluation
- Algebraic function evaluation
- Complex function evaluation
- Complex exponentiation
- Miscellaneous function evaluation

This manual documents the DPML routines and, in particular, how they behave when given an exceptional input argument. It also documents operating system entry points and supported floating-point data types.

1.1 Overview

Developing software within the confines of high-level languages like Fortran and C greatly increases the portability and maintainability of your source code. Many high-level languages support mathematical function evaluation. DPML was developed to provide a common set of routines that support many of the common mathematical functions across a wide variety of operating systems, hardware architectures, and languages.

In most cases, the common mathematical functions behave the same way for all languages and platforms. Occasionally, however, high-level language definitions of the same mathematical function will differ for specific input values. For example, in Fortran, $\log(-1.0)$ causes a program abort, while in C, $\log(-1.0)$ quietly returns a system-defined value.

Introduction to DPML

1.1 Overview

This document uses the term **exceptional arguments** to refer to *values* in the following situations:

- Values for which high-level languages disagree on the function behavior.
- Values that are mathematically undefined or out of range.
- Values for which the function would overflow or underflow.

See Section 1.3 for more detail on exceptional arguments.

To provide uniform quality of mathematical functions for all languages on your system, DPML traps exceptional arguments and invokes a system-specific routine called the DPML exception handler. The exception handler is designed to work in conjunction with high-level language compilers and run-time libraries (RTLs) to provide specific language semantics for exceptional arguments. This means that the user-visible behavior of a given function called from a given language is not necessarily determined by the routines in the DPML library but rather by a combination of several entities acting in concert.

Note

Digital strongly recommends that you limit your access to the DPML routines documented in this manual to the high-level language syntax of your choice, thereby guaranteeing the behavior of the routines across platforms. Because of the complex relationship between high-level languages and DPML routines, the behavior of direct calls to DPML routines may change from release to release.

1.2 Data Types

DPML is designed to support mathematics function evaluation for multiple data types. These data types include integer, floating-point, and complex floating-point.

The integer data type, identified as *int* throughout this manual, is the natural size signed integer for a particular platform. On a 32-bit system, *int* is a 32-bit signed integer, and on a 64-bit system, *int* is a 64-bit signed integer.

The floating-point types referred to in this document are F_FLOAT, G_FLOAT, X_FLOAT, S_FLOAT, and T_FLOAT respectively. When it is not necessary to distinguish between the different floating types, they are referred to collectively as F_TYPE. Your platform may support all or a subset of these floating-point data types. For example, DPML on OpenVMS Alpha systems supports the

Introduction to DPML 1.2 Data Types

following floating-point data types: VAX single- and double-precision, IEEE single- and double-precision, and IEEE extended-precision. DPML on Digital UNIX Alpha systems supports only IEEE single- and double-precision data types. Table 1-1 describes the floating-point data types.

Table 1-1 Floating-Point Data Types

F_TYPE	Description
S_FLOAT	32-bit IEEE single-precision number
T_FLOAT	64-bit IEEE double-precision number
X_FLOAT	128-bit IEEE extended-precision number
F_FLOAT	32-bit VAX single-precision number
G_FLOAT	64-bit VAX double-precision number

In addition to the data types mentioned in Table 1-1, DPML also provides routines that return two values of the same floating-point type; for example, two S_TYPE values or two G_TYPE values. In the discussion that follows, these pairs of floating-point data type values are referred to as F_COMPLEX. Refer to Table 1-2. This document uses F_COMPLEX to indicate that a given routine returns two different values of the same floating-point data type.

The mechanism for returning two floating-point values from DPML routines varies from platform to platform. However, on OpenVMS Alpha systems, F_COMPLEX data is returned in consecutive floating-point registers and is accessible only through a high-level language, like Fortran, that specifically allows access to them.

A complex number, z , is defined as an ordered pair of real numbers. The convention used in this manual to define an ordered pair of real numbers as complex is as follows:

- The first number is the real part of the complex number.
- The second number is preceded by i and is the imaginary part of the complex number.
- A separator character (plus sign) is used to associate and separate the real and the imaginary number.

For example:

$$z = x + iy$$

$$z = \sin x + i\cos y$$

Introduction to DPML

1.2 Data Types

DPML includes complex functions, for example, the complex sine, $\text{csin}(x,y)$, defined to be $\sin(x + iy)$. Complex function routines like $\text{csin}()$, which have complex input, accept floating-point numbers in pairs and treat them as if they are real and imaginary parts of a complex number.

In the previous two examples, the first floating-point values are defined by x and $\sin x$, respectively, and are the real part of the complex number. The second floating-point values used in the examples are defined by iy and $i\cos y$, respectively, and are the imaginary part of the complex number. Similarly, DPML routines that return complex function values return two floating-point values. Taken together, these two floating-point values represent a complex number.

DPML supports the floating-point complex types described in Table 1–2. DPML complex functions can be accessed only through high-level languages that support the complex data type. Use only the data types supported by your system.

Table 1–2 Floating-Point Complex Data Types

F_COMPLEX	Description¹
S_FLOAT_COMPLEX	An ordered pair of S_FLOAT quantities, representing a single-precision complex number
T_FLOAT_COMPLEX	An ordered pair of T_FLOAT quantities, representing a double-precision complex number
X_FLOAT_COMPLEX	An ordered pair of X_FLOAT quantities, representing an extended-precision complex number
F_FLOAT_COMPLEX	An ordered pair of F_FLOAT quantities, representing a single-precision complex number
G_FLOAT_COMPLEX	An ordered pair of G_FLOAT quantities, representing a double-precision complex number

¹The lower addressed quantity is the real part; the higher addressed quantity is the imaginary part.

1.3 Exceptional Arguments

Not all mathematical functions are capable of returning a meaningful result for all input argument values. Any argument value passed to a DPML routine that does not return a meaningful result, or is defined differently for different environments, is referred to as an exceptional argument. Exceptional arguments that result in an exception behavior are documented in the Exceptions section of each DPML routine in Chapter 2.

Introduction to DPML

1.3 Exceptional Arguments

Exceptional arguments typically fall into one of two categories:

- **Domain errors or invalid arguments.** These are arguments for which a function is not defined. For example, the inverse sine function, `asin`, is defined only for arguments between -1 and $+1$ inclusive. Attempting to evaluate `acos(-2)` or `acos(3)` results in a domain error or invalid argument error.
- **Range errors.** These errors occur when a mathematically valid argument results in a function value that exceeds the range of representable values for the floating-point data type. Appendix A gives the approximate minimum and maximum values representable for each floating-point data type.

1.4 Exception Conditions and Exception Behavior

DPML routines are designed to provide predictable and platform-consistent exception conditions and behavior. When an exception is triggered in a DPML routine, two pieces of information can be generated and made available to the calling program for exception handling:

- A notification that an exception has occurred. The mechanics of exception notification vary from platform to platform (for example, signaling, trapping, `set errno`).
- A return value. If your environment allows your routine to continue after raising an exception condition (with an exception handler for example), then a return value is made available upon completion of the routine.

The exception condition-handling mechanisms on your platform dictate how you can recover from an exception condition, and whether you can expect to receive an exception notification, a return value, or both, from a DPML routine.

The Exceptions section of each DPML routine documents each exceptional argument that results in an exception behavior. In addition to the exceptional arguments, an indication of how the DPML routines treat each argument is given. Exceptional arguments are sometimes presented in terms of symbolic constants.

For example, the following table lists the exceptional arguments of the exponential routine, `exp(x)`:

Exceptional Argument	Exception Condition/Routine Behavior
$x > \ln(\text{max_float})$	Overflow

Introduction to DPML

1.4 Exception Conditions and Exception Behavior

Exceptional Argument	Exception Condition/Routine Behavior
$x < \ln(\text{min_float})$	Underflow

The exceptional arguments indicate that whenever $x > \ln(\text{max_float})$ or $x < \ln(\text{min_float})$, DPML recognizes an overflow or underflow condition, respectively.

The symbolic constants $\ln(\text{max_float})$ and $\ln(\text{min_float})$ represent the natural log of the maximum and minimum representable values of the floating-point data type in question. The actual values of $\ln(\text{max_float})$ and $\ln(\text{min_float})$ are described in Appendix A.

DPML recognizes three predefined conditions: overflow, underflow, and invalid argument. Table 1–3 describes the default action and return value of each condition.

Table 1–3 Default Action and Return Values for Exception Conditions

Exception Condition	Default Action	Return Value
Overflow	Trap	HUGE_RESULT
Underflow	Continue Quietly	0
Invalid argument	Trap	INV_RESULT

The values HUGE_RESULT and INV_RESULT are data-type dependent.

For IEEE data types, HUGE_RESULT and INV_RESULT are the floating-point encodings for Infinity and NaN respectively.

For VAX data types, HUGE_RESULT and INV_RESULT are max_float and 0 respectively.

1.5 IEEE Std 754 Considerations

The Institute of Electrical and Electronics Engineers (IEEE) ANSI/IEEE Std 754-1985, IEEE Standard for Binary Floating-Point Arithmetic data types include denormalized numbers (very close to zero). The standard supports the concept of “Not-a-Number” or NaN to represent indeterminate quantities, and uses plus infinity or minus infinity (so that they behave in arithmetic) like the mathematical infinities. Whenever a DPML routine produces an overflow or indeterminate condition, it generates an infinity or NaN value.

All DPML routines, except one, return a NaN result when presented with a NaN input. The only exception is $\text{pow}(\text{NaN}, 0) = 1$ in ANSI C.

1.6 X/Open Portability Guide Considerations

Table 1–4 lists the routines described in this manual that conform to the requirements of the *X/Open Portability Guide, Version 4 (XPG4)*, or are implemented as UNIX extensions to the XPG4 standard (XPG4-UNIX). Descriptions of these routines appear in Chapter 2 under the generic function name listed in Table 1–4. Platform-specific entry-points are listed in Appendix B.

Table 1–4 XPG4 Conformant Routines

Routine	Conforms to Standard	Generic Function Name
acos	XPG4	acos
acosh	XPG4-UNIX	acosh
asin	XPG4	asin
asinh	XPG4-UNIX	asinh
atan	XPG4	atan
atan2	XPG4	atan
atanh	XPG4-UNIX	atanh
ceil	XPG4	ceil
cos	XPG4	cos
cosh	XPG4	cosh
cot	XPG4	cot
erf	XPG4	erf
erfc	XPG4	erf
exp	XPG4	exp
expm1	XPG4-UNIX	exp
fabs	XPG4	fabs
floor	XPG4	floor
fmod	XPG4	fmod
frexp	XPG4	frexp
gamma	XPG4	lgamma
hypot	XPG4	hypot
ilogb	XPG4-UNIX	ilogb

(continued on next page)

Introduction to DPML
1.6 X/Open Portability Guide Considerations

Table 1–4 (Cont.) XPG4 Conformant Routines

Routine	Conforms to Standard	Generic Function Name
isnan	XPG4	isnan
j0	XPG4	bessel
j1	XPG4	bessel
jn	XPG4	bessel
ldexp	XPG4	ldexp
lgamma	XPG4	lgamma
log	XPG4	log
log10	XPG4	log
log1p	XPG4-UNIX	log
logb	XPG4-UNIX	logb
modf	XPG4	modf
nextafter	XPG4-UNIX	nextafter
pow	XPG4	pow
remainder	XPG4-UNIX	remainder
rint	XPG4-UNIX	rint
scalb	XPG4-UNIX	scalb
sin	XPG4	sin
sinh	XPG4	sinh
tan	XPG4	tan
tanh	XPG4	tanh
y0	XPG4	bessel
y1	XPG4	bessel
yn	XPG4	bessel

2

DPML Routines

Each DPML routine documented in this chapter is presented in the following format:

- **Routine name**—A brief name to identify the function of the routine. A routine may contain more than one function.
- **Interface**—What the routine expects to receive and what it returns. See Section 2.1 for more information.
- **Description**—Additional information, including the permitted range of input values and generic calculations used to compute the results.
- **Exceptions**—A description of how the routine behaves when given a specific exceptional input argument.

2.1 DPML Routine Interface

The interface to each function is:

```
RETURN_TYPE generic_interface_name (INPUT_ARG_TYPE...)
```

Each of these is described below.

RETURN_TYPE

The data type of the value returned by the routine to your application program. Each routine returns a specific class of data type. For example, either `F_TYPE` or `F_COMPLEX` can appear in a DPML interface described in Chapter 2. The supported data types are described in Section 1.2.

generic_interface_name

The generic name. DPML routines in this chapter are listed in alphabetic order by their interface names. Some DPML routines may be available in the syntax of your high-level language. Fortran and C are examples. To maximize the portability of your application, use the corresponding mathematical routine described in your high-level language, and directly call only the routines documented in this manual that are not supported by your language. Refer to

DPML Routines

2.1 DPML Routine Interface

Appendix B for the specific entry-point names needed to directly call a DPML routine from your platform.

INPUT_ARG_TYPE...

The number and type of input arguments provided by your application. Some routines require more than one argument. Arguments must be coded in the order shown in the interface section of each routine described in this chapter. The supported data types for arguments are described in Section 1.2.

Note

Unless otherwise noted, arguments are read-only and passed by value. Arguments passed by another mechanism are prefaced by an asterisk (*); for example, *n in the frexp() routine.

2.2 Specific Entry-Point Names

Each generic interface name documented in the interface section of a routine description corresponds to one or more specific entry-point names described in Appendix B. For example, on OpenVMS Alpha systems, the acosd function has five entry-point names; one for each available floating-point data type. The acosd entry-point names are math\$acosd_f, math\$acosd_s, math\$acosd_x, math\$acosd_g, and math\$acosd_t. On Digital UNIX Alpha systems, the acosd function has two entry-point names corresponding to their supported data types: S_FLOAT and T_FLOAT. The two entry-point names are acosdf for S_FLOAT input arguments and acosd for T_FLOAT arguments. Use the specific entry-point name that corresponds to the input argument data type.

2.3 Working with Exception Conditions

Each DPML routine description contains a table of exceptions. Each exception listed in the table represents an exceptional case that is handled in a platform-specific manner. For example, the atan2() exception table contains the following two entries:

Exceptional Argument	Routine Behavior
$y = x = 0$	Invalid argument
$ y = x = \text{infinity}$	Invalid argument

The first entry describes an exception condition containing two input arguments with zero values. Upon detecting this error, the routine behavior

DPML Routines

2.3 Working with Exception Conditions

signals the “invalid argument” condition. The second entry is applicable only to platforms supporting signed or unsigned infinity values. Here, if the absolute value of both input arguments is equal to infinity, an “invalid argument” condition is signaled.

The exact behavior of a routine that detects an exceptional argument varies from platform to platform and is sometimes dependent on the environment in which it is called. The behavior you see depends on the platform and language used. It also depends on how the routine was called and the interaction of the various layers of software through which the call to the routine was made. Remember, access to a DPML routine can be made through direct access (a CALL statement written by a programmer in a source code statement) or through indirect access (from compiler-implemented mathematical syntax).

The default behavior for detecting the $x=y=0$ arguments is to generate an exception trap when accessing `atan2()` indirectly through Fortran compiler syntax. C compiler syntax for the `atan2()` routine sets `errno` and returns a NaN when give the same input. In these cases, your compiler documentation provides you with information on how to work with exception conditions.

2.4 DPML Routine Interface Examples

This section discusses the `atan2()` and `cdiv()` interfaces and explains how to interpret them. The explanations given in this section apply to all DPML routines.

2.4.1 `atan2()` Interface

The interface to the `atan2()` routine is:

```
F_TYPE atan2 (F_TYPE y, F_TYPE x)
```

The routine name `atan2()` is the high-level language source-level name that gets mapped to a specific entry-point name documented in Appendix B. This is the name that appears in compiler documentation for this mathematical routine. The appropriate entry-point name is automatically selected when `atan2()` is called from high-level language syntax. This selection depends upon the data type of the input arguments. If you make direct calls to this routine, you must manually select the proper entry-point name documented in Appendix B for the data type of your input arguments.

The format of the `atan2()` routine shows that it expects to receive two input arguments by value. Both arguments must be the same `F_TYPE`. The returned value will also be the same `F_TYPE` as the input arguments.

DPML Routines

2.4 DPML Routine Interface Examples

For example, on OpenVMS Alpha systems, the G_FLOAT entry-point name is `math$atan2_g()`. It takes two G_FLOAT arguments by value and returns a G_FLOAT result.

For Digital UNIX Alpha systems, the S_FLOAT entry-point name is `atan2f()`. The routine takes two S_FLOAT input arguments by value and returns an S_FLOAT result.

2.4.2 `cdiv()` Interface

The interface to the `cdiv()` routine is:

```
F_COMPLEX cdiv (F_TYPE a, F_TYPE b, F_TYPE c, F_TYPE d)
```

The routine name `cdiv()` is the generic name that gets mapped to a specific entry-point name documented in Appendix B. Selection of the appropriate entry-point name is done automatically when `cdiv()` is called from high-level language syntax. This selection depends upon the data type of the input arguments. Again, if you make direct calls to this routine, you must manually select the proper entry-point name documented in Appendix B for the data type of your input arguments.

The format of the `cdiv()` routine shows that it expects to receive four input arguments by value. All arguments must be the same F_TYPE. The returned value will be an F_COMPLEX data type and will be the same base data type as the input arguments.

For example, on OpenVMS Alpha systems, the F_FLOAT entry-point name is `math$cdiv_f()`. This routine takes four F_FLOAT input arguments by value and returns an F_FLOAT_COMPLEX result in an ordered pair of F_FLOAT quantities.

For Digital UNIX Alpha systems, the S_FLOAT entry-point name is `cdivf()`. This routine takes four S_FLOAT input arguments by value and returns an S_FLOAT_COMPLEX result.

acos—Arc Cosine of Angle

Interface

```
F_TYPE acos (F_TYPE x)
F_TYPE acosd (F_TYPE x)
```

Description

acos() computes the principal value of the arc cosine of x in the interval $[0,\pi]$ radians for x in the interval $[-1,1]$.

acosd() computes the principal value of the arc cosine of x in the interval $[0,180]$ degrees for x in the interval $[-1,1]$.

Exceptions

Exceptional Argument	Routine Behavior
$ x > 1$	Invalid argument

acosh—Hyperbolic Arc Cosine of Angle

Interface

F_TYPE acosh (F_TYPE x)

Description

acosh() returns the hyperbolic arc cosine of x for x in the interval $[1, +\infty]$, where $\text{acosh}(x) = \ln(x + \sqrt{x^2 - 1})$. acosh() is the inverse function of cosh(), where $\text{acosh}(\cosh(x)) = x$.

Exceptions

Exceptional Argument	Routine Behavior
$x < 1$	Invalid argument

asin—Arc Sine of Angle

Interface

F_TYPE asin (F_TYPE x)

F_TYPE asind (F_TYPE x)

Description

asin() computes the principal value of the arc sine of x in the interval $[-\pi/2, \pi/2]$ radians for x in the interval $[-1, 1]$.

asind() computes the principal value of the arc sine of x in the interval $[-90, 90]$ degrees for x in the interval $[-1, 1]$.

Exceptions

Exceptional Argument	Routine Behavior
$ x > 1$	Invalid argument

asinh—Hyperbolic Arc Sine of Angle

Interface

```
F_TYPE asinh (F_TYPE x)
```

Description

asinh() returns the hyperbolic arc sine of x for x in the interval $[-\infty, +\infty]$, where $\text{asinh}(x) = \ln(x + \sqrt{x^2 + 1})$. asinh() is the inverse function of sinh(), where $\text{asinh}(\sinh(x)) = x$.

Exceptions

None.

atan—Arc Tangent of Angle with One Argument

Interface

`F_TYPE atan (F_TYPE x)`

`F_TYPE atand (F_TYPE x)`

Description

`atan()` computes the principal value of the arc tangent of `x` in the interval $[-\pi/2, \pi/2]$ radians for `x` in the interval $[-\infty, +\infty]$.

`atand()` computes the principal value of the arc tangent of `x` in the interval $[-90, 90]$ degrees for `x` in the interval $[-\infty, +\infty]$.

Exceptions

None.

atan2—Arc Tangent of Angle with Two Arguments

Interface

F_TYPE atan2 (F_TYPE y, F_TYPE x)

F_TYPE atand2 (F_TYPE y, F_TYPE x)

Description

atan2() computes the angle in the interval $[-\pi, \pi]$ whose arc tangent is y/x radians for x and y in the interval $[-\infty, +\infty]$. The sign of atan2() is the same as the sign of y . The atan2(y , x) function is computed as follows where f is the number of fraction bits associated with the data type:

Value of Input Arguments	Angle Returned
$x = 0$ or $y/x > 2^{f+1}$	$\pi/2 * (\text{sign}y)$
$x > 0$ and $y/x \leq 2^{f+1}$	$\text{atan}(y/x)$
$x < 0$ and $y/x \leq 2^{f+1}$	$\pi * (\text{sign}y) + \text{atan}(y/x)$

atand2() computes the angle in the interval $[-180, 180]$ whose arc tangent is y/x degrees for x and y in the interval $[-\infty, +\infty]$. The sign of atand2() is the same as the sign of y .

Exceptions

Exceptional Argument	Routine Behavior
$y = x = 0$	Invalid argument
$ y = \text{infinity}$ and $ x = \text{infinity}$	Invalid argument

atanh—Hyperbolic Arc Tangent of Angle

Interface

F_TYPE atanh (F_TYPE x)

Description

atanh() returns the hyperbolic arc tangent of x for x in the interval (-1,1).

atanh() is the inverse function of tanh(), where atanh(tanh (x)) = x.

atanh(x) is computed as $\frac{1}{2} \ln \left(\frac{1+x}{1-x} \right)$.

Exceptions

Exceptional Argument	Routine Behavior
x > or = 1	Invalid argument

bessel—Bessel Functions

Interface

```
F_TYPE j0 (F_TYPE x)
F_TYPE j1 (F_TYPE x)
F_TYPE jn (int n, F_TYPE x)
F_TYPE y0 (F_TYPE x)
F_TYPE y1 (F_TYPE x)
F_TYPE yn (int n, F_TYPE x)
```

Description

`j0()` and `j1()` return the value of the Bessel function of the first kind of orders 0 and 1 respectively.

`jn()` returns the value of the Bessel function of the first kind of order `n`.

`y0()` and `y1()` return the value Bessel function of the second kind of orders 0 and 1 respectively.

`yn()` returns the value of the Bessel function of the second kind of order `n`.

The value of `x` must be positive for the `y` family of Bessel functions. The value of `n` specifies some integer value.

Exceptions

Exceptional Argument	Routine Behavior
<code>(y0(), y1(), yn()) x < 0</code>	Invalid argument
<code>(y0(), y1(), yn()) x = 0</code>	Overflow

The `j1()` and `jn()` functions can result in an underflow as `x` gets small. The largest value of `x` for which this occurs is a function of `n`.

The `y1()` and `yn()` functions can result in an overflow as `x` gets small. The largest value of `x` for which this occurs is a function of `n`.

cabs—Complex Absolute Value

Interface

`F_TYPE cabs (F_TYPE x, F_TYPE y)`

Description

`cabs(x,y)` is defined as the square root of $(x^{**2} + y^{**2})$ and returns the same value as `hypot(x,y)`.

Exceptions

Exceptional Argument	Routine Behavior
<code>sqrt(x**2 + y**2) > max_float</code>	Overflow

See Also

Appendix A, Critical Floating-Point Values

cbrt—Cube Root

Interface

`F_TYPE cbrt (F_TYPE x)`

Description

`cbrt()` returns the rounded cube root of `x`.

Exceptions

None.

ccos—Cosine of Angle of a Complex Number

Interface

F_COMPLEX ccos (F_TYPE x, F_TYPE y)

Description

ccos() returns the cosine of a complex number, $x + iy$.

ccos(x,y) is defined as $\cos(x + iy) = (\cos x \cosh y - i \sin x \sinh y)$.

Exceptions

Exceptional Argument	Routine Behavior
$ y = \text{infinity}$	Invalid argument
$(\sin x \sinh y) > \text{max_float}$	Overflow
$(\cos x \cosh y) > \text{max_float}$	Overflow

See Also

Appendix A, Critical Floating-Point Values

cdiv—Complex Division

Interface

`F_COMPLEX cdiv (F_TYPE a, F_TYPE b, F_TYPE c, F_TYPE d)`

Description

`cdiv()` returns the quotient of two complex numbers: $(a + ib)/(c + id)$.

Exceptions

Exceptional Argument	Routine Behavior
<code>c=d=0</code>	Invalid argument
<code>a=b=c=d=0</code>	Invalid argument

ceil—Ceiling

Interface

F_TYPE ceil (F_TYPE x)

Description

ceil() returns the smallest floating-point integer value greater than or equal to *x*.

Exceptions

None.

cexp—Complex Exponential

Interface

`F_COMPLEX cexp (F_TYPE x, F_TYPE y)`

Description

`cexp()` returns the exponential of a complex number.

`cexp(x,y)` is defined as $e^{x + iy} = e^x \cos y + ie^x \sin y$.

Exceptions

Exceptional Argument	Routine Behavior
$ y = \text{infinity}$	Invalid argument
$ e^x \cos y > \text{max_float}$	Overflow
$ e^x \sin y > \text{max_float}$	Overflow
$ e^x \cos y < \text{min_float}$	Underflow
$ e^x \sin y < \text{min_float}$	Underflow

See Also

Appendix A, Critical Floating-Point Values

clog—Complex Natural Logarithm

Interface

F_COMPLEX clog (F_TYPE x, F_TYPE y)

Description

clog() returns the natural logarithm of a complex number.

clog(x,y) is defined as $\ln(x + iy) = 1/2 \ln(x^2 + y^2) + i \operatorname{atan2}(y,x)$.

Exceptions

Exceptional Argument	Routine Behavior
$y=x=0$	Invalid argument
$ y = x = \text{infinity}$	Invalid argument

cmul—Complex Multiplication

Interface

`F_COMPLEX cmul (F_TYPE a, F_TYPE b, F_TYPE c, F_TYPE d)`

Description

`cmul()` returns the product of two complex numbers.

`cmul(a,b,c,d)` is defined as $(a + ib) * (c + id)$.

Exceptions

None.

copysign—Copy Sign

Interface

F_TYPE copysign (F_TYPE x, F_TYPE y)

Description

copysign() returns x with the same sign as y. IEEE Std 754 requires copysign(x,NaN) = +x or -x.

Exceptions

None.

cos—Cosine of Angle

Interface

F_TYPE cos (F_TYPE x)

F_TYPE cosd (F_TYPE x)

Description

cos() computes the cosine of x, measured in radians.

cosd() computes the cosine of x, measured in degrees.

Exceptions

Exceptional Argument	Routine Behavior
x = infinity	Invalid argument

cosh—Hyperbolic Cosine of Angle

Interface

F_TYPE cosh (F_TYPE x)

Description

cosh() computes the hyperbolic cosine of x.

cosh(x) is defined as $(e^{**x} + e^{**(-x)})/2$.

Exceptions

Exceptional Argument	Routine Behavior
$ x > \ln(2 * \text{max_float})$	Overflow

See Also

Appendix A, Critical Floating-Point Values

cot—Cotangent of Angle

Interface

F_TYPE cot (F_TYPE x)

F_TYPE cotd (F_TYPE x)

Description

cot() computes the cotangent of x , measured in radians.

cotd() computes the cotangent of x , measured in degrees.

Exceptions

Exceptional Argument	Routine Behavior
(cot) $x=0$	Overflow
(cotd) $ x = \text{multiples of } 180 \text{ degrees}$	Overflow

cpow—Complex Power

Interface

`F_COMPLEX cpow (F_TYPE a, F_TYPE b, F_TYPE c, F_TYPE d)`

Description

`cpow()` raises a complex base ($a + ib$) to a complex exponent ($c + id$).

`cpow(a,b,c,d)` is defined as $e^{((c + id) \ln(a + ib))}$.

Exceptions

Exceptional Argument	Routine Behavior
$\text{sqrt}(a^{**2} + b^{**2}) > \text{max_float}$	Overflow
$c/2 * \ln(a^{**2} + b^{**2}) > \text{max_float}$	Overflow
$c/2 * \ln(a^{**2} + b^{**2}) - (d * \text{atan2}(b,c)) > \text{max_float}$	Overflow

See Also

Appendix A, Critical Floating-Point Values

csin—Sine of Angle of a Complex Number

Interface

F_COMPLEX csin (F_TYPE x, F_TYPE y)

Description

csin() computes the sine of a complex number, $x + iy$.

csin(x,y) is defined as $\sin(x + iy) = (\sin x \cosh iy + i \cos x \sinh iy)$.

Exceptions

Exceptional Argument	Routine Behavior
$ y = \text{infinity}$	Invalid argument
$(\sinh x \sin y) > \text{max_float}$	Overflow
$(\cosh x \cos y) > \text{max_float}$	Overflow

See Also

Appendix A, Critical Floating-Point Values

csqrt—Complex Square Root

Interface

`F_COMPLEX csqrt (F_TYPE x, F_TYPE y)`

Description

`csqrt()` computes the square root of a complex number, $x + iy$. The real part of `csqrt` is greater than or equal to zero.

`csqrt(x,y)` is defined as the square root of $(x + iy)$.

Exceptions

None.

cvt_ftof—Convert a Floating-Point Data Type to Another Supported Floating-Point Data Type

Interface

```
int cvt_ftof (void *x, int x_type, void *y, int y_type, options )
```

Description

Note

OpenVMS Alpha users should use the CVT\$FTOF routine documented in the *OpenVMS RTL Library (LIBS) Manual*.

cv_tftof() converts a floating-point value from one data type to another. *x* points to the input value to be converted, and *y* points to the converted result. The conversion is subject to the options specified in the options (bit field) argument.

x_type and *y_type* identify the data type of *x* and *y* as follows:

Values for <i>x_type</i> and <i>y_type</i>	Floating-Point Data Type
CVT_VAX_F	VAX F Floating (4 bytes)
CVT_VAX_D	VAX D Floating (8 bytes)
CVT_VAX_G	VAX G Floating (8 bytes)
CVT_VAX_H	VAX H Floating (16 bytes)
CVT_IEEE_S	IEEE Little Endian S Floating (4 bytes)
CVT_IEEE_T	IEEE Little Endian T Floating (8 bytes)
CVT_IEEE_X	IEEE Little Endian X Floating (16 bytes)
CVT_BIG_ENDIAN_IEEE_S	IEEE Big Endian S Floating (4 bytes)
CVT_BIG_ENDIAN_IEEE_T	IEEE Big Endian T Floating (8 bytes)
CVT_BIG_ENDIAN_IEEE_X	IEEE Big Endian X Floating (16 bytes)
CVT_IBM_SHORT	IBM_Short_Floating (4 bytes)
CVT_IBM_LONG	IBM_Long_Floating (8 bytes)

Values for x_type and y_type	Floating-Point Data Type
CVT_CRAY_SINGLE	CRAY_Floating (8 bytes)

Provide a zero (0) value to the options argument to select default behavior or choose one or more options (status condition option, rounding options, "FORCE" options, CRAY and IBM options) from the tables below as the options argument. Specify only the options that apply to your conversion. A conflicting or incompatible options argument will be reported as an error (CVT_INVALID_OPTION).

Applicable Conversion	Status Condition Option	Description
All	CVT_REPORT_ALL	Report all applicable status conditions as the default. The reporting of recoverable status conditions is disabled by default when this option is not used.

Applicable Conversion	Rounding Options	Description
All	CVT_ROUND_TO_NEAREST	The default rounding option for conversions to IEEE data types. This IEEE Std. 754 rounding mode results in the representable output value nearest to the infinitely precise result. If the two nearest representable values are equally near, the one with its least significant bit zero is the result.
All	CVT_BIASED_ROUNDING	The default rounding option for conversions to non-IEEE data types. Performs "traditional" style rounding. This mode results in the representable output value nearest to the infinitely precise result. If the two nearest representable values are equally near, the result is the value with the largest magnitude.
All	CVT_ROUND_TO_ZERO	Round the output value toward zero (truncate).
All	CVT_ROUND_TO_POS	Round the output value toward positive infinity.

Applicable Conversion	Rounding Options	Description
All	CVT_ROUND_TO_NEG	Round the output value toward negative infinity.

Applicable Conversion	"FORCE" Options	Description
All	CVT_FORCE_ALL_SPECIAL_VALUES	Apply all applicable "FORCE" options for the current conversion.
IEEE	CVT_FORCE_DENORM_TO_ZERO ¹	Force a denormalized IEEE output value to zero.
IEEE	CVT_FORCE_INF_TO_MAX_FLOAT ¹	Force a positive IEEE infinite output value to +max_float and force a negative IEEE infinite output value to -max_float.
IEEE or VAX	CVT_FORCE_INVALID_TO_ZERO ²	Force an invalid IEEE NaN (not a number) output value or a VAX ROP (reserved operand) output value to zero.

¹This option is valid only for conversions to IEEE output values.

²This option is valid only for conversions to IEEE or VAX output values.

Applicable Conversion	Options for CRAY Format Conversion	Description
CRAY	CVT_ALLOW_OVRFLW_RANGE_VALUES	Allow an input/output exponent value > 60000 (8).
CRAY	CVT_ALLOW_UDRFLW_RANGE_VALUES	Allow an input/output exponent value < 20000 (8).

Applicable Conversion	Option for IBM Format Conversion	Description
IBM	CVT_ALLOW_UNNORMALIZED_VALUES	Allow unnormalized input arguments. Allow an unnormalized output value for a small value which would normalize to zero.

Returns

The return value is a bit field containing the condition codes raised by the function. `cvt_ftof()` returns `CVT_NORMAL`; otherwise, it sets one or more of the following recoverable and unrecoverable conditions. Use the following condition names to determine which conditions are set:

Condition Name	Condition (Always reported by default)
<code>CVT_INVALID_INPUT_TYPE</code>	Invalid input type code.
<code>CVT_INVALID_OUTPUT_TYPE</code>	Invalid output type code.
<code>CVT_INVALID_OPTION</code>	Invalid option argument.

Condition Name	Condition (Only reported if the <code>CVT_REPORT_ALL</code> option is selected)
<code>CVT_RESULT_INFFINITE</code>	Conversion produced an infinite result. ¹
<code>CVT_RESULT_DENORMALIZED</code>	Conversion produced a denormalized result. ¹
<code>CVT_RESULT_OVERFLOW_RANGE</code>	Conversion yielded an exponent > 60000 (8). ²
<code>CVT_RESULT_UNDERFLOW_RANGE</code>	Conversion yielded an exponent < 20000 (8). ²
<code>CVT_RESULT_UNNORMALIZED</code>	Conversion produced an unnormalized result. ³
<code>CVT_RESULT_INVALID</code>	Conversion result is either ROP (reserved operand), NaN (not a number), or closest equivalent. CRAY and IBM data types return 0. ⁴
<code>CVT_RESULT_OVERFLOW</code>	Conversion resulted in overflow. ⁴
<code>CVT_RESULT_UNDERFLOW</code>	Conversion resulted in underflow. ⁴
<code>CVT_RESULT_INEXACT</code>	Conversion resulted in a loss of precision. ⁴

¹For IEEE data type conversions.

²For CRAY data type conversions.

³For IBM data type conversions.

⁴For all data type conversions.

See Also

Appendix A, Critical Floating-Point Values

ANSI/IEEE Std 754-1985, IEEE Standard for Binary Floating-Point Arithmetic

Example

```
status = cvt_ftof( &big_x, CVT_BIG_ENDIAN_IEEE_T,  
                  &little_x, CVT_IEEE_T, 0 );
```

This example converts the value pointed to by `big_x` which is of type IEEE Big Endian T Floating, to the IEEE Little Endian T Floating data type and stores the result in the location pointed to by `little_x`. No conversion options are specified.

```
status = cvt_ftof(&x, CVT_VAX_D, &y, CVT_IEEE_T,  
                  (CVT_FORCE_ALL_SPECIAL_VALUES | CVT_REPORT_ALL) );
```

This example converts the value pointed to by `x` which is of type VAX D Floating, to the IEEE Little Endian T Floating data type and stores the result in the location pointed to by `y`. Any special IEEE values which would normally be generated will be removed. That is, NaN and Denormalized results will be returned as zero and infinite results will go to `+/- max_float`. In addition, all recordable status conditions will be reported.

drem—Remainder

Interface

F_TYPE drem (F_TYPE x, F_TYPE y)

Description

drem() returns the remainder $r = x - n * y$, where $n = \text{rint}(x/y)$. Additionally, if $|n - x/y| = 1/2$, then n is even. The remainder is computed exactly, and $|r|$ is less than or equal to $|y| / 2$. The drem() and remainder() functions are aliases of each other.

IEEE Std 754 defines drem(x,0) and drem(infinity,y) to be invalid operations that produce a NaN.

Exceptions

Exceptional Argument	Routine Behavior
$y = 0$	Invalid argument
$x = \text{infinity}$	Invalid argument

erf—Error Functions

Interface

F_TYPE erf (F_TYPE x)

F_TYPE erfc (F_TYPE x)

Description

erf() returns the value of the error function where erf(x) equals $(2 * \text{sqrt}(\pi))$ times the area under the curve e^{*-t**2} between 0 and x.

erfc() returns $(1.0-\text{erf}(x))$. The erfc() function can result in an underflow as x gets large.

Exceptions

None.

exp—Exponential

Interface

```
F_TYPE exp (F_TYPE x)
F_TYPE expm1 (F_TYPE x)
```

Description

`exp()` computes the value of the exponential function, defined as e^{**x} , where e is the constant used as a base for natural logarithms.

`expm1()` computes $\exp(x)-1$ accurately, even for tiny x .

Exceptions

Exceptional Argument	Routine Behavior
$x > \ln(\text{max_float})$	Overflow
$x < \ln(\text{min_float})$	Underflow

See Also

Appendix A, Critical Floating-Point Values

fabs—Absolute Value

Interface

`F_TYPE fabs (F_TYPE x)`

Description

`fabs()` computes the absolute value of `x`.

Exceptions

None.

finite—Check for Finite Value

Interface

`int finite (F_TYPE x)`

Description

`finite()` returns the integer value 1 (true) or 0 (false).

`finite(x) = 1` when $-\text{infinity} < x < +\text{infinity}$.

`finite(x) = 0` when $|x| = \text{infinity}$ or `x` is a NaN.

Exceptions

None.

floor—Floor

Interface

F_TYPE floor (F_TYPE x)

Description

floor() returns the largest floating-point integer value less than or equal to x.

Exceptions

None.

fmod—Modulo Remainder

Interface

`F_TYPE fmod (F_TYPE x, F_TYPE y)`

Description

`fmod()` computes the floating-point remainder of `x` modulo `y`. It returns the remainder $r = x - n * y$, where $n = \text{trunc}(x/y)$. The remainder is computed exactly.

The result has the same sign as `x` and a magnitude less than the magnitude of `y`.

Exceptions

Exceptional Argument	Routine Behavior
<code>x = infinity</code>	Invalid argument
<code>y = 0</code>	Invalid argument

fp_class—Classifies IEEE Floating-Point Values

Interface

```
int fp_class (F_TYPE x)
```

Description

These routines determine the class of IEEE floating-point values. They return one of the constants in the file <fp_class.h> and never cause an exception, even for signaling NaNs. These routines implement the recommended function `class(x)` in the appendix of the IEEE Std 754. The constants in <fp_class.h> refer to the following classes of values:

Constant	Class
FP_SNAN	Signaling NaN (Not-a-Number)
FP_QNAN	Quiet NaN (Not-a-Number)
FP_POS_INF	+Infinity
FP_NEG_INF	-Infinity
FP_POS_NORM	Positive normalized
FP_NEG_NORM	Negative normalized
FP_POS_DENORM	Positive denormalized
FP_NEG_DENORM	Negative denormalized
FP_POS_ZERO	+0.0 (positive zero)
FP_NEG_ZERO	-0.0 (negative zero)

Exceptions

None.

See Also

ANSI/IEEE Std 754-1985, IEEE Standard for Binary Floating-Point Arithmetic

frexp—Convert to Fraction and Integral Power of 2

Interface

F_TYPE frexp (F_TYPE x, int *n)

Description

frexp() breaks a floating-point number into a normalized fraction and an integral power of 2. It stores the integer in the int object pointed to by the n parameter and returns the fraction part.

Exceptions

Exceptional Argument	Routine Behavior
x = infinity	Invalid argument

hypot—Euclidean Distance

Interface

F_TYPE hypot (F_TYPE x, F_TYPE y)

Description

hypot() computes the length of the hypotenuse of a right triangle, where x and y represent the perpendicular sides of the triangle.

hypot(x,y) is defined as the square root of $(x^{**2} + y^{**2})$ and returns the same value as cabs(x,y).

Exceptions

Exceptional Argument	Routine Behavior
$\text{sqrt}(x^{**2} + y^{**2}) > \text{max_float}$	Overflow

See Also

Appendix A, Critical Floating-Point Values

ilogb—Computes an Unbiased Exponent

Interface

int ilogb (F_TYPE x)

Description

ilogb() returns the integral part of $\log_r(|x|)$ as a signed integral value, for $x \neq 0$, where r is the radix of the machine's floating point arithmetic.

Exceptions

Exceptional Argument	Routine Behavior
$ x = \text{infinity}$	INT_MAX
$x = 0$, NaN	INT_MIN

isnan—Check for NaN Value

Interface

```
int isnan (F_TYPE x)
```

Description

isnan() returns 1 (true) if x is NaN (the IEEE floating-point reserved Not-a-Number value) and 0 (false) otherwise.

Exceptions

None.

ldexp—Multiply by an Integral Power of 2

Interface

`F_TYPE ldexp (F_TYPE x, int n)`

Description

`ldexp()` multiplies a floating-point number, `x`, by 2^{**n} .

Exceptions

Exceptional Argument	Routine Behavior
<code> x*(2**n) > max_float</code>	Overflow
<code> x*(2**n) < min_float</code>	Underflow

See Also

Appendix A, Critical Floating-Point Values

Igamma—Computes the Logarithm of the gamma Function

Interface

F_TYPE lgamma (F_TYPE x)

Description

lgamma() returns the logarithm of the absolute value of gamma of x, or $\ln(|\Gamma(x)|)$, where Γ is the gamma function. The sign of gamma of x is returned in the external integer variable siggam as +1 or -1. The x parameter cannot be 0 or a negative integer.

gamma() returns the natural log of the gamma function and so is functionally equivalent to lgamma(). Because of this, gamma() is marked TO BE WITHDRAWN in the *X/Open Portability Guide, Revision 4 (XPG4)*.

Exceptions

Exceptional Argument	Routine Behavior
x = infinity	Invalid argument
x = 0, -1, -2, -3, ...	Invalid argument
x > lgamma_max_float	Overflow

See Also

Appendix A, Critical Floating-Point Values

log—Logarithm Functions

Interface

F_TYPE ln (F_TYPE x)

F_TYPE log2 (F_TYPE x)

F_TYPE log10 (F_TYPE x)

F_TYPE log1p (F_TYPE y)

Description

ln() computes the natural (base e) logarithm of x.

log2() computes the base 2 logarithm of x.

log10() computes the common (base 10) logarithm of x.

log1p() computes $\ln(1+y)$ accurately, even for tiny y.

Exceptions

Exceptional Argument	Routine Behavior
$x < 0$	Invalid argument
$x = 0$	Overflow
$1+y < 0$	Invalid argument
$1+y = 0$	Overflow

logb—Radix-independent Exponent

Interface

F_TYPE logb (F_TYPE x)

Description

logb() returns a signed integer converted to double-precision floating-point and so chosen that $1 \leq |x|/2^{**n} < 2$ unless $x = 0$ or $|x| = \text{infinity}$.

IEEE Std 754 defines logb(+infinity) = +infinity and logb(0) = -infinity. The latter is required to signal division by zero.

Exceptions

Exceptional Argument	Routine Behavior
$ x = \text{infinity}$	Invalid argument

modf—Return the Fractional Part and Integer Part of a Floating-Point Number

Interface

`F_TYPE modf (F_TYPE x, F_TYPE *n)`

Description

`modf()` splits a floating-point number `x` into a fractional part `f` and an integer part `i` such that $|f| < 1.0$ and $(f + i) = x$. Both `f` and `i` have the same sign as `x`. `modf()` returns `f` and stores `i` into the location pointed to by `n`.

Exceptions

None.

nextafter—Next Machine Number After

Interface

F_TYPE nextafter (F_TYPE x, F_TYPE y)

Description

nextafter() returns the machine-representable number next to *x* in the direction *y*.

Exceptions

Exceptional Argument	Routine Behavior
<i>x</i> = max_float and <i>y</i> = +infinity	Overflow
<i>x</i> = -max_float and <i>y</i> = -infinity	Overflow
<i>x</i> = min_float and <i>y</i> is less than or equal to 0	Underflow
<i>x</i> = -min_float and <i>y</i> is greater than or equal to 0	Underflow

See Also

ANSI/IEEE Std 754-1985, IEEE Standard for Binary Floating-Point Arithmetic

nint—Round to the Nearest Integer

Interface

F_TYPE nint (F_TYPE x)

Description

nint() returns the nearest integral value to x, except halfway cases are rounded to the integral value larger in magnitude. This function corresponds to the Fortran generic intrinsic function nint().

Exceptions

None.

pow—Raise the Base to a Floating-Point Exponent

Interface

F_TYPE pow (F_TYPE x, F_TYPE y)

Description

pow() raises a floating-point base x to a floating-point exponent y . The value of pow(x,y) is computed as $e^{y \ln(x)}$ for positive x . If x is 0 or negative, see your language reference manual.

Passing a NaN input value to pow() produces a NaN result, for y not equal to 0. For pow(NaN,0), see your language reference manual.

Exceptions

Exceptional Argument	Routine Behavior
$y \ln(x) > \ln(\text{max_float})$	Overflow
$y \ln(x) < \ln(\text{min_float})$	Underflow

Fortran—Exceptional Argument	Routine Behavior
$x < 0$	Invalid argument
$x = 0$ and $y < 0$	Invalid argument
$x = 0$ and $y = 0$	Invalid argument
$x = +\text{infinity}$ and $y = 0$	Invalid argument
$x = 1$ and $ y = \text{infinity}$	Invalid argument

ANSI C—Exceptional Argument	Routine Behavior
$ x = 1$ and $ y = \text{infinity}$	Invalid argument
$x < 0$ and y is not integral	Invalid argument

See Also

Appendix A, Critical Floating-Point Values

random—Random Number Generator, Uniformly Distributed

Interface

F_TYPE random (int *n)

Description

random() is a general random number generator. The argument to the random function is an integer passed by reference. There are no restrictions on the input argument, although it should be initialized to different values on separate runs in order to obtain different random sequences. This function must be called again to obtain the next pseudorandom number. The argument is updated automatically.

The result is a floating-point number that is uniformly distributed in the interval (0.0,1.0).

Exceptions

None.

remainder—Remainder

Interface

F_TYPE remainder (F_TYPE x, F_TYPE y)

Description

remainder() returns the remainder $r = x - n * y$, where $n = \text{rint}(x/y)$. Additionally, if $|n - x/y| = 1/2$, then n is even. Consequently, the remainder is computed exactly, and $|r|$ is less than or equal to $|y|/2$. The drem() and remainder() functions are aliases of each other.

IEEE Std 754 defines remainder(x,0) and remainder(infinity,y) to be invalid operations that produce a NaN.

Exceptions

Exceptional Argument	Routine Behavior
$y = 0$	Invalid argument
$x = \text{infinity}$	Invalid argument

rint—Return the Nearest Integral Value

Interface

`F_TYPE rint (F_TYPE x)`

Description

`rint()` rounds `x` to an integral value according to the current IEEE rounding direction specified by the user.

Exceptions

None.

scalb—Exponent Adjustment

Interface

F_TYPE scalb (F_TYPE x, F_TYPE y)

Description

scalb() = $x \cdot (2^{**}y)$ computed, for integer y.

Exceptions

Exceptional Argument	Routine Behavior
$x \cdot (2^{**}y) > \text{max_float}$	Overflow
$x \cdot (2^{**}y) < \text{min_float}$	Underflow

See Also

Appendix A, Critical Floating-Point Values

sin—Sine of Angle

Interface

F_TYPE sin (F_TYPE x)

F_TYPE sind (F_TYPE x)

Description

sin() computes the sine of x , measured in radians.

sind() computes the sine of x , measured in degrees.

Exceptions

Exceptional Argument	Routine Behavior
$ x = \text{infinity}$	Invalid argument
(sind) $ x < (180/\pi) * \text{min_float}$	Underflow

See Also

Appendix A, Critical Floating-Point Values

sincos—Sine and Cosine of Angle

Interface

F_COMPLEX sincos (F_TYPE x)

F_COMPLEX sincosd (F_TYPE x)

Description

sincos() computes both the sine and cosine of x , measured in radians.

sincosd() computes both the sine and cosine of x , measured in degrees.

sincos(x) is defined as $(\sin x + i\cos x)$.

Exceptions

Exceptional Argument	Routine Behavior
$ x = \text{infinity}$	Invalid argument
(sind) $ x < (180/\pi) * \text{min_float}$	Underflow

sinh—Hyperbolic Sine

Interface

F_TYPE sinh (F_TYPE x)

Description

sinh() computes the hyperbolic sine of x.

sinh(x) is defined as $(\exp(x) - \exp(-x))/2$.

Exceptions

Exceptional Argument	Routine Behavior
$ x > \ln(2 * \text{max_float})$	Overflow

See Also

Appendix A, Critical Floating-Point Values

sinhcosh—Hyperbolic Sine and Cosine

Interface

`F_COMPLEX sinhcosh (F_TYPE x)`

Description

`sinhcosh()` computes both the hyperbolic sine and hyperbolic cosine of x .
`sinhcosh(x)` is defined as $(\sinh x + i\cosh x)$.

Exceptions

Exceptional Argument	Routine Behavior
$ x > \ln(2 * \text{max_float})$	Overflow

See Also

Appendix A, Critical Floating-Point Values

sqrt—Square Root

Interface

F_TYPE sqrt (F_TYPE x)

Description

sqrt() computes the rounded square root of x.

For platforms supporting a signed zero, sqrt(-0) = 0.

Exceptions

Exceptional Argument	Routine Behavior
$x < 0$	Invalid argument

tan—Tangent of Angle

Interface

F_TYPE tan (F_TYPE x)

F_TYPE tand (F_TYPE x)

Description

tan() computes the tangent of x , measured in radians.

tand() computes the tangent of x , measured in degrees.

Exceptions

Exceptional Argument	Routine Behavior
$ x = \text{infinity}$	Invalid argument
(tand) $ x < (180/\pi) * \text{min_float}$	Underflow
(tand) $x = (2n+1) * 90$	Overflow

See Also

Appendix A, Critical Floating-Point Values

tanh—Hyperbolic Tangent

Interface

F_TYPE tanh (F_TYPE x)

Description

tanh() computes the hyperbolic tangent of x .

tanh(x) is defined as $(\exp(x) - \exp(-x)) / (\exp(x) + \exp(-x))$.

Exceptions

None.

trunc—Truncation

Interface

`F_TYPE trunc (F_TYPE x)`

Description

`trunc()` truncates `x` to an integer.

Exceptions

None.

unordered—Check for x Unordered with Respect to y

Interface

int unordered (F_TYPE x, F_TYPE y)

Description

unordered(x,y) returns the value 1 (true) if x, y, or both, are a NaN and returns the value 0 (false) otherwise.

Exceptions

None.

A

Critical Floating-Point Values

Table A-1 contains the hexadecimal and decimal boundary values used in DPML calculations and exception checking.

Table A-1 Hexadecimal and Decimal Boundary Values

Data Type	Value for: max_float
F	Hexadecimal: FFFF7FFF
G	Hexadecimal: FFFFFFFFFF7FFF
S	Hexadecimal: 7F7FFFFF
T	Hexadecimal: 7FEFFFFFFFFF
X	Hexadecimal: 7FEFFFFFFFFFFFFFFFFFFFFFFFFF

F	Decimal: 1.701411e38
G	Decimal: 8.988465674311579e307
S	Decimal: 3.402823e38
T	Decimal: 1.797693134862316e308
X	Decimal: 1.189731495357231765085759326628007016196477e4932

(continued on next page)

Critical Floating-Point Values

Table A-1 (Cont.) Hexadecimal and Decimal Boundary Values

Data Type	Value for: min_float
F	Hexadecimal: 00000080
G	Hexadecimal: 0000000000000010
S	Hexadecimal: 00000001
T	Hexadecimal: 0000000000000001
X	Hexadecimal: 00000000000000000000000000000001
<hr/>	
F	Decimal: 2.9387359e-39
G	Decimal: 5.562684646268003e-309
S	Decimal: 1.4012985e-45
T	Decimal: 4.940656458412465e-324
X	Decimal: 6.4751751194380251109244389582276465524996e-4966
<hr/>	
Data Type	Value for: ln(max_float)
F	Hexadecimal: 0F3443B0
G	Hexadecimal: 7B616E3A28B740A6
S	Hexadecimal: 42B17218
T	Hexadecimal: 40862E42FEFA39EF
X	Hexadecimal: 400C62E42FEFA39EF35793C7673007E6
<hr/>	
F	Decimal: 88.029692
G	Decimal: 709.0895657128241
S	Decimal: 88.7228391
T	Decimal: 709.7827128933840
X	Decimal: 11356.5234062941439494919310779707648912527

(continued on next page)

Critical Floating-Point Values

Table A–1 (Cont.) Hexadecimal and Decimal Boundary Values

Data Type	Value for: $\ln(\text{min_float})$
F	Hexadecimal: 7218C3B1
G	Hexadecimal: 39EFFEFA2E42C0A6
S	Hexadecimal: C2CE8ED0
T	Hexadecimal: C0874385446D71C3
X	Hexadecimal: C00C6546282207802C89D24D65E96274
<hr/>	
F	Decimal: -88.72284
G	Decimal: -709.7827128933840
S	Decimal: -103.2789
T	Decimal: -744.4400719213813
X	Decimal: -11432.7695961557379335278266113311643138373
<hr/>	
Data Type	Value for: $\ln(2 * \text{max_float})$
F	Hexadecimal: 721843B1
G	Hexadecimal: 39EFFEFA2E4240A6
S	Hexadecimal: 42B2D4FC
T	Hexadecimal: 408633CE8FB9F87E
X	Hexadecimal: 400C62E9BB80635D81D36125B64DA4A6
<hr/>	
F	Decimal: 88.72284
G	Decimal: 709.7827128933840
S	Decimal: 89.41599
T	Decimal: 710.4758600739439
X	Decimal: 11357.2165534747038948013483100922230678208

(continued on next page)

Critical Floating-Point Values

Table A–1 (Cont.) Hexadecimal and Decimal Boundary Values

Data Type	Value for: (180/pi) * min_float
F	Hexadecimal: 2EE10365
G	Hexadecimal: C1F81A63A5DC006C
S	Hexadecimal: 00000039
T	Hexadecimal: 0000000000000039
X	Hexadecimal: 000000000000000000000000000039
<hr/>	
F	Decimal: 1.683772e-37
G	Decimal: 3.187183529933798e-307
S	Decimal: 8.028849e-44
T	Decimal: 2.830787630910868e-322
X	Decimal: 3.71000205951917569316937757202433432154392e-4964
<hr/>	
Data Type	Value for: lgamma_max_float
F	Hexadecimal: 50F97CC6
G	Hexadecimal: F55FC5015ABD7F67
S	Hexadecimal: 7BC650F9
T	Hexadecimal: 7F475ABDC501F55F
X	Hexadecimal: 7FF171AA9917FFFBD7EA44AE6D203DF6
<hr/>	
F	Decimal: 2.0594342e36
G	Decimal: 1.2812545499066958e305
S	Decimal: 2.0594342e36
T	Decimal: 1.2812545499066958e305
X	Decimal: 1.0485738685148938358098967157129705040168e4928

B

DPML Entry-Point Names

Each entry-point name in Table B-1 is unique and corresponds to data-type specific calculations in a DPML routine. For example, the acos function has five entry-point-names for the OpenVMS Alpha operating system. Because five floating-point data types are available, five acos routines are provided: math\$acos_s, math\$acos_t, math\$acos_f, math\$acos_g, and math\$acos_x. Use the entry-point name that corresponds to your input argument data type.

Table B-1 Entry-Point Names for DPML Platforms

Generic Function Name	Data Type Required	Entry-Point Names	
		OpenVMS Alpha	Digital UNIX Alpha
acos	S_FLOAT	math\$acos_s	acosf
	T_FLOAT	math\$acos_t	acos
	X_FLOAT	math\$acos_x	
	F_FLOAT	math\$acos_f	
	G_FLOAT	math\$acos_g	
acosd	S_FLOAT	math\$acosd_s	acosdf
	T_FLOAT	math\$acosd_t	acosd
	X_FLOAT	math\$acosd_x	
	F_FLOAT	math\$acosd_f	
	G_FLOAT	math\$acosd_g	

(continued on next page)

DPML Entry-Point Names

Table B-1 (Cont.) Entry-Point Names for DPML Platforms

Generic Function Name	Data Type Required	Entry-Point Names	
		OpenVMS Alpha	Digital UNIX Alpha
acosh	S_FLOAT	math\$acosh_s	acoshf
	T_FLOAT	math\$acosh_t	acosh
	X_FLOAT	math\$acosh_x	
	F_FLOAT	math\$acosh_f	
	G_FLOAT	math\$acosh_g	
asin	S_FLOAT	math\$asin_s	asinf
	T_FLOAT	math\$asin_t	asin
	X_FLOAT	math\$asin_x	
	F_FLOAT	math\$asin_f	
	G_FLOAT	math\$asin_g	
asind	S_FLOAT	math\$asind_s	asindf
	T_FLOAT	math\$asind_t	asind
	X_FLOAT	math\$asind_x	
	F_FLOAT	math\$asind_f	
	G_FLOAT	math\$asind_g	
asinh	S_FLOAT	math\$asinh_s	asinhf
	T_FLOAT	math\$asinh_t	asinh
	X_FLOAT	math\$asinh_x	
	F_FLOAT	math\$asinh_f	
	G_FLOAT	math\$asinh_g	

(continued on next page)

DPML Entry-Point Names

Table B-1 (Cont.) Entry-Point Names for DPML Platforms

Generic Function Name	Data Type Required	Entry-Point Names	
		OpenVMS Alpha	Digital UNIX Alpha
atan	S_FLOAT	math\$atan_s	atanf
	T_FLOAT	math\$atan_t	atan
	X_FLOAT	math\$atan_x	
	F_FLOAT	math\$atan_f	
	G_FLOAT	math\$atan_g	
atan2	S_FLOAT	math\$atan2_s	atan2f
	T_FLOAT	math\$atan2_t	atan2
	X_FLOAT	math\$atan2_x	
	F_FLOAT	math\$atan2_f	
	G_FLOAT	math\$atan2_g	
atand	S_FLOAT	math\$atand_s	atandf
	T_FLOAT	math\$atand_t	atand
	X_FLOAT	math\$atand_x	
	F_FLOAT	math\$atand_f	
	G_FLOAT	math\$atand_g	
atand2	S_FLOAT	math\$atand2_s	atand2f
	T_FLOAT	math\$atand2_t	atand2
	X_FLOAT	math\$atand2_x	
	F_FLOAT	math\$atand2_f	
	G_FLOAT	math\$atand2_g	

(continued on next page)

DPML Entry-Point Names

Table B-1 (Cont.) Entry-Point Names for DPML Platforms

Generic Function Name	Data Type Required	Entry-Point Names	
		OpenVMS Alpha	Digital UNIX Alpha
atanh	S_FLOAT	math\$atanh_s	atanhf
	T_FLOAT	math\$atanh_t	atanh
	X_FLOAT	math\$atanh_x	
	F_FLOAT	math\$atanh_f	
	G_FLOAT	math\$atanh_g	
cabs	S_FLOAT	math\$cabs_s	cabsf
	T_FLOAT	math\$cabs_t	cabs
	X_FLOAT	math\$cabs_x	
	F_FLOAT	math\$cabs_f	
	G_FLOAT	math\$cabs_g	
cbrt	S_FLOAT	math\$cbrt_s	cbrtf
	T_FLOAT	math\$cbrt_t	cbrt
	X_FLOAT	math\$cbrt_x	
	F_FLOAT	math\$cbrt_f	
	G_FLOAT	math\$cbrt_g	
ccos	S_FLOAT	math\$ccos_s	ccosf
	T_FLOAT	math\$ccos_t	ccos
	X_FLOAT	math\$ccos_x	
	F_FLOAT	math\$ccos_f	
	G_FLOAT	math\$ccos_g	

(continued on next page)

DPML Entry-Point Names

Table B-1 (Cont.) Entry-Point Names for DPML Platforms

Generic Function Name	Data Type Required	Entry-Point Names	
		OpenVMS Alpha	Digital UNIX Alpha
cdiv	S_FLOAT	math\$cdiv_s	cdivf
	T_FLOAT	math\$cdiv_t	cdiv
	X_FLOAT	math\$cdiv_x	
	F_FLOAT	math\$cdiv_f	
	G_FLOAT	math\$cdiv_g	
ceil	S_FLOAT	math\$ceil_s	ceilf
	T_FLOAT	math\$ceil_t	ceil
	X_FLOAT	math\$ceil_x	
	F_FLOAT	math\$ceil_f	
	G_FLOAT	math\$ceil_g	
cexp	S_FLOAT	math\$cexp_s	cexpf
	T_FLOAT	math\$cexp_t	cexp
	X_FLOAT	math\$cexp_x	
	F_FLOAT	math\$cexp_f	
	G_FLOAT	math\$cexp_g	
clog	S_FLOAT	math\$clog_s	clogf
	T_FLOAT	math\$clog_t	clog
	X_FLOAT	math\$clog_x	
	F_FLOAT	math\$clog_f	
	G_FLOAT	math\$clog_g	

(continued on next page)

DPML Entry-Point Names

Table B-1 (Cont.) Entry-Point Names for DPML Platforms

Generic Function Name	Data Type Required	Entry-Point Names	
		OpenVMS Alpha	Digital UNIX Alpha
cmul	S_FLOAT	math\$cmul_s	cmulf
	T_FLOAT	math\$cmul_t	cmul
	X_FLOAT	math\$cmul_x	
	F_FLOAT	math\$cmul_f	
	G_FLOAT	math\$cmul_g	
copysign	S_FLOAT	math\$copysign_s	copysignf
	T_FLOAT	math\$copysign_t	copysign
	X_FLOAT	math\$copysign_x	
	F_FLOAT	math\$copysign_f	
	G_FLOAT	math\$copysign_g	
cos	S_FLOAT	math\$cos_s	cosf
	T_FLOAT	math\$cos_t	cos
	X_FLOAT	math\$cos_x	
	F_FLOAT	math\$cos_f	
	G_FLOAT	math\$cos_g	
cosd	S_FLOAT	math\$cosd_s	cosdf
	T_FLOAT	math\$cosd_t	cosd
	X_FLOAT	math\$cosd_x	
	F_FLOAT	math\$cosd_f	
	G_FLOAT	math\$cosd_g	

(continued on next page)

DPML Entry-Point Names

Table B-1 (Cont.) Entry-Point Names for DPML Platforms

Generic Function Name	Data Type Required	Entry-Point Names	
		OpenVMS Alpha	Digital UNIX Alpha
cosh	S_FLOAT	math\$cosh_s	coshf
	T_FLOAT	math\$cosh_t	cosh
	X_FLOAT	math\$cosh_x	
	F_FLOAT	math\$cosh_f	
	G_FLOAT	math\$cosh_g	
cot	S_FLOAT	math\$cot_s	cotf
	T_FLOAT	math\$cot_t	cot
	X_FLOAT	math\$cot_x	
	F_FLOAT	math\$cot_f	
	G_FLOAT	math\$cot_g	
cotd	S_FLOAT	math\$cotd_s	cotdf
	T_FLOAT	math\$cotd_t	cotd
	X_FLOAT	math\$cotd_x	
	F_FLOAT	math\$cotd_f	
	G_FLOAT	math\$cotd_g	
cpow	S_FLOAT	math\$cpow_s	cpowf
	T_FLOAT	math\$cpow_t	cpow
	X_FLOAT	math\$cpow_x	
	F_FLOAT	math\$cpow_f	
	G_FLOAT	math\$cpow_g	

(continued on next page)

DPML Entry-Point Names

Table B-1 (Cont.) Entry-Point Names for DPML Platforms

Generic Function Name	Data Type Required	Entry-Point Names	
		OpenVMS Alpha	Digital UNIX Alpha
csin	S_FLOAT	math\$csin_s	csinf
	T_FLOAT	math\$csin_t	csin
	X_FLOAT	math\$csin_x	
	F_FLOAT	math\$csin_f	
	G_FLOAT	math\$csin_g	
csqrt	S_FLOAT	math\$csqrt_s	csqrtf
	T_FLOAT	math\$csqrt_t	csqrt
	X_FLOAT	math\$csqrt_x	
	F_FLOAT	math\$csqrt_f	
	G_FLOAT	math\$csqrt_g	
cvt_ftof	All supported types		cvt_ftof
drem	S_FLOAT	math\$drem_s	dremf
	T_FLOAT	math\$drem_t	drem
	X_FLOAT	math\$drem_x	
	F_FLOAT	math\$drem_f	
	G_FLOAT	math\$drem_g	

(continued on next page)

DPML Entry-Point Names

Table B-1 (Cont.) Entry-Point Names for DPML Platforms

Generic Function Name	Data Type Required	Entry-Point Names	
		OpenVMS Alpha	Digital UNIX Alpha
erf	S_FLOAT	math\$erf_s	erff
	T_FLOAT	math\$erf_t	erf
	X_FLOAT	math\$erf_x	
	F_FLOAT	math\$erf_f	
	G_FLOAT	math\$erf_g	
erfc	S_FLOAT	math\$erfc_s	erfcf
	T_FLOAT	math\$erfc_t	erfc
	X_FLOAT	math\$erfc_x	
	F_FLOAT	math\$erfc_f	
	G_FLOAT	math\$erfc_g	
exp	S_FLOAT	math\$exp_s	expf
	T_FLOAT	math\$exp_t	exp
	X_FLOAT	math\$exp_x	
	F_FLOAT	math\$exp_f	
	G_FLOAT	math\$exp_g	
expm1	S_FLOAT	math\$expm1_s	expm1f
	T_FLOAT	math\$expm1_t	expm1
	X_FLOAT	math\$expm1_x	
	F_FLOAT	math\$expm1_f	
	G_FLOAT	math\$expm1_g	

(continued on next page)

DPML Entry-Point Names

Table B-1 (Cont.) Entry-Point Names for DPML Platforms

Generic Function Name	Data Type Required	Entry-Point Names	
		OpenVMS Alpha	Digital UNIX Alpha
fabs	S_FLOAT	math\$fabs_s	fabsf
	T_FLOAT	math\$fabs_t	fabs
	X_FLOAT	math\$fabs_x	
	F_FLOAT	math\$fabs_f	
	G_FLOAT	math\$fabs_g	
finite	S_FLOAT	math\$finite_s	finitef
	T_FLOAT	math\$finite_t	finite
	X_FLOAT	math\$finite_x	
	F_FLOAT	math\$finite_f	
	G_FLOAT	math\$finite_g	
floor	S_FLOAT	math\$floor_s	floorf
	T_FLOAT	math\$floor_t	floor
	X_FLOAT	math\$floor_x	
	F_FLOAT	math\$floor_f	
	G_FLOAT	math\$floor_g	
fmod	S_FLOAT	math\$fmod_s	fmodf
	T_FLOAT	math\$fmod_t	fmod
	X_FLOAT	math\$fmod_x	
	F_FLOAT	math\$fmod_f	
	G_FLOAT	math\$fmod_g	

(continued on next page)

DPML Entry-Point Names

Table B-1 (Cont.) Entry-Point Names for DPML Platforms

Generic Function Name	Data Type Required	Entry-Point Names	
		OpenVMS Alpha	Digital UNIX Alpha
fp_class	S_FLOAT	math\$fp_class_s	fp_classf
	T_FLOAT	math\$fp_class_t	fp_class
	X_FLOAT	math\$fp_class_x	
	F_FLOAT	math\$fp_class_f	
	G_FLOAT	math\$fp_class_g	
frexp	S_FLOAT	math\$frexp_s	frexpf
	T_FLOAT	math\$frexp_t	frexp
	X_FLOAT	math\$frexp_x	
	F_FLOAT	math\$frexp_f	
	G_FLOAT	math\$frexp_g	
hypot	S_FLOAT	math\$hypot_s	hypotf
	T_FLOAT	math\$hypot_t	hypot
	X_FLOAT	math\$hypot_x	
	F_FLOAT	math\$hypot_f	
	G_FLOAT	math\$hypot_g	
ilogb	S_FLOAT	math\$ilogb_s	ilogbf
	T_FLOAT	math\$ilogb_t	ilogb
	X_FLOAT	math\$ilogb_x	
	F_FLOAT	math\$ilogb_f	
	G_FLOAT	math\$ilogb_g	

(continued on next page)

DPML Entry-Point Names

Table B-1 (Cont.) Entry-Point Names for DPML Platforms

Generic Function Name	Data Type Required	Entry-Point Names	
		OpenVMS Alpha	Digital UNIX Alpha
isnan	S_FLOAT	math\$isnan_s	isnanf
	T_FLOAT	math\$isnan_t	isnan
	X_FLOAT	math\$isnan_x	
	F_FLOAT	math\$isnan_f	
	G_FLOAT	math\$isnan_g	
j0	S_FLOAT	math\$j0_s	j0f
	T_FLOAT	math\$j0_t	j0
	X_FLOAT	math\$j0_x	
	F_FLOAT	math\$j0_f	
	G_FLOAT	math\$j0_g	
j1	S_FLOAT	math\$j1_s	j1f
	T_FLOAT	math\$j1_t	j1
	X_FLOAT	math\$j1_x	
	F_FLOAT	math\$j1_f	
	G_FLOAT	math\$j1_g	
jn	S_FLOAT	math\$jn_s	jnf
	T_FLOAT	math\$jn_t	jn
	X_FLOAT	math\$jn_x	
	F_FLOAT	math\$jn_f	
	G_FLOAT	math\$jn_g	

(continued on next page)

DPML Entry-Point Names

Table B-1 (Cont.) Entry-Point Names for DPML Platforms

Generic Function Name	Data Type Required	Entry-Point Names	
		OpenVMS Alpha	Digital UNIX Alpha
ldexp	S_FLOAT	math\$ldexp_s	ldexpf
	T_FLOAT	math\$ldexp_t	ldexp
	X_FLOAT	math\$ldexp_x	
	F_FLOAT	math\$ldexp_f	
	G_FLOAT	math\$ldexp_g	
lgamma	S_FLOAT	math\$lgamma_s	lgammaf
	T_FLOAT	math\$lgamma_t	lgamma
	X_FLOAT	math\$lgamma_x	
	F_FLOAT	math\$lgamma_f	
	G_FLOAT	math\$lgamma_g	
ln	S_FLOAT	math\$ln_s	logf
	T_FLOAT	math\$ln_t	log
	X_FLOAT	math\$ln_x	
	F_FLOAT	math\$ln_f	
	G_FLOAT	math\$ln_g	
log2	S_FLOAT	math\$log2_s	log2f
	T_FLOAT	math\$log2_t	log2
	X_FLOAT	math\$log2_x	
	F_FLOAT	math\$log2_f	
	G_FLOAT	math\$log2_g	

(continued on next page)

DPML Entry-Point Names

Table B-1 (Cont.) Entry-Point Names for DPML Platforms

Generic Function Name	Data Type Required	Entry-Point Names	
		OpenVMS Alpha	Digital UNIX Alpha
log10	S_FLOAT	math\$log10_s	log10f
	T_FLOAT	math\$log10_t	log10
	X_FLOAT	math\$log10_x	
	F_FLOAT	math\$log10_f	
	G_FLOAT	math\$log10_g	
log1p	S_FLOAT	math\$log1p_s	log1pf
	T_FLOAT	math\$log1p_t	log1p
	X_FLOAT	math\$log1p_x	
	F_FLOAT	math\$log1p_f	
	G_FLOAT	math\$log1p_g	
logb	S_FLOAT	math\$logb_s	logbf
	T_FLOAT	math\$logb_t	logb
	X_FLOAT	math\$logb_x	
	F_FLOAT	math\$logb_f	
	G_FLOAT	math\$logb_g	
modf	S_FLOAT	math\$modf_s	modff
	T_FLOAT	math\$modf_t	modf
	X_FLOAT	math\$modf_x	
	F_FLOAT	math\$modf_f	
	G_FLOAT	math\$modf_g	

(continued on next page)

DPML Entry-Point Names

Table B-1 (Cont.) Entry-Point Names for DPML Platforms

Generic Function Name	Data Type Required	Entry-Point Names	
		OpenVMS Alpha	Digital UNIX Alpha
nextafter	S_FLOAT	math\$nextafter_s	nextafterf
	T_FLOAT	math\$nextafter_t	nextafter
	X_FLOAT	math\$nextafter_x	
	F_FLOAT	math\$nextafter_f	
	G_FLOAT	math\$nextafter_g	
nint	S_FLOAT	math\$nint_s	nintf
	T_FLOAT	math\$nint_t	nint
	X_FLOAT	math\$nint_x	
	F_FLOAT	math\$nint_f	
	G_FLOAT	math\$nint_g	
pow	S_FLOAT	math\$pow_ss	powf
	T_FLOAT	math\$pow_tt	pow
	X_FLOAT	math\$pow_xx	
	F_FLOAT	math\$pow_ff	
	G_FLOAT	math\$pow_gg	
random	S_FLOAT	math\$random_s	
	T_FLOAT	math\$random_t	
	X_FLOAT	math\$random_x	
	F_FLOAT	math\$random_f	
	G_FLOAT	math\$random_g	

(continued on next page)

DPML Entry-Point Names

Table B-1 (Cont.) Entry-Point Names for DPML Platforms

Generic Function Name	Data Type Required	Entry-Point Names	
		OpenVMS Alpha	Digital UNIX Alpha
remainder	S_FLOAT	math\$remainder_s	remainderf
	T_FLOAT	math\$remainder_t	remainder
	X_FLOAT	math\$remainder_x	
	F_FLOAT	math\$remainder_f	
	G_FLOAT	math\$remainder_g	
rint	S_FLOAT	math\$rint_s	rintf
	T_FLOAT	math\$rint_t	rint
	X_FLOAT	math\$rint_x	
	F_FLOAT	math\$rint_f	
	G_FLOAT	math\$rint_g	
scalb	S_FLOAT	math\$scalb_s	scalbf
	T_FLOAT	math\$scalb_t	scalb
	X_FLOAT	math\$scalb_x	
	F_FLOAT	math\$scalb_f	
	G_FLOAT	math\$scalb_g	
sin	S_FLOAT	math\$sin_s	sinf
	T_FLOAT	math\$sin_t	sin
	X_FLOAT	math\$sin_x	
	F_FLOAT	math\$sin_f	
	G_FLOAT	math\$sin_g	

(continued on next page)

DPML Entry-Point Names

Table B-1 (Cont.) Entry-Point Names for DPML Platforms

Generic Function Name	Data Type Required	Entry-Point Names	
		OpenVMS Alpha	Digital UNIX Alpha
sincos	S_FLOAT	math\$sincos_s	sincosf
	T_FLOAT	math\$sincos_t	sincos
	X_FLOAT	math\$sincos_x	
	F_FLOAT	math\$sincos_f	
	G_FLOAT	math\$sincos_g	
sincosd	S_FLOAT	math\$sincosd_s	sincosdf
	T_FLOAT	math\$sincosd_t	sincosd
	X_FLOAT	math\$sincosd_x	
	F_FLOAT	math\$sincosd_f	
	G_FLOAT	math\$sincosd_g	
sind	S_FLOAT	math\$sind_s	sindf
	T_FLOAT	math\$sind_t	sind
	X_FLOAT	math\$sind_x	
	F_FLOAT	math\$sind_f	
	G_FLOAT	math\$sind_g	
sinh	S_FLOAT	math\$sinh_s	sinhf
	T_FLOAT	math\$sinh_t	sinh
	X_FLOAT	math\$sinh_x	
	F_FLOAT	math\$sinh_f	
	G_FLOAT	math\$sinh_g	

(continued on next page)

DPML Entry-Point Names

Table B-1 (Cont.) Entry-Point Names for DPML Platforms

Generic Function Name	Data Type Required	Entry-Point Names	
		OpenVMS Alpha	Digital UNIX Alpha
sinhcosh	S_FLOAT	math\$sinhcosh_s	sinhcoshf
	T_FLOAT	math\$sinhcosh_t	sinhcosh
	X_FLOAT	math\$sinhcosh_x	
	F_FLOAT	math\$sinhcosh_f	
	G_FLOAT	math\$sinhcosh_g	
sqrt	S_FLOAT	math\$sqrt_s	sqrtf
	T_FLOAT	math\$sqrt_t	sqrt
	X_FLOAT	math\$sqrt_x	
	F_FLOAT	math\$sqrt_f	
	G_FLOAT	math\$sqrt_g	
tan	S_FLOAT	math\$tan_s	tanf
	T_FLOAT	math\$tan_t	tan
	X_FLOAT	math\$tan_x	
	F_FLOAT	math\$tan_f	
	G_FLOAT	math\$tan_g	
tand	S_FLOAT	math\$tand_s	tandf
	T_FLOAT	math\$tand_t	tand
	X_FLOAT	math\$tand_x	
	F_FLOAT	math\$tand_f	
	G_FLOAT	math\$tand_g	

(continued on next page)

DPML Entry-Point Names

Table B-1 (Cont.) Entry-Point Names for DPML Platforms

Generic Function Name	Data Type Required	Entry-Point Names	
		OpenVMS Alpha	Digital UNIX Alpha
tanh	S_FLOAT	math\$stanh_s	tanhf
	T_FLOAT	math\$stanh_t	tanh
	X_FLOAT	math\$stanh_x	
	F_FLOAT	math\$stanh_f	
	G_FLOAT	math\$stanh_g	
trunc	S_FLOAT	math\$strunc_s	truncf
	T_FLOAT	math\$strunc_t	trunc
	X_FLOAT	math\$strunc_x	
	F_FLOAT	math\$strunc_f	
	G_FLOAT	math\$strunc_g	
unordered	S_FLOAT	math\$unordered_s	unorderedf
	T_FLOAT	math\$unordered_t	unordered
	X_FLOAT	math\$unordered_x	
	F_FLOAT	math\$unordered_f	
	G_FLOAT	math\$unordered_g	
y0	S_FLOAT	math\$y0_s	y0f
	T_FLOAT	math\$y0_t	y0
	X_FLOAT	math\$y0_x	
	F_FLOAT	math\$y0_f	
	G_FLOAT	math\$y0_g	

(continued on next page)

DPML Entry-Point Names

Table B-1 (Cont.) Entry-Point Names for DPML Platforms

Generic Function Name	Data Type Required	Entry-Point Names	
		OpenVMS Alpha	Digital UNIX Alpha
y1	S_FLOAT	math\$y1_s	y1f
	T_FLOAT	math\$y1_t	y1
	X_FLOAT	math\$y1_x	
	F_FLOAT	math\$y1_f	
	G_FLOAT	math\$y1_g	
yn	S_FLOAT	math\$yn_s	ynf
	T_FLOAT	math\$yn_t	yn
	X_FLOAT	math\$yn_x	
	F_FLOAT	math\$yn_f	
	G_FLOAT	math\$yn_g	

Glossary

This glossary defines mathematical terms and symbolic names used in this manual.

complex number

See F_COMPLEX.

denormalized number

A floating-point number with a value very close to zero.

domain error

An exception condition resulting from passing an argument whose value is outside the range of permissible values.

exceptional argument

Any argument value passed to a DPML routine that does not return a meaningful result, or an argument defined differently for different platforms.

F_COMPLEX

A complex number identifier. F_COMPLEX indicates that a given routine returns two different values of the same floating-point data type. See Table 1-2 for more information.

F_TYPE

A floating-point number identifier. F_TYPE is used when it is not necessary to distinguish between the floating types. See Table 1-1 for more information.

floating-point number

See F_TYPE.

HUGE_RESULT

For VAX data types, HUGE_RESULT = max_float.

For IEEE data types, HUGE_RESULT = infinity.

INV_RESULT

For VAX data types, INV_RESULT = 0.

For IEEE data types, INV_RESULT = NaN.

invalid argument

See domain error.

max_float

The largest finite number representable in the floating-point data types. See Appendix A for more information on max_float values.

min_float

The smallest positive normalized nonzero number representable in the floating-point data types. See Appendix A for more information on min_float values.

NaN

A floating-point value that is said to be “not a number” and contains an indeterminate quantity.

overflow

An exception condition caused by passing a floating-point value that is larger than the highest valid floating-point value. See max_float for additional information.

range error

An exception condition that occurs when a mathematically valid argument results in a function value that exceeds the range of representable values for floating-point data types.

underflow

An exception condition caused by passing a floating-point value that is lower than the lowest valid floating-point value. See min_float for additional information.

Index

A

32-bit IEEE single-precision complex number, 1-4
32-bit IEEE single-precision number, 1-3
Absolute value, DPML-36
32-bit VAX single-precision complex number, 1-4
acos routine, DPML-5, B-1
acosd routine, DPML-5, B-1
acosdf routine, B-1
acosf routine, B-1
acosh routine, DPML-6, B-2
acoshf routine, B-2
32-bit VAX single-precision number, 1-3
64-bit IEEE double-precision complex number, 1-4
64-bit IEEE double-precision number, 1-3
64-bit VAX double-precision complex number, 1-4
64-bit VAX double-precision number, 1-3
128-bit IEEE extended-precision complex number, 1-4
128-bit IEEE extended-precision number, 1-3
Arc cosine of angle, DPML-5
 hyperbolic, DPML-6
Arc sine of angle, DPML-7
Arc tangent of angle
 hyperbolic, DPML-11
 with one argument, DPML-9
 with two arguments, DPML-10

asin routine, DPML-7, B-2
asind routine, DPML-7, B-2
asindf routine, B-2
asinf routine, B-2
asinh routine, DPML-8, B-2
asinhf routine, B-2
atan routine, DPML-9, B-3
atan2 routine, 2-3, DPML-10, B-3
atan2f routine, B-3
atand routine, DPML-9, B-3
atand2 routine, DPML-10, B-3
atand2f routine, B-3
atandf routine, B-3
atanf routine, B-3
atanh routine, DPML-11, B-4
atanhf routine, B-4

B

Base 10 logarithm, DPML-47
Base 2 logarithm, DPML-47
Bessel functions, DPML-12

C

cabs routine, DPML-13, B-4
cabsf routine, B-4
cbrt routine, DPML-14, B-4
cbrtf routine, B-4
ccos routine, DPML-15, B-4
ccosf routine, B-4
cdiv routine, DPML-4, DPML-16, B-5
cdivf routine, B-5

- ceil routine, DPML-17, B-5
- ceilf routine, B-5
- Ceiling, DPML-17
- cexp routine, DPML-18, B-5
- cexpf routine, B-5
- clog routine, DPML-19, B-5
- clogf routine, B-5
- cmul routine, DPML-20, B-6
- cmulf routine, B-6
- Common logarithm, DPML-47
- Complex absolute value, DPML-13
- Complex data types, 1-3
- Complex division, DPML-16
- Complex exponential, DPML-18
- Complex floating-point data types, 1-4
- Complex functions, 1-4
- Complex multiplication, DPML-20
- Complex natural logarithm, DPML-19
- Complex numbers, 1-3
 - absolute value, DPML-13
 - cosine of angle, DPML-15
 - division, DPML-16
 - exponential of, DPML-18
 - exponentiation of, DPML-25
 - multiplication, DPML-20
 - natural logarithm of, DPML-19
 - sine of, DPML-26
 - square root of, DPML-27
- Complex power, DPML-25
- Complex square root, DPML-27
- Converting floating-point data types, DPML-28
- copysign routine, DPML-21, B-6
- copysignf routine, B-6
- cos routine, DPML-22, B-6
- cosd routine, DPML-22, B-6
- cosdf routine, B-6
- cosf routine, B-6
- cosh routine, DPML-23, B-7
- coshf routine, B-7
- Cosine and sine of angle, DPML-58
- Cosine of angle, DPML-22
 - hyperbolic, DPML-23, DPML-60
 - of a complex number, DPML-15

- cot routine, DPML-24, B-7
- Cotangent of angle, DPML-24
- cotd routine, DPML-24, B-7
- cotdf routine, B-7
- cotf routine, B-7
- cpow routine, DPML-25, B-7
- cpowf routine, B-7
- csin routine, DPML-26, B-8
- csinf routine, B-8
- csqrt routine, DPML-27, B-8
- csqrtf routine, B-8
- Cube root, DPML-14
- cvt_ftof routine, DPML-28, B-8

D

- Data types
 - conversion of floating-point, DPML-28
 - INPUT_ARG_TYPE, 2-2
 - RETURN_TYPE, 2-1
 - types of, 1-2
- Decimal boundary values, A-1
- Denormalized numbers, 1-6
- Domain errors, 1-5
- drem routine, DPML-33, B-8
- dremf routine, B-8
- D_FLOAT data type, conversion to and from, DPML-28

E

- Entry points, 2-2
- Entry-point names, B-1
- erf routine, DPML-34, B-9
- erfc routine, DPML-34, B-9
- erfcf routine, B-9
- erff routine, B-9
- Error functions, DPML-34
- Error handling, 2-2
- Errors
 - domain, 1-5
 - range, 1-5
- Euclidean distance, DPML-42

Exception conditions, 1-5, 2-2
Exception handler, 1-2
Exceptional arguments, 1-4, 1-5, 2-3
exp routine, DPML-35, B-9
expf routine, B-9
expm1 routine, DPML-35, B-9
expm1f routine, B-9
Exponent adjustment, DPML-56
Exponential, DPML-35
Exponential of a complex number,
DPML-18

F

fabs routine, DPML-36, B-10
fabsf routine, B-10
finite routine, DPML-37, B-10
Finite value, checks for, DPML-37
finitf routine, B-10
Floating-point complex data types
for Digital UNIX Alpha systems, 1-4
for OpenVMS Alpha systems, 1-4
IEEE, 1-4
types of, 1-4
VAX, 1-4
Floating-point data types
complex, 1-3, 1-4
conversion to other types, DPML-28
for Digital UNIX Alpha systems, 1-3
for OpenVMS Alpha systems, 1-3
IEEE, 1-3
types of, 1-3
VAX, 1-3
Floating-point number conversion
Big_Endian_IEEE_S_Floating, DPML-28
Big_Endian_IEEE_T_Floating, DPML-28
Big_Endian_IEEE_X_Floating, DPML-28
CRAY_Floating, DPML-28
D_Floating, DPML-28
F_Floating, DPML-28
G_Floating, DPML-28
H_Floating, DPML-28
IBM_Long_Floating, DPML-28
IBM_Short_Floating, DPML-28
IEEE_S_Floating, DPML-28
Floating-point number conversion (cont'd)
IEEE_T_Floating, DPML-28
IEEE_X_Floating, DPML-28
floor routine, DPML-38, B-10
floorf routine, B-10
fmod routine, DPML-39, B-10
fmodf routine, B-10
fp_class routine, DPML-40, B-11
fp_classf routine, B-11
frexp routine, DPML-41, B-11
frexpf routine, B-11
F_COMPLEX data type, 1-3
F_FLOAT data type, 1-3
conversion to and from, DPML-28
F_FLOAT_COMPLEX data type, 1-4

G

gamma routine, DPML-46
Generic interface names, 2-1
G_FLOAT data type, 1-3
conversion to and from, DPML-28
G_FLOAT_COMPLEX data type, 1-4

H

Hexadecimal boundary values, A-1
Hyperbolic arc cosine of angle, DPML-6
Hyperbolic arc sine of angle, DPML-8
Hyperbolic arc tangent of angle, DPML-11
Hyperbolic cosine of angle, DPML-23
Hyperbolic sine, DPML-59
Hyperbolic sine and cosine, DPML-60
Hyperbolic tangent, DPML-63
hypot routine, DPML-42, B-11
hypotf routine, B-11
H_FLOAT data type, conversion to and from,
DPML-28

I

IEEE Big Endian, DPML-28
IEEE considerations, 1-6

IEEE double-precision complex data type, 1–4
IEEE double-precision data type, 1–3
IEEE extended-precision complex data type, 1–4
IEEE extended-precision data type, 1–3
IEEE floating-point data types, conversion to other data types, DPML–28
IEEE floating-point values, identifying the class of, DPML–40
IEEE Little Endian, DPML–28
IEEE single-precision complex data type, 1–4
IEEE single-precision data type, 1–3
ilogb routine, DPML–43, B–11
ilogbf routine, B–11
Input arguments, 2–2
Integer data type, 1–2
Integers, rounding, DPML–51, DPML–55
Integral power of 2, converting to, DPML–41
Invalid argument exception condition, 1–6
Invalid arguments, 1–5
isnan routine, DPML–44, B–12
isnanf routine, B–12

J

j0 routine, DPML–12, B–12
j0f routine, B–12
j1 routine, DPML–12, B–12
j1f routine, B–12
jn routine, DPML–12, B–12
jnf routine, B–12

L

Language-specific routine behavior, 1–2
ldexp routine, DPML–45, B–13
ldexpf routine, B–13
lgamma routine, DPML–46, B–13
lgammaf routine, B–13
lgamma_max_float boundary value, A–4
ln routine, DPML–47, B–13

log routine, DPML–47, B–13
log10 routine, DPML–47, B–14
log10f routine, B–14
log1p routine, DPML–47, B–14
log1pf routine, B–14
log2 routine, DPML–47, B–13
log2f routine, B–13
Logarithm
 base 10, DPML–47
 base 2, DPML–47
 common, DPML–47
 complex number of a, DPML–19
 gamma function, DPML–46
 ilogb, compute unbiased exponent, DPML–43
 lgamma function, DPML–46
 logb, convert to double-precision floating-point, DPML–48
 natural, DPML–47
logb routine, DPML–48, B–14
logbf routine, B–14
logf routine, B–13

M

Machine numbers, DPML–50
math\$acosd_f, B–1
math\$acosd_g, B–1
math\$acosd_s, B–1
math\$acosd_t, B–1
math\$acosd_x, B–1
math\$acosh_f, B–2
math\$acosh_g, B–2
math\$acosh_s, B–2
math\$acosh_t, B–2
math\$acosh_x, B–2
math\$acos_f, B–1
math\$acos_g, B–1
math\$acos_s, B–1
math\$acos_t, B–1
math\$acos_x, B–1
math\$asind_f, B–2
math\$asind_g, B–2

$\mathit{math}\$asin_d_s$, B-2
 $\mathit{math}\$asin_d_t$, B-2
 $\mathit{math}\$asin_d_x$, B-2
 $\mathit{math}\$asinh_f$, B-2
 $\mathit{math}\$asinh_g$, B-2
 $\mathit{math}\$asinh_s$, B-2
 $\mathit{math}\$asinh_t$, B-2
 $\mathit{math}\$asinh_x$, B-2
 $\mathit{math}\$asin_f$, B-2
 $\mathit{math}\$asin_g$, B-2
 $\mathit{math}\$asin_s$, B-2
 $\mathit{math}\$asin_t$, B-2
 $\mathit{math}\$asin_x$, B-2
 $\mathit{math}\$atan2_f$, B-3
 $\mathit{math}\$atan2_g$, B-3
 $\mathit{math}\$atan2_s$, B-3
 $\mathit{math}\$atan2_t$, B-3
 $\mathit{math}\$atan2_x$, B-3
 $\mathit{math}\$atand2_f$, B-3
 $\mathit{math}\$atand2_g$, B-3
 $\mathit{math}\$atand2_s$, B-3
 $\mathit{math}\$atand2_t$, B-3
 $\mathit{math}\$atand2_x$, B-3
 $\mathit{math}\$atand_f$, B-3
 $\mathit{math}\$atand_g$, B-3
 $\mathit{math}\$atand_s$, B-3
 $\mathit{math}\$atand_t$, B-3
 $\mathit{math}\$atand_x$, B-3
 $\mathit{math}\$atanh_f$, B-4
 $\mathit{math}\$atanh_g$, B-4
 $\mathit{math}\$atanh_s$, B-4
 $\mathit{math}\$atanh_t$, B-4
 $\mathit{math}\$atanh_x$, B-4
 $\mathit{math}\$atan_f$, B-3
 $\mathit{math}\$atan_g$, B-3
 $\mathit{math}\$atan_s$, B-3
 $\mathit{math}\$atan_t$, B-3
 $\mathit{math}\$atan_x$, B-3
 $\mathit{math}\$cabs_f$, B-4
 $\mathit{math}\$cabs_g$, B-4
 $\mathit{math}\$cabs_s$, B-4
 $\mathit{math}\$cabs_t$, B-4
 $\mathit{math}\$cabs_x$, B-4
 $\mathit{math}\$cbrt_f$, B-4
 $\mathit{math}\$cbrt_g$, B-4
 $\mathit{math}\$cbrt_s$, B-4
 $\mathit{math}\$cbrt_t$, B-4
 $\mathit{math}\$cbrt_x$, B-4
 $\mathit{math}\$ccos_f$, B-4
 $\mathit{math}\$ccos_g$, B-4
 $\mathit{math}\$ccos_s$, B-4
 $\mathit{math}\$ccos_t$, B-4
 $\mathit{math}\$ccos_x$, B-4
 $\mathit{math}\$cdiv_f$, B-5
 $\mathit{math}\$cdiv_g$, B-5
 $\mathit{math}\$cdiv_s$, B-5
 $\mathit{math}\$cdiv_t$, B-5
 $\mathit{math}\$cdiv_x$, B-5
 $\mathit{math}\$ceil_f$, B-5
 $\mathit{math}\$ceil_g$, B-5
 $\mathit{math}\$ceil_s$, B-5
 $\mathit{math}\$ceil_t$, B-5
 $\mathit{math}\$ceil_x$, B-5
 $\mathit{math}\$cexp_f$, B-5
 $\mathit{math}\$cexp_g$, B-5
 $\mathit{math}\$cexp_s$, B-5
 $\mathit{math}\$cexp_t$, B-5
 $\mathit{math}\$cexp_x$, B-5
 $\mathit{math}\$clog_f$, B-5
 $\mathit{math}\$clog_g$, B-5
 $\mathit{math}\$clog_s$, B-5
 $\mathit{math}\$clog_t$, B-5
 $\mathit{math}\$clog_x$, B-5
 $\mathit{math}\$cmul_f$, B-6
 $\mathit{math}\$cmul_g$, B-6
 $\mathit{math}\$cmul_s$, B-6
 $\mathit{math}\$cmul_t$, B-6
 $\mathit{math}\$cmul_x$, B-6
 $\mathit{math}\$copysign_f$, B-6
 $\mathit{math}\$copysign_g$, B-6
 $\mathit{math}\$copysign_s$, B-6
 $\mathit{math}\$copysign_t$, B-6
 $\mathit{math}\$copysign_x$, B-6
 $\mathit{math}\$cosd_f$, B-6
 $\mathit{math}\$cosd_g$, B-6
 $\mathit{math}\$cosd_s$, B-6

$\mathit{mathScosd_t}$, B-6
 $\mathit{mathScosd_x}$, B-6
 $\mathit{mathScosh_f}$, B-7
 $\mathit{mathScosh_g}$, B-7
 $\mathit{mathScosh_s}$, B-7
 $\mathit{mathScosh_t}$, B-7
 $\mathit{mathScosh_x}$, B-7
 $\mathit{mathScos_f}$, B-6
 $\mathit{mathScos_g}$, B-6
 $\mathit{mathScos_s}$, B-6
 $\mathit{mathScos_t}$, B-6
 $\mathit{mathScos_x}$, B-6
 $\mathit{mathScotd_f}$, B-7
 $\mathit{mathScotd_g}$, B-7
 $\mathit{mathScotd_s}$, B-7
 $\mathit{mathScotd_t}$, B-7
 $\mathit{mathScotd_x}$, B-7
 $\mathit{mathScot_f}$, B-7
 $\mathit{mathScot_g}$, B-7
 $\mathit{mathScot_s}$, B-7
 $\mathit{mathScot_t}$, B-7
 $\mathit{mathScot_x}$, B-7
 $\mathit{mathScpow_f}$, B-7
 $\mathit{mathScpow_g}$, B-7
 $\mathit{mathScpow_s}$, B-7
 $\mathit{mathScpow_t}$, B-7
 $\mathit{mathScpow_x}$, B-7
 $\mathit{mathScsin_f}$, B-8
 $\mathit{mathScsin_g}$, B-8
 $\mathit{mathScsin_s}$, B-8
 $\mathit{mathScsin_t}$, B-8
 $\mathit{mathScsin_x}$, B-8
 $\mathit{mathScsqr_f}$, B-8
 $\mathit{mathScsqr_g}$, B-8
 $\mathit{mathScsqr_s}$, B-8
 $\mathit{mathScsqr_t}$, B-8
 $\mathit{mathScsqr_x}$, B-8
 $\mathit{mathSdrem_f}$, B-8
 $\mathit{mathSdrem_g}$, B-8
 $\mathit{mathSdrem_s}$, B-8
 $\mathit{mathSdrem_t}$, B-8
 $\mathit{mathSdrem_x}$, B-8
 $\mathit{mathSerfc_f}$, B-9
 $\mathit{mathSerfc_g}$, B-9
 $\mathit{mathSerfc_s}$, B-9
 $\mathit{mathSerfc_t}$, B-9
 $\mathit{mathSerfc_x}$, B-9
 $\mathit{mathSerf_f}$, B-9
 $\mathit{mathSerf_g}$, B-9
 $\mathit{mathSerf_s}$, B-9
 $\mathit{mathSerf_t}$, B-9
 $\mathit{mathSerf_x}$, B-9
 $\mathit{mathSexpm1_f}$, B-9
 $\mathit{mathSexpm1_g}$, B-9
 $\mathit{mathSexpm1_s}$, B-9
 $\mathit{mathSexpm1_t}$, B-9
 $\mathit{mathSexpm1_x}$, B-9
 $\mathit{mathSexp_f}$, B-9
 $\mathit{mathSexp_g}$, B-9
 $\mathit{mathSexp_s}$, B-9
 $\mathit{mathSexp_t}$, B-9
 $\mathit{mathSexp_x}$, B-9
 $\mathit{mathSfabs_f}$, B-10
 $\mathit{mathSfabs_g}$, B-10
 $\mathit{mathSfabs_s}$, B-10
 $\mathit{mathSfabs_t}$, B-10
 $\mathit{mathSfabs_x}$, B-10
 $\mathit{mathSfinite_f}$, B-10
 $\mathit{mathSfinite_g}$, B-10
 $\mathit{mathSfinite_s}$, B-10
 $\mathit{mathSfinite_t}$, B-10
 $\mathit{mathSfinite_x}$, B-10
 $\mathit{mathSfloor_f}$, B-10
 $\mathit{mathSfloor_g}$, B-10
 $\mathit{mathSfloor_s}$, B-10
 $\mathit{mathSfloor_t}$, B-10
 $\mathit{mathSfloor_x}$, B-10
 $\mathit{mathSfmod_f}$, B-10
 $\mathit{mathSfmod_g}$, B-10
 $\mathit{mathSfmod_s}$, B-10
 $\mathit{mathSfmod_t}$, B-10
 $\mathit{mathSfmod_x}$, B-10
 $\mathit{mathSfp_class_f}$, B-11
 $\mathit{mathSfp_class_g}$, B-11
 $\mathit{mathSfp_class_s}$, B-11
 $\mathit{mathSfp_class_t}$, B-11

$\text{math}\$fp_class_x$, B-11
 $\text{math}\$frexp_f$, B-11
 $\text{math}\$frexp_g$, B-11
 $\text{math}\$frexp_s$, B-11
 $\text{math}\$frexp_t$, B-11
 $\text{math}\$frexp_x$, B-11
 $\text{math}\$hypot_f$, B-11
 $\text{math}\$hypot_g$, B-11
 $\text{math}\$hypot_s$, B-11
 $\text{math}\$hypot_t$, B-11
 $\text{math}\$hypot_x$, B-11
 $\text{math}\$ilogb_f$, B-11
 $\text{math}\$ilogb_g$, B-11
 $\text{math}\$ilogb_s$, B-11
 $\text{math}\$ilogb_t$, B-11
 $\text{math}\$ilogb_x$, B-11
 $\text{math}\$j0_f$, B-12
 $\text{math}\$j0_g$, B-12
 $\text{math}\$j0_s$, B-12
 $\text{math}\$j0_t$, B-12
 $\text{math}\$j0_x$, B-12
 $\text{math}\$j1_f$, B-12
 $\text{math}\$j1_g$, B-12
 $\text{math}\$j1_s$, B-12
 $\text{math}\$j1_t$, B-12
 $\text{math}\$jn_f$, B-12
 $\text{math}\$jn_g$, B-12
 $\text{math}\$jn_s$, B-12
 $\text{math}\$jn_t$, B-12
 $\text{math}\$jn_x$, B-12
 $\text{math}\$ldexp_f$, B-13
 $\text{math}\$ldexp_g$, B-13
 $\text{math}\$ldexp_s$, B-13
 $\text{math}\$ldexp_t$, B-13
 $\text{math}\$ldexp_x$, B-13
 $\text{math}\$lgamma_f$, B-13
 $\text{math}\$lgamma_g$, B-13
 $\text{math}\$lgamma_s$, B-13
 $\text{math}\$lgamma_t$, B-13
 $\text{math}\$lgamma_x$, B-13
 $\text{math}\$\ln_f$, B-13
 $\text{math}\$\ln_g$, B-13
 $\text{math}\$\ln_s$, B-13
 $\text{math}\$\ln_t$, B-13
 $\text{math}\$\ln_x$, B-13
 $\text{math}\$\log10_f$, B-14
 $\text{math}\$\log10_g$, B-14
 $\text{math}\$\log10_s$, B-14
 $\text{math}\$\log10_t$, B-14
 $\text{math}\$\log10_x$, B-14
 $\text{math}\$\log1p_f$, B-14
 $\text{math}\$\log1p_g$, B-14
 $\text{math}\$\log1p_s$, B-14
 $\text{math}\$\log1p_t$, B-14
 $\text{math}\$\log1p_x$, B-14
 $\text{math}\$\log2_f$, B-13
 $\text{math}\$\log2_g$, B-13
 $\text{math}\$\log2_s$, B-13
 $\text{math}\$\log2_t$, B-13
 $\text{math}\$\log2_x$, B-13
 $\text{math}\$\logb_f$, B-14
 $\text{math}\$\logb_g$, B-14
 $\text{math}\$\logb_s$, B-14
 $\text{math}\$\logb_t$, B-14
 $\text{math}\$\logb_x$, B-14
 $\text{math}\$\modf_f$, B-14
 $\text{math}\$\modf_g$, B-14
 $\text{math}\$\modf_s$, B-14
 $\text{math}\$\modf_t$, B-14
 $\text{math}\$\modf_x$, B-14
 $\text{math}\$\nextafter_f$, B-15
 $\text{math}\$\nextafter_g$, B-15
 $\text{math}\$\nextafter_s$, B-15
 $\text{math}\$\nextafter_t$, B-15
 $\text{math}\$\nextafter_x$, B-15
 $\text{math}\$\nint_f$, B-15
 $\text{math}\$\nint_g$, B-15
 $\text{math}\$\nint_s$, B-15
 $\text{math}\$\nint_t$, B-15
 $\text{math}\$\nint_x$, B-15
 $\text{math}\$\pow_ff$, B-15
 $\text{math}\$\pow_gg$, B-15
 $\text{math}\$\pow_ss$, B-15
 $\text{math}\$\pow_tt$, B-15
 $\text{math}\$\pow_xx$, B-15
 $\text{math}\$\random_f$, B-15

$\text{math}\$random_g$, B-15
 $\text{math}\$random_s$, B-15
 $\text{math}\$random_t$, B-15
 $\text{math}\$random_x$, B-15
 $\text{math}\$remainder_f$, B-16
 $\text{math}\$remainder_g$, B-16
 $\text{math}\$remainder_s$, B-16
 $\text{math}\$remainder_t$, B-16
 $\text{math}\$remainder_x$, B-16
 $\text{math}\$rint_f$, B-16
 $\text{math}\$rint_g$, B-16
 $\text{math}\$rint_s$, B-16
 $\text{math}\$rint_t$, B-16
 $\text{math}\$rint_x$, B-16
 $\text{math}\$scalb_f$, B-16
 $\text{math}\$scalb_g$, B-16
 $\text{math}\$scalb_s$, B-16
 $\text{math}\$scalb_t$, B-16
 $\text{math}\$scalb_x$, B-16
 $\text{math}\$sincosd_f$, B-17
 $\text{math}\$sincosd_g$, B-17
 $\text{math}\$sincosd_s$, B-17
 $\text{math}\$sincosd_t$, B-17
 $\text{math}\$sincosd_x$, B-17
 $\text{math}\$sincos_f$, B-17
 $\text{math}\$sincos_g$, B-17
 $\text{math}\$sincos_s$, B-17
 $\text{math}\$sincos_t$, B-17
 $\text{math}\$sincos_x$, B-17
 $\text{math}\$sind_f$, B-17
 $\text{math}\$sind_g$, B-17
 $\text{math}\$sind_s$, B-17
 $\text{math}\$sind_t$, B-17
 $\text{math}\$sind_x$, B-17
 $\text{math}\$sinhcosh_f$, B-18
 $\text{math}\$sinhcosh_g$, B-18
 $\text{math}\$sinhcosh_s$, B-18
 $\text{math}\$sinhcosh_t$, B-18
 $\text{math}\$sinhcosh_x$, B-18
 $\text{math}\$sinh_f$, B-17
 $\text{math}\$sinh_g$, B-17
 $\text{math}\$sinh_s$, B-17
 $\text{math}\$sinh_t$, B-17
 $\text{math}\$sinh_x$, B-17
 $\text{math}\$sin_f$, B-16
 $\text{math}\$sin_g$, B-16
 $\text{math}\$sin_s$, B-16
 $\text{math}\$sin_t$, B-16
 $\text{math}\$sin_x$, B-16
 $\text{math}\$snan_f$, B-12
 $\text{math}\$snan_g$, B-12
 $\text{math}\$snan_s$, B-12
 $\text{math}\$snan_t$, B-12
 $\text{math}\$snan_x$, B-12
 $\text{math}\$\sqrt{f}$, B-18
 $\text{math}\$\sqrt{g}$, B-18
 $\text{math}\$\sqrt{s}$, B-18
 $\text{math}\$\sqrt{t}$, B-18
 $\text{math}\$\sqrt{x}$, B-18
 $\text{math}\$std_f$, B-18
 $\text{math}\$std_g$, B-18
 $\text{math}\$std_s$, B-18
 $\text{math}\$std_t$, B-18
 $\text{math}\$std_x$, B-18
 $\text{math}\$stanh_f$, B-19
 $\text{math}\$stanh_g$, B-19
 $\text{math}\$stanh_s$, B-19
 $\text{math}\$stanh_t$, B-19
 $\text{math}\$stanh_x$, B-19
 $\text{math}\$stan_f$, B-18
 $\text{math}\$stan_g$, B-18
 $\text{math}\$stan_s$, B-18
 $\text{math}\$stan_t$, B-18
 $\text{math}\$stan_x$, B-18
 $\text{math}\$\text{strunc}_f$, B-19
 $\text{math}\$\text{strunc}_g$, B-19
 $\text{math}\$\text{strunc}_s$, B-19
 $\text{math}\$\text{strunc}_t$, B-19
 $\text{math}\$\text{strunc}_x$, B-19
 $\text{math}\$\text{unordered}_f$, B-19
 $\text{math}\$\text{unordered}_g$, B-19
 $\text{math}\$\text{unordered}_s$, B-19
 $\text{math}\$\text{unordered}_t$, B-19
 $\text{math}\$\text{unordered}_x$, B-19
 $\text{math}\$y0_f$, B-19
 $\text{math}\$y0_g$, B-19

math\$y0_s, B-19
math\$y0_t, B-19
math\$y0_x, B-19
math\$y1_f, B-20
math\$y1_g, B-20
math\$y1_s, B-20
math\$y1_t, B-20
math\$y1_x, B-20
math\$yn_f, B-20
math\$yn_g, B-20
math\$yn_s, B-20
math\$yn_t, B-20
math\$yn_x, B-20
max_float boundary value, A-1
min_float boundary value, A-2
modf routine, DPML-49, B-14
modff routine, B-14
Modulo remainder, DPML-39

N

NaN value, checking for, DPML-44
Natural logarithm, DPML-47
 complex number of a, DPML-19
nextafter routine, DPML-50, B-15
nextafterf routine, B-15
nint routine, DPML-51, B-15
nintf routine, B-15
Normalized fractions, converting to,
 DPML-41

O

Overflow exception condition, 1-6

P

pow routine, DPML-52, B-15
powf routine, B-15

R

random routine, DPML-53, B-15
Range errors, 1-5
Remainder
 drem function, DPML-33
 modulo, DPML-39
 remainder function, DPML-54
remainder routine, DPML-54, B-16
remainderf routine, B-16
return type, 2-1
Right triangle, hypotenuse of a, DPML-42
rint routine, DPML-55, B-16
rintf routine, B-16
Rounding to the nearest integer, DPML-51
Routine interface, 2-1
 examples, 2-3

S

scalb routine, DPML-56, B-16
scalbf routine, B-16
sin routine, DPML-57, B-16
sincos routine, DPML-58, B-17
sincosd routine, DPML-58, B-17
sincosdf routine, B-17
sincosf routine, B-17
sind routine, DPML-57, B-17
sindf routine, B-17
Sine and cosine of angle, DPML-58
Sine of angle, DPML-57
 hyperbolic, DPML-60
Sine of angle of a complex number,
 DPML-26
Sine, hyperbolic, DPML-59
sinf routine, B-16
sinh routine, DPML-59, B-17
sinhcosh routine, DPML-60, B-18
sinhcoshf routine, B-18
sinhf routine, B-17
sqrt routine, DPML-61, B-18
sqrtf routine, B-18

Square root, DPML-61
of complex numbers, DPML-27
Symbolic constants, 1-5
S_FLOAT data type, 1-3
S_FLOAT data type, conversion to and from,
DPML-28
S_FLOAT data type, IEEE Big Endian,
DPML-28
S_FLOAT data type, IEEE Little Endian,
DPML-28
S_FLOAT_COMPLEX data type, 1-4

T

tan routine, DPML-62, B-18
tand routine, DPML-62, B-18
tandf routine, B-18
tanf routine, B-18
Tangent of angle, DPML-62
hyperbolic, DPML-63
tanh routine, DPML-63, B-19
tanhf routine, B-19
trunc routine, DPML-64, B-19
Truncation, DPML-64
truncf routine, B-19
T_FLOAT data type, 1-3
T_FLOAT data type, conversion to and from,
DPML-28
T_FLOAT data type, IEEE Big Endian,
DPML-28
T_FLOAT data type, IEEE Little Endian,
DPML-28
T_FLOAT_COMPLEX data type, 1-4

U

Underflow exception condition, 1-6
unordered routine, DPML-65, B-19
unorderedf routine, B-19

V

VAX double-precision complex data type,
1-4
VAX double-precision data type, 1-3
VAX single-precision complex data type, 1-4
VAX single-precision data type, 1-3

X

X/Open Portability Guide, Version 4
conformance to, 1-7
X_FLOAT data type, 1-3
X_FLOAT data type, conversion to and from,
DPML-28
X_FLOAT data type, IEEE Big Endian,
DPML-28
X_FLOAT data type, IEEE Little Endian,
DPML-28
X_FLOAT_COMPLEX data type, 1-4

Y

y0 routine, DPML-12, B-19
y0f routine, B-19
y1 routine, DPML-12, B-20
y1f routine, B-20
yn routine, DPML-12, B-20
ynf routine, B-20