



# CUDA Math API

## API Reference Manual

# Table of Contents

<b>Chapter 1. Modules</b> .....	<b>1</b>
1.1. Half Precision Intrinsics.....	2
Half Arithmetic Functions.....	2
Half2 Arithmetic Functions.....	2
Half Comparison Functions.....	2
Half2 Comparison Functions.....	2
Half Precision Conversion and Data Movement.....	2
Half Math Functions.....	2
Half2 Math Functions.....	2
1.1.1. Half Arithmetic Functions.....	2
__habs.....	2
__hadd.....	3
__hadd_sat.....	3
__hdiv.....	3
__hfma.....	4
__hfma_relu.....	4
__hfma_sat.....	4
__hmul.....	5
__hmul_sat.....	5
__hneg.....	6
__hsub.....	6
__hsub_sat.....	6
1.1.2. Half2 Arithmetic Functions.....	6
__h2div.....	7
__habs2.....	7
__hadd2.....	7
__hadd2_sat.....	7
__hcmadd.....	8
__hfma2.....	9
__hfma2_relu.....	9
__hfma2_sat.....	10
__hmul2.....	10
__hmul2_sat.....	11
__hneg2.....	11
__hsub2.....	11
__hsub2_sat.....	12

1.1.3. Half Comparison Functions.....	12
__heq.....	12
__hequ.....	13
__hge.....	13
__hgeu.....	14
__hgt.....	14
__hgtu.....	15
__hisinf.....	15
__hisnan.....	16
__hle.....	16
__hleu.....	16
__hlt.....	17
__hltu.....	17
__hmax.....	18
__hmax_nan.....	18
__hmin.....	18
__hmin_nan.....	19
__hne.....	19
__hneu.....	19
1.1.4. Half2 Comparison Functions.....	20
__hbeq2.....	20
__hbequ2.....	21
__hbge2.....	21
__hbgeu2.....	22
__hbgt2.....	22
__hbgtu2.....	23
__hble2.....	24
__hbleu2.....	24
__hblt2.....	25
__hbltu2.....	25
__hbne2.....	26
__hbneu2.....	27
__heq2.....	27
__hequ2.....	28
__hge2.....	28
__hgeu2.....	29
__hgt2.....	29
__hgtu2.....	30

__hisnan2.....	30
__hle2.....	31
__hleu2.....	31
__hlt2.....	32
__hltu2.....	32
__hmax2.....	33
__hmax2_nan.....	33
__hmin2.....	33
__hmin2_nan.....	33
__hne2.....	34
__hneu2.....	34
1.1.5. Half Precision Conversion and Data Movement.....	35
__double2half.....	35
__float2half2_rn.....	35
__float2half.....	36
__float2half2_rn.....	36
__float2half_rd.....	37
__float2half_rn.....	37
__float2half_ru.....	38
__float2half_rz.....	38
__floats2half2_rn.....	39
__half2float2.....	39
__half2float.....	40
__half2half2.....	40
__half2int_rd.....	40
__half2int_rn.....	41
__half2int_ru.....	41
__half2int_rz.....	42
__half2ll_rd.....	42
__half2ll_rn.....	43
__half2ll_ru.....	43
__half2ll_rz.....	44
__half2short_rd.....	44
__half2short_rn.....	45
__half2short_ru.....	45
__half2short_rz.....	46
__half2uint_rd.....	46
__half2uint_rn.....	47

__half2uint_ru.....	47
__half2uint_rz.....	48
__half2ull_rd.....	48
__half2ull_rn.....	49
__half2ull_ru.....	49
__half2ull_rz.....	50
__half2ushort_rd.....	50
__half2ushort_rn.....	51
__half2ushort_ru.....	51
__half2ushort_rz.....	52
__half_as_short.....	52
__half_as_ushort.....	53
__halves2half2.....	53
__high2float.....	54
__high2half.....	54
__high2half2.....	54
__highs2half2.....	55
__int2half_rd.....	55
__int2half_rn.....	56
__int2half_ru.....	56
__int2half_rz.....	57
__ldca.....	57
__ldca.....	57
__ldcg.....	58
__ldcg.....	58
__ldcs.....	58
__ldcs.....	58
__ldcv.....	59
__ldcv.....	59
__ldg.....	59
__ldg.....	59
__ldlu.....	60
__ldlu.....	60
__ll2half_rd.....	60
__ll2half_rn.....	61
__ll2half_ru.....	61
__ll2half_rz.....	62
__low2float.....	62

__low2half.....	62
__low2half2.....	63
__lowhigh2highlow.....	63
__lows2half2.....	64
__shfl_down_sync.....	64
__shfl_down_sync.....	65
__shfl_sync.....	66
__shfl_sync.....	66
__shfl_up_sync.....	67
__shfl_up_sync.....	68
__shfl_xor_sync.....	68
__shfl_xor_sync.....	69
__short2half_rd.....	70
__short2half_rn.....	70
__short2half_ru.....	71
__short2half_rz.....	71
__short_as_half.....	72
__stcg.....	72
__stcg.....	72
__stcs.....	73
__stcs.....	73
__stwb.....	73
__stwb.....	73
__stwt.....	74
__stwt.....	74
__uint2half_rd.....	74
__uint2half_rn.....	75
__uint2half_ru.....	75
__uint2half_rz.....	76
__ull2half_rd.....	76
__ull2half_rn.....	77
__ull2half_ru.....	77
__ull2half_rz.....	78
__ushort2half_rd.....	78
__ushort2half_rn.....	79
__ushort2half_ru.....	79
__ushort2half_rz.....	80
__ushort_as_half.....	80

1.1.6. Half Math Functions.....	80
hceil.....	81
hcos.....	81
hexp.....	81
hexp10.....	82
hexp2.....	82
hfloor.....	83
hlog.....	83
hlog10.....	84
hlog2.....	84
hrcp.....	84
hrint.....	85
hrsqr.....	85
hsin.....	86
hsqr.....	86
htrunc.....	87
1.1.7. Half2 Math Functions.....	87
h2ceil.....	87
h2cos.....	88
h2exp.....	88
h2exp10.....	88
h2exp2.....	89
h2floor.....	89
h2log.....	90
h2log10.....	90
h2log2.....	91
h2rcp.....	91
h2rint.....	91
h2rsqr.....	92
h2sin.....	92
h2sqr.....	93
h2trunc.....	93
1.2. Bfloat16 Precision Intrinsic.....	94
Bfloat16 Arithmetic Functions.....	94
Bfloat162 Arithmetic Functions.....	94
Bfloat16 Comparison Functions.....	94
Bfloat162 Comparison Functions.....	94
Bfloat16 Precision Conversion and Data Movement.....	94

Bfloat16 Math Functions.....	94
Bfloat162 Math Functions.....	94
1.2.1. Bfloat16 Arithmetic Functions.....	94
__h2div.....	94
__habs.....	95
__hadd.....	95
__hadd_sat.....	95
__hdiv.....	96
__hfma.....	96
__hfma_relu.....	96
__hfma_sat.....	97
__hmul.....	97
__hmul_sat.....	98
__hneg.....	98
__hsub.....	98
__hsub_sat.....	99
1.2.2. Bfloat162 Arithmetic Functions.....	99
__habs2.....	99
__hadd2.....	100
__hadd2_sat.....	100
__hcmadd.....	101
__hfma2.....	101
__hfma2_relu.....	101
__hfma2_sat.....	102
__hmul2.....	103
__hmul2_sat.....	103
__hneg2.....	104
__hsub2.....	104
__hsub2_sat.....	104
1.2.3. Bfloat16 Comparison Functions.....	104
__heq.....	105
__hequ.....	105
__hge.....	106
__hgeu.....	106
__hgt.....	107
__hgtu.....	107
__hisinf.....	108
__hisnan.....	108



__hle.....	109
__hleu.....	109
__hlt.....	110
__hltu.....	110
__hmax.....	111
__hmax_nan.....	111
__hmin.....	111
__hmin_nan.....	111
__hne.....	112
__hneu.....	112
1.2.4. Bfloat162 Comparison Functions.....	113
__hbeq2.....	113
__hbequ2.....	113
__hbge2.....	114
__hbgeu2.....	115
__hbg2.....	115
__hbg2u2.....	116
__hble2.....	117
__hbleu2.....	117
__hblt2.....	118
__hblt2u2.....	119
__hbne2.....	119
__hbneu2.....	120
__heq2.....	121
__hequ2.....	121
__hge2.....	122
__hgeu2.....	122
__hgt2.....	123
__hgt2u2.....	123
__hisnan2.....	124
__hle2.....	124
__hleu2.....	125
__hlt2.....	125
__hlt2u2.....	126
__hmax2.....	126
__hmax2_nan.....	127
__hmin2.....	127
__hmin2_nan.....	127

__hne2.....	128
__hneu2.....	128
1.2.5. Bfloat16 Precision Conversion and Data Movement.....	129
__bfloat162float2.....	129
__bfloat162bfloat162.....	129
__bfloat162float.....	130
__bfloat162int_rd.....	130
__bfloat162int_rn.....	131
__bfloat162int_ru.....	131
__bfloat162int_rz.....	132
__bfloat162ll_rd.....	132
__bfloat162ll_rn.....	133
__bfloat162ll_ru.....	133
__bfloat162ll_rz.....	134
__bfloat162short_rd.....	134
__bfloat162short_rn.....	135
__bfloat162short_ru.....	135
__bfloat162short_rz.....	136
__bfloat162uint_rd.....	136
__bfloat162uint_rn.....	137
__bfloat162uint_ru.....	137
__bfloat162uint_rz.....	138
__bfloat162ull_rd.....	138
__bfloat162ull_rn.....	139
__bfloat162ull_ru.....	139
__bfloat162ull_rz.....	140
__bfloat162ushort_rd.....	140
__bfloat162ushort_rn.....	141
__bfloat162ushort_ru.....	141
__bfloat162ushort_rz.....	142
__bfloat16_as_short.....	142
__bfloat16_as_ushort.....	143
__double2bfloat16.....	143
__float22bfloat162_rn.....	144
__float2bfloat16.....	144
__float2bfloat162_rn.....	145
__float2bfloat16_rd.....	145
__float2bfloat16_rn.....	146

__float2bfloat16_ru.....	146
__float2bfloat16_rz.....	147
__floats2bfloat162_rn.....	147
__halves2bfloat162.....	148
__high2bfloat16.....	148
__high2bfloat162.....	149
__high2float.....	149
__highs2bfloat162.....	150
__int2bfloat16_rd.....	150
__int2bfloat16_rn.....	151
__int2bfloat16_ru.....	151
__int2bfloat16_rz.....	152
__ldca.....	152
__ldca.....	152
__ldcg.....	153
__ldcg.....	153
__ldcs.....	153
__ldcs.....	153
__ldcv.....	154
__ldcv.....	154
__ldg.....	154
__ldg.....	154
__ldlu.....	155
__ldlu.....	155
__ll2bfloat16_rd.....	155
__ll2bfloat16_rn.....	156
__ll2bfloat16_ru.....	156
__ll2bfloat16_rz.....	157
__low2bfloat16.....	157
__low2bfloat162.....	158
__low2float.....	158
__lowhigh2highlow.....	159
__lows2bfloat162.....	159
__shfl_down_sync.....	160
__shfl_down_sync.....	160
__shfl_sync.....	161
__shfl_sync.....	162
__shfl_up_sync.....	163

__shfl_up_sync.....	163
__shfl_xor_sync.....	164
__shfl_xor_sync.....	165
__short2bfloat16_rd.....	166
__short2bfloat16_rn.....	166
__short2bfloat16_ru.....	167
__short2bfloat16_rz.....	167
__short_as_bfloat16.....	168
__stcg.....	168
__stcg.....	168
__stcs.....	169
__stcs.....	169
__stwb.....	169
__stwb.....	169
__stwt.....	170
__stwt.....	170
__uint2bfloat16_rd.....	170
__uint2bfloat16_rn.....	171
__uint2bfloat16_ru.....	171
__uint2bfloat16_rz.....	172
__ull2bfloat16_rd.....	172
__ull2bfloat16_rn.....	173
__ull2bfloat16_ru.....	173
__ull2bfloat16_rz.....	174
__ushort2bfloat16_rd.....	174
__ushort2bfloat16_rn.....	175
__ushort2bfloat16_ru.....	175
__ushort2bfloat16_rz.....	176
__ushort_as_bfloat16.....	176
1.2.6. Bfloat16 Math Functions.....	176
hceil.....	177
hcos.....	177
hexp.....	177
hexp10.....	178
hexp2.....	178
hfloor.....	179
hlog.....	179
hlog10.....	180

hlog2.....	180
hrcp.....	180
hrint.....	181
hrsqrt.....	181
hsin.....	182
hsqrt.....	182
htrunc.....	183
1.2.7. Bfloat162 Math Functions.....	183
h2ceil.....	183
h2cos.....	184
h2exp.....	184
h2exp10.....	184
h2exp2.....	185
h2floor.....	185
h2log.....	186
h2log10.....	186
h2log2.....	187
h2rcp.....	187
h2rint.....	187
h2rsqrt.....	188
h2sin.....	188
h2sqrt.....	189
h2trunc.....	189
1.3. Mathematical Functions.....	190
1.4. Single Precision Mathematical Functions.....	190
acosf.....	190
acoshf.....	191
asinf.....	191
asinhf.....	192
atan2f.....	192
atanf.....	192
atanhf.....	193
cbrtf.....	193
ceilf.....	194
copysignf.....	194
cosf.....	194
coshf.....	195
cospif.....	195

cyl_bessel_i0f.....	196
cyl_bessel_i1f.....	196
erfcf.....	196
erfcinvf.....	197
erfcxf.....	197
erff.....	198
erfinvf.....	198
exp10f.....	199
exp2f.....	199
expf.....	199
expm1f.....	200
fabsf.....	200
fdimf.....	201
fdividef.....	201
floorf.....	202
fmaf.....	202
fmaxf.....	203
fminf.....	203
fmodf.....	204
frexpf.....	204
hypotf.....	205
ilogbf.....	205
isfinite.....	206
isinf.....	206
isnan.....	206
j0f.....	207
j1f.....	207
jnf.....	208
ldexpf.....	208
lgammaf.....	209
llrintf.....	209
llroundf.....	209
log10f.....	210
log1pf.....	210
log2f.....	211
logbf.....	211
logf.....	212
lrintf.....	212

lroundf.....	212
max.....	213
min.....	213
modff.....	213
nanf.....	214
nearbyintf.....	214
nextafterf.....	214
norm3df.....	215
norm4df.....	215
normcdf.....	216
normcdfinvf.....	216
normf.....	217
powf.....	217
rcbrtf.....	218
remainderf.....	218
remquof.....	219
rhypotf.....	219
rintf.....	220
rnorm3df.....	220
rnorm4df.....	221
rnormf.....	221
roundf.....	222
rsqrtf.....	222
scalblnf.....	222
scalbnf.....	223
signbit.....	223
sincosf.....	224
sincospif.....	224
sinf.....	225
sinhf.....	225
sinpif.....	226
sqrtf.....	226
tanf.....	227
tanhf.....	227
tgammaf.....	227
truncf.....	228
y0f.....	228
y1f.....	229

ynf.....	229
1.5. Double Precision Mathematical Functions.....	230
acos.....	230
acosh.....	230
asin.....	231
asinh.....	231
atan.....	232
atan2.....	232
atanh.....	233
cbrt.....	233
ceil.....	233
copysign.....	234
cos.....	234
cosh.....	234
cospi.....	235
cyl_bessel_i0.....	235
cyl_bessel_i1.....	236
erf.....	236
erfc.....	237
erfcinv.....	237
erfcx.....	237
erfinv.....	238
exp.....	238
exp10.....	239
exp2.....	239
expm1.....	239
fabs.....	240
fdim.....	240
floor.....	241
fma.....	241
fmax.....	242
fmin.....	242
fmod.....	243
frexp.....	243
hypot.....	244
ilogb.....	244
isfinite.....	245
isinf.....	245



isnan.....	245
j0.....	246
j1.....	246
jn.....	247
ldexp.....	247
lgamma.....	248
llrint.....	248
llround.....	248
log.....	249
log10.....	249
log1p.....	250
log2.....	250
logb.....	251
lrint.....	251
lround.....	251
max.....	252
max.....	252
max.....	252
min.....	252
min.....	253
min.....	253
modf.....	253
nan.....	254
nearbyint.....	254
nextafter.....	254
norm.....	255
norm3d.....	255
norm4d.....	256
normcdf.....	256
normcdfinv.....	257
pow.....	257
rcbrt.....	258
remainder.....	258
remquo.....	259
rhypot.....	260
rint.....	260
rnorm.....	260
rnorm3d.....	261

rnorm4d.....	261
round.....	262
rsqrt.....	262
scalbln.....	263
scalbn.....	263
signbit.....	263
sin.....	264
sincos.....	264
sincospi.....	265
sinh.....	265
sinpi.....	266
sqrt.....	266
tan.....	267
tanh.....	267
tgamma.....	267
trunc.....	268
y0.....	268
y1.....	269
yn.....	269
1.6. Integer Mathematical Functions.....	270
abs.....	270
labs.....	270
llabs.....	270
llmax.....	270
llmin.....	271
max.....	271
max.....	271
max.....	271
max.....	271
max.....	272
max.....	272
max.....	272
max.....	272
max.....	272
max.....	272
max.....	273
max.....	273
max.....	273
min.....	273

min.....	273
min.....	274
min.....	274
min.....	274
min.....	274
min.....	274
min.....	275
min.....	275
min.....	275
min.....	275
min.....	275
ullmax.....	276
ullmin.....	276
umax.....	276
umin.....	276
1.7. Single Precision Intrinsic.....	276
__cosf.....	277
__exp10f.....	277
__expf.....	277
__fadd_rd.....	278
__fadd_rn.....	278
__fadd_ru.....	279
__fadd_rz.....	279
__fdiv_rd.....	279
__fdiv_rn.....	280
__fdiv_ru.....	280
__fdiv_rz.....	281
__fdivdef.....	281
__fmaf_ieee_rd.....	282
__fmaf_ieee_rn.....	282
__fmaf_ieee_ru.....	282
__fmaf_ieee_rz.....	282
__fmaf_rd.....	283
__fmaf_rn.....	283
__fmaf_ru.....	284
__fmaf_rz.....	284
__fmul_rd.....	285
__fmul_rn.....	285

__fmul_ru.....	285
__fmul_rz.....	286
__frcp_rd.....	286
__frcp_rn.....	287
__frcp_ru.....	287
__frcp_rz.....	287
__frsqrt_rn.....	288
__fsqrt_rd.....	288
__fsqrt_rn.....	289
__fsqrt_ru.....	289
__fsqrt_rz.....	289
__fsub_rd.....	290
__fsub_rn.....	290
__fsub_ru.....	291
__fsub_rz.....	291
__log10f.....	291
__log2f.....	292
__logf.....	292
__powf.....	293
__saturatef.....	293
__sincosf.....	293
__sinf.....	294
__tanf.....	294
1.8. Double Precision Intrinsics.....	295
__dadd_rd.....	295
__dadd_rn.....	295
__dadd_ru.....	296
__dadd_rz.....	296
__ddiv_rd.....	297
__ddiv_rn.....	297
__ddiv_ru.....	297
__ddiv_rz.....	298
__dmul_rd.....	298
__dmul_rn.....	299
__dmul_ru.....	299
__dmul_rz.....	299
__drcp_rd.....	300
__drcp_rn.....	300

__drcp_ru.....	301
__drcp_rz.....	301
__dsqrt_rd.....	302
__dsqrt_rn.....	302
__dsqrt_ru.....	302
__dsqrt_rz.....	303
__dsub_rd.....	303
__dsub_rn.....	304
__dsub_ru.....	304
__dsub_rz.....	304
__fma_rd.....	305
__fma_rn.....	305
__fma_ru.....	306
__fma_rz.....	307
1.9. Integer Intrinsics.....	307
__brev.....	307
__brevll.....	308
__byte_perm.....	308
__clz.....	308
__clzll.....	309
__ffs.....	309
__ffsll.....	309
__funnelshift_l.....	310
__funnelshift_lc.....	310
__funnelshift_r.....	310
__funnelshift_rc.....	311
__hadd.....	311
__mul24.....	311
__mul64hi.....	312
__mulhi.....	312
__popc.....	312
__popcll.....	312
__rhadd.....	313
__sad.....	313
__uhadd.....	313
__umul24.....	314
__umul64hi.....	314
__umulhi.....	314

__urhadd.....	315
__usad.....	315
1.10. Type Casting Intrinsic.....	315
__double2float_rd.....	316
__double2float_rn.....	316
__double2float_ru.....	316
__double2float_rz.....	316
__double2hiint.....	317
__double2int_rd.....	317
__double2int_rn.....	317
__double2int_ru.....	318
__double2int_rz.....	318
__double2ll_rd.....	318
__double2ll_rn.....	318
__double2ll_ru.....	319
__double2ll_rz.....	319
__double2loint.....	319
__double2uint_rd.....	320
__double2uint_rn.....	320
__double2uint_ru.....	320
__double2uint_rz.....	320
__double2ull_rd.....	321
__double2ull_rn.....	321
__double2ull_ru.....	321
__double2ull_rz.....	322
__double_as_longlong.....	322
__float2int_rd.....	322
__float2int_rn.....	322
__float2int_ru.....	323
__float2int_rz.....	323
__float2ll_rd.....	323
__float2ll_rn.....	324
__float2ll_ru.....	324
__float2ll_rz.....	324
__float2uint_rd.....	324
__float2uint_rn.....	325
__float2uint_ru.....	325
__float2uint_rz.....	325

__float2ull_rd.....	326
__float2ull_rn.....	326
__float2ull_ru.....	326
__float2ull_rz.....	327
__float_as_int.....	327
__float_as_uint.....	327
__hiloInt2double.....	327
__int2double_rn.....	328
__int2float_rd.....	328
__int2float_rn.....	328
__int2float_ru.....	329
__int2float_rz.....	329
__int_as_float.....	329
__ll2double_rd.....	329
__ll2double_rn.....	330
__ll2double_ru.....	330
__ll2double_rz.....	330
__ll2float_rd.....	331
__ll2float_rn.....	331
__ll2float_ru.....	331
__ll2float_rz.....	331
__longlong_as_double.....	332
__uint2double_rn.....	332
__uint2float_rd.....	332
__uint2float_rn.....	333
__uint2float_ru.....	333
__uint2float_rz.....	333
__uint_as_float.....	333
__ull2double_rd.....	334
__ull2double_rn.....	334
__ull2double_ru.....	334
__ull2double_rz.....	335
__ull2float_rd.....	335
__ull2float_rn.....	335
__ull2float_ru.....	336
__ull2float_rz.....	336
1.11. SIMD Intrinsics.....	336
__vabs2.....	336

__vabs4.....	337
__vabsdiffs2.....	337
__vabsdiffs4.....	337
__vabsdiffu2.....	338
__vabsdiffu4.....	338
__vabsss2.....	338
__vabsss4.....	339
__vadd2.....	339
__vadd4.....	339
__vaddss2.....	340
__vaddss4.....	340
__vaddus2.....	340
__vaddus4.....	341
__vavgs2.....	341
__vavgs4.....	341
__vavgu2.....	342
__vavgu4.....	342
__vcmpeq2.....	342
__vcmpeq4.....	343
__vcmpges2.....	343
__vcmpges4.....	343
__vcmpgeu2.....	344
__vcmpgeu4.....	344
__vcmpgts2.....	344
__vcmpgts4.....	345
__vcmpgtu2.....	345
__vcmpgtu4.....	345
__vcmples2.....	346
__vcmples4.....	346
__vcmpleu2.....	346
__vcmpleu4.....	347
__vcmplts2.....	347
__vcmplts4.....	347
__vcmpltu2.....	348
__vcmpltu4.....	348
__vcmpne2.....	348
__vcmpne4.....	349
__vhaddu2.....	349



__vhaddu4.....	349
__vmaxs2.....	350
__vmaxs4.....	350
__vmaxu2.....	350
__vmaxu4.....	351
__vmins2.....	351
__vmins4.....	351
__vminu2.....	352
__vminu4.....	352
__vneg2.....	352
__vneg4.....	353
__vnegss2.....	353
__vnegss4.....	353
__vsads2.....	353
__vsads4.....	354
__vsadu2.....	354
__vsadu4.....	354
__vseteq2.....	355
__vseteq4.....	355
__vsetges2.....	355
__vsetges4.....	356
__vsetgeu2.....	356
__vsetgeu4.....	356
__vsetgts2.....	357
__vsetgts4.....	357
__vsetgtu2.....	357
__vsetgtu4.....	358
__vsetles2.....	358
__vsetles4.....	358
__vsetleu2.....	359
__vsetleu4.....	359
__vsetlts2.....	359
__vsetlts4.....	360
__vsetltu2.....	360
__vsetltu4.....	360
__vsetne2.....	361
__vsetne4.....	361
__vsub2.....	361

__vsub4.....	362
__vsubss2.....	362
__vsubss4.....	362
__vsubus2.....	363
__vsubus4.....	363

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# Chapter 1. Modules

Here is a list of all modules:

- ▶ [Half Precision Intrinsics](#)
  - ▶ [Half Arithmetic Functions](#)
  - ▶ [Half2 Arithmetic Functions](#)
  - ▶ [Half Comparison Functions](#)
  - ▶ [Half2 Comparison Functions](#)
  - ▶ [Half Precision Conversion and Data Movement](#)
  - ▶ [Half Math Functions](#)
  - ▶ [Half2 Math Functions](#)
- ▶ [Bfloat16 Precision Intrinsics](#)
  - ▶ [Bfloat16 Arithmetic Functions](#)
  - ▶ [Bfloat162 Arithmetic Functions](#)
  - ▶ [Bfloat16 Comparison Functions](#)
  - ▶ [Bfloat162 Comparison Functions](#)
  - ▶ [Bfloat16 Precision Conversion and Data Movement](#)
  - ▶ [Bfloat16 Math Functions](#)
  - ▶ [Bfloat162 Math Functions](#)
- ▶ [Mathematical Functions](#)
- ▶ [Single Precision Mathematical Functions](#)
- ▶ [Double Precision Mathematical Functions](#)
- ▶ [Integer Mathematical Functions](#)
- ▶ [Single Precision Intrinsics](#)
- ▶ [Double Precision Intrinsics](#)
- ▶ [Integer Intrinsics](#)
- ▶ [Type Casting Intrinsics](#)
- ▶ [SIMD Intrinsics](#)

## 1.1. Half Precision Intrinsic

This section describes half precision intrinsic functions that are only supported in device code. To use these functions, include the header file `cuda_fp16.h` in your program.

### Half Arithmetic Functions

### Half2 Arithmetic Functions

### Half Comparison Functions

### Half2 Comparison Functions

### Half Precision Conversion and Data Movement

### Half Math Functions

### Half2 Math Functions

### 1.1.1. Half Arithmetic Functions

Half Precision Intrinsic

To use these functions, include the header file `cuda_fp16.h` in your program.

```
__device__ __half __habs (const __half a)
```

Calculates the absolute value of input `half` number and returns the result.

#### Parameters

**a**

- `half`. Is only being read.

#### Returns

`half`

► The

absolute value of `a`.

## Description

Calculates the absolute value of input `half` number and returns the result.

`__device__ __half __hadd (const __half a, const __half b)`

Performs `half` addition in round-to-nearest-even mode.

## Description

Performs `half` addition of inputs `a` and `b`, in round-to-nearest-even mode.

`__device__ __half __hadd_sat (const __half a, const __half b)`

Performs `half` addition in round-to-nearest-even mode, with saturation to `[0.0, 1.0]`.

## Parameters

**a**

- `half`. Is only being read.

**b**

- `half`. Is only being read.

## Returns

`half`

► The

sum of `a` and `b`, with respect to saturation.

## Description

Performs `half` add of inputs `a` and `b`, in round-to-nearest-even mode, and clamps the result to range `[0.0, 1.0]`. NaN results are flushed to `+0.0`.

`__device__ __half __hdiv (const __half a, const __half b)`

Performs `half` division in round-to-nearest-even mode.

## Description

Divides `half` input `a` by input `b` in round-to-nearest mode.

`__device__ __half __hfma (const __half a, const __half b, const __half c)`

Performs `half` fused multiply-add in round-to-nearest-even mode.

### Description

Performs `half` multiply on inputs `a` and `b`, then performs a `half` add of the result with `c`, rounding the result once in round-to-nearest-even mode.

`__device__ __half __hfma_relu (const __half a, const __half b, const __half c)`

Performs `half` fused multiply-add in round-to-nearest-even mode with `relu` saturation.

### Parameters

**a**

- `half`. Is only being read.

**b**

- `half`. Is only being read.

**c**

- `half`. Is only being read.

### Returns

`half`

► The

result of fused multiply-add operation on `a`, `b`, and `c` with `relu` saturation.

### Description

Performs `half` multiply on inputs `a` and `b`, then performs a `half` add of the result with `c`, rounding the result once in round-to-nearest-even mode. Then negative result is clamped to 0. NaN result is converted to canonical NaN.

`__device__ __half __hfma_sat (const __half a, const __half b, const __half c)`

Performs `half` fused multiply-add in round-to-nearest-even mode, with saturation to `[0.0, 1.0]`.

### Parameters

**a**

- `half`. Is only being read.

**b**

- half. Is only being read.

**c**

- half. Is only being read.

## Returns

half

► The

result of fused multiply-add operation on `a`, `b`, and `c`, with respect to saturation.

## Description

Performs `half` multiply on inputs `a` and `b`, then performs a `half` add of the result with `c`, rounding the result once in round-to-nearest-even mode, and clamps the result to range `[0.0, 1.0]`. NaN results are flushed to `+0.0`.

`__device__ __half __hmul (const __half a, const __half b)`

Performs `half` multiplication in round-to-nearest-even mode.

## Description

Performs `half` multiplication of inputs `a` and `b`, in round-to-nearest mode.

`__device__ __half __hmul_sat (const __half a, const __half b)`

Performs `half` multiplication in round-to-nearest-even mode, with saturation to `[0.0, 1.0]`.

## Parameters

**a**

- half. Is only being read.

**b**

- half. Is only being read.

## Returns

half

► The

result of multiplying `a` and `b`, with respect to saturation.

## Description

Performs `half` multiplication of inputs `a` and `b`, in round-to-nearest mode, and clamps the result to range `[0.0, 1.0]`. NaN results are flushed to `+0.0`.

`__device__ __half __hneg (const __half a)`

Negates input `half` number and returns the result.

### Description

Negates input `half` number and returns the result.

`__device__ __half __hsub (const __half a, const __half b)`

Performs `half` subtraction in round-to-nearest-even mode.

### Description

Subtracts `half` input `b` from input `a` in round-to-nearest mode.

`__device__ __half __hsub_sat (const __half a, const __half b)`

Performs `half` subtraction in round-to-nearest-even mode, with saturation to `[0.0, 1.0]`.

### Parameters

**a**

- `half`. Is only being read.

**b**

- `half`. Is only being read.

### Returns

`half`

► The

result of subtraction of `b` from `a`, with respect to saturation.

### Description

Subtracts `half` input `b` from input `a` in round-to-nearest mode, and clamps the result to range `[0.0, 1.0]`. NaN results are flushed to `+0.0`.

## 1.1.2. Half2 Arithmetic Functions

Half Precision Intrinsics

To use these functions, include the header file `cuda_fp16.h` in your program.



`__device__ __half2 __h2div (const __half2 a, const __half2 b)`

Performs `half2` vector division in round-to-nearest-even mode.

### Description

Divides `half2` input vector `a` by input vector `b` in round-to-nearest mode.

`__device__ __half2 __habs2 (const __half2 a)`

Calculates the absolute value of both halves of the input `half2` number and returns the result.

### Parameters

**a**

- `half2`. Is only being read.

### Returns

`half2`

► Returns

`a` with the absolute value of both halves.

### Description

Calculates the absolute value of both halves of the input `half2` number and returns the result.

`__device__ __half2 __hadd2 (const __half2 a, const __half2 b)`

Performs `half2` vector addition in round-to-nearest-even mode.

### Description

Performs `half2` vector add of inputs `a` and `b`, in round-to-nearest mode.

`__device__ __half2 __hadd2_sat (const __half2 a, const __half2 b)`

Performs `half2` vector addition in round-to-nearest-even mode, with saturation to `[0.0, 1.0]`.

### Parameters

**a**

- `half2`. Is only being read.

**b**

- half2. Is only being read.

**Returns**

half2

## ▶ The

sum of a and b, with respect to saturation.

**Description**

Performs `half2` vector add of inputs a and b, in round-to-nearest mode, and clamps the results to range [0.0, 1.0]. NaN results are flushed to +0.0.

```
__device__ __half2 __hcmadd (const __half2 a, const
__half2 b, const __half2 c)
```

Performs fast complex multiply-accumulate.

**Parameters****a**

- half2. Is only being read.

**b**

- half2. Is only being read.

**c**

- half2. Is only being read.

**Returns**

half2

## ▶ The

result of complex multiply-accumulate operation on complex numbers a, b, and c

**Description**

Interprets vector `half2` input pairs a, b, and c as complex numbers in `half` precision and performs complex multiply-accumulate operation:  $a*b + c$

`__device__ __half2 __hfma2 (const __half2 a, const __half2 b, const __half2 c)`

Performs `half2` vector fused multiply-add in round-to-nearest-even mode.

### Description

Performs `half2` vector multiply on inputs `a` and `b`, then performs a `half2` vector add of the result with `c`, rounding the result once in round-to-nearest-even mode.

`__device__ __half2 __hfma2_relu (const __half2 a, const __half2 b, const __half2 c)`

Performs `half2` vector fused multiply-add in round-to-nearest-even mode with relu saturation.

### Parameters

- a**  
- `half2`. Is only being read.
- b**  
- `half2`. Is only being read.
- c**  
- `half2`. Is only being read.

### Returns

`half2`

- The  
result of elementwise fused multiply-add operation on vectors `a`, `b`, and `c` with relu saturation.

### Description

Performs `half2` vector multiply on inputs `a` and `b`, then performs a `half2` vector add of the result with `c`, rounding the result once in round-to-nearest-even mode. Then negative result is clamped to 0. NaN result is converted to canonical NaN.

```
__device__ __half2 __hfma2_sat (const __half2 a, const
__half2 b, const __half2 c)
```

Performs `half2` vector fused multiply-add in round-to-nearest-even mode, with saturation to `[0.0, 1.0]`.

### Parameters

**a**

- `half2`. Is only being read.

**b**

- `half2`. Is only being read.

**c**

- `half2`. Is only being read.

### Returns

`half2`

► The

result of elementwise fused multiply-add operation on vectors `a`, `b`, and `c`, with respect to saturation.

### Description

Performs `half2` vector multiply on inputs `a` and `b`, then performs a `half2` vector add of the result with `c`, rounding the result once in round-to-nearest-even mode, and clamps the results to range `[0.0, 1.0]`. NaN results are flushed to `+0.0`.

```
__device__ __half2 __hmul2 (const __half2 a, const __half2
b)
```

Performs `half2` vector multiplication in round-to-nearest-even mode.

### Description

Performs `half2` vector multiplication of inputs `a` and `b`, in round-to-nearest-even mode.

```
__device__ __half2 __hmul2_sat (const __half2 a, const
__half2 b)
```

Performs `half2` vector multiplication in round-to-nearest-even mode, with saturation to `[0.0, 1.0]`.

### Parameters

**a**

- `half2`. Is only being read.

**b**

- `half2`. Is only being read.

### Returns

`half2`

► The

result of elementwise multiplication of vectors `a` and `b`, with respect to saturation.

### Description

Performs `half2` vector multiplication of inputs `a` and `b`, in round-to-nearest-even mode, and clamps the results to range `[0.0, 1.0]`. NaN results are flushed to `+0.0`.

```
__device__ __half2 __hneg2 (const __half2 a)
```

Negates both halves of the input `half2` number and returns the result.

### Description

Negates both halves of the input `half2` number `a` and returns the result.

```
__device__ __half2 __hsub2 (const __half2 a, const __half2
b)
```

Performs `half2` vector subtraction in round-to-nearest-even mode.

### Description

Subtracts `half2` input vector `b` from input vector `a` in round-to-nearest-even mode.

`__device__ __half2 __hsub2_sat (const __half2 a, const __half2 b)`

Performs `half2` vector subtraction in round-to-nearest-even mode, with saturation to [0.0, 1.0].

### Parameters

**a**

- `half2`. Is only being read.

**b**

- `half2`. Is only being read.

### Returns

`half2`

► The

subtraction of vector `b` from `a`, with respect to saturation.

### Description

Subtracts `half2` input vector `b` from input vector `a` in round-to-nearest-even mode, and clamps the results to range [0.0, 1.0]. NaN results are flushed to +0.0.

## 1.1.3. Half Comparison Functions

Half Precision Intrinsics

To use these functions, include the header file `cuda_fp16.h` in your program.

`__device__ bool __heq (const __half a, const __half b)`

Performs `half` if-equal comparison.

### Parameters

**a**

- `half`. Is only being read.

**b**

- `half`. Is only being read.

### Returns

`bool`

► The

boolean result of if-equal comparison of `a` and `b`.

## Description

Performs `half` if-equal comparison of inputs `a` and `b`. NaN inputs generate false results.

`__device__ bool __hequ (const __half a, const __half b)`

Performs `half` unordered if-equal comparison.

## Parameters

**a**

- `half`. Is only being read.

**b**

- `half`. Is only being read.

## Returns

`bool`

► The

boolean result of unordered if-equal comparison of `a` and `b`.

## Description

Performs `half` if-equal comparison of inputs `a` and `b`. NaN inputs generate true results.

`__device__ bool __hge (const __half a, const __half b)`

Performs `half` greater-equal comparison.

## Parameters

**a**

- `half`. Is only being read.

**b**

- `half`. Is only being read.

## Returns

`bool`

► The

boolean result of greater-equal comparison of `a` and `b`.

## Description

Performs `half` greater-equal comparison of inputs `a` and `b`. NaN inputs generate false results.

`__device__ bool __hgeu (const __half a, const __half b)`

Performs `half` unordered greater-equal comparison.

### Parameters

**a**

- `half`. Is only being read.

**b**

- `half`. Is only being read.

### Returns

`bool`

► The

boolean result of unordered greater-equal comparison of `a` and `b`.

### Description

Performs `half` greater-equal comparison of inputs `a` and `b`. NaN inputs generate true results.

`__device__ bool __hgt (const __half a, const __half b)`

Performs `half` greater-than comparison.

### Parameters

**a**

- `half`. Is only being read.

**b**

- `half`. Is only being read.

### Returns

`bool`

► The

boolean result of greater-than comparison of `a` and `b`.

### Description

Performs `half` greater-than comparison of inputs `a` and `b`. NaN inputs generate false results.



`__device__ bool __hgtu (const __half a, const __half b)`

Performs `half` unordered greater-than comparison.

### Parameters

**a**

- `half`. Is only being read.

**b**

- `half`. Is only being read.

### Returns

`bool`

► The

boolean result of unordered greater-than comparison of `a` and `b`.

### Description

Performs `half` greater-than comparison of inputs `a` and `b`. NaN inputs generate true results.

`__device__ int __hisinf (const __half a)`

Checks if the input `half` number is infinite.

### Parameters

**a**

- `half`. Is only being read.

### Returns

`int`

► -1

iff `a` is equal to negative infinity,

► 1

iff `a` is equal to positive infinity,

► 0

otherwise.

### Description

Checks if the input `half` number `a` is infinite.

## `__device__ bool __hisnan (const __half a)`

Determine whether `half` argument is a NaN.

### Parameters

**a**

- `half`. Is only being read.

### Returns

`bool`

► `true`

iff argument is NaN.

### Description

Determine whether `half` value `a` is a NaN.

## `__device__ bool __hle (const __half a, const __half b)`

Performs `half` less-equal comparison.

### Parameters

**a**

- `half`. Is only being read.

**b**

- `half`. Is only being read.

### Returns

`bool`

► `The`

boolean result of less-equal comparison of `a` and `b`.

### Description

Performs `half` less-equal comparison of inputs `a` and `b`. NaN inputs generate false results.

## `__device__ bool __hleu (const __half a, const __half b)`

Performs `half` unordered less-equal comparison.

### Parameters

**a**

- `half`. Is only being read.

**b**

- half. Is only being read.

**Returns**

bool

## ▶ The

boolean result of unordered less-equal comparison of a and b.

**Description**

Performs `half` less-equal comparison of inputs a and b. NaN inputs generate true results.

`__device__ bool __hlt (const __half a, const __half b)`

Performs `half` less-than comparison.

**Parameters****a**

- half. Is only being read.

**b**

- half. Is only being read.

**Returns**

bool

## ▶ The

boolean result of less-than comparison of a and b.

**Description**

Performs `half` less-than comparison of inputs a and b. NaN inputs generate false results.

`__device__ bool __hltu (const __half a, const __half b)`

Performs `half` unordered less-than comparison.

**Parameters****a**

- half. Is only being read.

**b**

- half. Is only being read.

**Returns**

bool

- ▶ The  
boolean result of unordered less-than comparison of a and b.

### Description

Performs `half` less-than comparison of inputs a and b. NaN inputs generate true results.

`__device__ __half __hmax (const __half a, const __half b)`

Calculates `half` maximum of two input values.

### Description

Calculates `half`  $\max\{a, b\}$  defined as  $(a > b) ? a : b$ .

- ▶ If either of inputs is NaN, the other input is returned.
- ▶ If both inputs are NaNs, then canonical NaN is returned.
- ▶ If values of both inputs are 0.0, then  $+0.0 > -0.0$

`__device__ __half __hmax_nan (const __half a, const __half b)`

Calculates `half` maximum of two input values, NaNs pass through.

### Description

Calculates `half`  $\max\{a, b\}$  defined as  $(a > b) ? a : b$ .

- ▶ If either of inputs is NaN, then canonical NaN is returned.
- ▶ If values of both inputs are 0.0, then  $+0.0 > -0.0$

`__device__ __half __hmin (const __half a, const __half b)`

Calculates `half` minimum of two input values.

### Description

Calculates `half`  $\min\{a, b\}$  defined as  $(a < b) ? a : b$ .

- ▶ If either of inputs is NaN, the other input is returned.
- ▶ If both inputs are NaNs, then canonical NaN is returned.
- ▶ If values of both inputs are 0.0, then  $+0.0 > -0.0$

`__device__ __half __hmin_nan (const __half a, const __half b)`

Calculates `half` minimum of two input values, NaNs pass through.

### Description

Calculates `half`  $\min\{a, b\}$  defined as  $(a < b) ? a : b$ .

- ▶ If either of inputs is NaN, then canonical NaN is returned.
- ▶ If values of both inputs are 0.0, then  $+0.0 > -0.0$

`__device__ bool __hne (const __half a, const __half b)`

Performs `half` not-equal comparison.

### Parameters

**a**

- half. Is only being read.

**b**

- half. Is only being read.

### Returns

bool

- ▶ The boolean result of not-equal comparison of a and b.

### Description

Performs `half` not-equal comparison of inputs a and b. NaN inputs generate false results.

`__device__ bool __hneu (const __half a, const __half b)`

Performs `half` unordered not-equal comparison.

### Parameters

**a**

- half. Is only being read.

**b**

- half. Is only being read.

### Returns

bool

- ▶ The  
boolean result of unordered not-equal comparison of `a` and `b`.

### Description

Performs `half` not-equal comparison of inputs `a` and `b`. NaN inputs generate true results.

## 1.1.4. Half2 Comparison Functions

Half Precision Ininsics

To use these functions, include the header file `cuda_fp16.h` in your program.

**`__device__ bool __hbeq2 (const __half2 a, const __half2 b)`**

Performs `half2` vector if-equal comparison and returns boolean true iff both `half` results are true, boolean false otherwise.

### Parameters

**a**

- `half2`. Is only being read.

**b**

- `half2`. Is only being read.

### Returns

`bool`

- ▶ `true`  
if both `half` results of if-equal comparison of vectors `a` and `b` are true;
- ▶ `false`  
otherwise.

### Description

Performs `half2` vector if-equal comparison of inputs `a` and `b`. The `bool` result is set to true only if both `half` if-equal comparisons evaluate to true, or false otherwise. NaN inputs generate false results.

## `__device__ bool __hbequ2 (const __half2 a, const __half2 b)`

Performs `half2` vector unordered if-equal comparison and returns boolean true iff both `half` results are true, boolean false otherwise.

### Parameters

**a**

- `half2`. Is only being read.

**b**

- `half2`. Is only being read.

### Returns

bool

► true

if both `half` results of unordered if-equal comparison of vectors `a` and `b` are true;

► false

otherwise.

### Description

Performs `half2` vector if-equal comparison of inputs `a` and `b`. The bool result is set to true only if both `half` if-equal comparisons evaluate to true, or false otherwise. NaN inputs generate true results.

## `__device__ bool __hbge2 (const __half2 a, const __half2 b)`

Performs `half2` vector greater-equal comparison and returns boolean true iff both `half` results are true, boolean false otherwise.

### Parameters

**a**

- `half2`. Is only being read.

**b**

- `half2`. Is only being read.

### Returns

bool

► true

if both `half` results of greater-equal comparison of vectors `a` and `b` are true;

► false

otherwise.

## Description

Performs `half2` vector greater-equal comparison of inputs `a` and `b`. The `bool` result is set to true only if both `half` greater-equal comparisons evaluate to true, or false otherwise. NaN inputs generate false results.

`__device__ bool __hbgeu2 (const __half2 a, const __half2 b)`

Performs `half2` vector unordered greater-equal comparison and returns boolean true iff both `half` results are true, boolean false otherwise.

## Parameters

**a**

- `half2`. Is only being read.

**b**

- `half2`. Is only being read.

## Returns

`bool`

► true

if both `half` results of unordered greater-equal comparison of vectors `a` and `b` are true;

► false

otherwise.

## Description

Performs `half2` vector greater-equal comparison of inputs `a` and `b`. The `bool` result is set to true only if both `half` greater-equal comparisons evaluate to true, or false otherwise. NaN inputs generate true results.

`__device__ bool __hbgt2 (const __half2 a, const __half2 b)`

Performs `half2` vector greater-than comparison and returns boolean true iff both `half` results are true, boolean false otherwise.

## Parameters

**a**

- `half2`. Is only being read.

**b**

- `half2`. Is only being read.



## Returns

bool

- ▶ true
  - if both `half` results of greater-than comparison of vectors `a` and `b` are true;
- ▶ false
  - otherwise.

## Description

Performs `half2` vector greater-than comparison of inputs `a` and `b`. The bool result is set to true only if both `half` greater-than comparisons evaluate to true, or false otherwise. NaN inputs generate false results.

`__device__ bool __hbgtu2 (const __half2 a, const __half2 b)`

Performs `half2` vector unordered greater-than comparison and returns boolean true iff both `half` results are true, boolean false otherwise.

## Parameters

- a**
  - `half2`. Is only being read.
- b**
  - `half2`. Is only being read.

## Returns

bool

- ▶ true
  - if both `half` results of unordered greater-than comparison of vectors `a` and `b` are true;
- ▶ false
  - otherwise.

## Description

Performs `half2` vector greater-than comparison of inputs `a` and `b`. The bool result is set to true only if both `half` greater-than comparisons evaluate to true, or false otherwise. NaN inputs generate true results.

## `__device__ bool __hble2 (const __half2 a, const __half2 b)`

Performs `half2` vector less-equal comparison and returns boolean true iff both `half` results are true, boolean false otherwise.

### Parameters

**a**

- `half2`. Is only being read.

**b**

- `half2`. Is only being read.

### Returns

bool

► true

if both `half` results of less-equal comparison of vectors `a` and `b` are true;

► false

otherwise.

### Description

Performs `half2` vector less-equal comparison of inputs `a` and `b`. The bool result is set to true only if both `half` less-equal comparisons evaluate to true, or false otherwise. NaN inputs generate false results.

## `__device__ bool __hbleu2 (const __half2 a, const __half2 b)`

Performs `half2` vector unordered less-equal comparison and returns boolean true iff both `half` results are true, boolean false otherwise.

### Parameters

**a**

- `half2`. Is only being read.

**b**

- `half2`. Is only being read.

### Returns

bool

► true

if both `half` results of unordered less-equal comparison of vectors `a` and `b` are true;

► false

otherwise.

## Description

Performs `half2` vector less-equal comparison of inputs `a` and `b`. The `bool` result is set to `true` only if both `half` less-equal comparisons evaluate to `true`, or `false` otherwise. NaN inputs generate `true` results.

`__device__ bool __hblt2 (const __half2 a, const __half2 b)`

Performs `half2` vector less-than comparison and returns boolean `true` iff both `half` results are `true`, boolean `false` otherwise.

## Parameters

**a**

- `half2`. Is only being read.

**b**

- `half2`. Is only being read.

## Returns

`bool`

► `true`

if both `half` results of less-than comparison of vectors `a` and `b` are `true`;

► `false`

otherwise.

## Description

Performs `half2` vector less-than comparison of inputs `a` and `b`. The `bool` result is set to `true` only if both `half` less-than comparisons evaluate to `true`, or `false` otherwise. NaN inputs generate `false` results.

`__device__ bool __hbltu2 (const __half2 a, const __half2 b)`

Performs `half2` vector unordered less-than comparison and returns boolean `true` iff both `half` results are `true`, boolean `false` otherwise.

## Parameters

**a**

- `half2`. Is only being read.

**b**

- `half2`. Is only being read.

## Returns

bool

- ▶ true
  - if both `half` results of unordered less-than comparison of vectors `a` and `b` are true;
- ▶ false
  - otherwise.

## Description

Performs `half2` vector less-than comparison of inputs `a` and `b`. The bool result is set to true only if both `half` less-than comparisons evaluate to true, or false otherwise. NaN inputs generate true results.

`__device__ bool __hbne2 (const __half2 a, const __half2 b)`

Performs `half2` vector not-equal comparison and returns boolean true iff both `half` results are true, boolean false otherwise.

## Parameters

- a**
  - `half2`. Is only being read.
- b**
  - `half2`. Is only being read.

## Returns

bool

- ▶ true
  - if both `half` results of not-equal comparison of vectors `a` and `b` are true,
- ▶ false
  - otherwise.

## Description

Performs `half2` vector not-equal comparison of inputs `a` and `b`. The bool result is set to true only if both `half` not-equal comparisons evaluate to true, or false otherwise. NaN inputs generate false results.

## `__device__ bool __hbneu2 (const __half2 a, const __half2 b)`

Performs `half2` vector unordered not-equal comparison and returns boolean true iff both `half` results are true, boolean false otherwise.

### Parameters

**a**

- `half2`. Is only being read.

**b**

- `half2`. Is only being read.

### Returns

`bool`

► true

if both `half` results of unordered not-equal comparison of vectors `a` and `b` are true;

► false

otherwise.

### Description

Performs `half2` vector not-equal comparison of inputs `a` and `b`. The `bool` result is set to true only if both `half` not-equal comparisons evaluate to true, or false otherwise. NaN inputs generate true results.

## `__device__ __half2 __heq2 (const __half2 a, const __half2 b)`

Performs `half2` vector if-equal comparison.

### Parameters

**a**

- `half2`. Is only being read.

**b**

- `half2`. Is only being read.

### Returns

`half2`

► The

vector result of if-equal comparison of vectors `a` and `b`.

## Description

Performs `half2` vector if-equal comparison of inputs `a` and `b`. The corresponding `half` results are set to 1.0 for true, or 0.0 for false. NaN inputs generate false results.

`__device__ __half2 __hequ2 (const __half2 a, const __half2 b)`

Performs `half2` vector unordered if-equal comparison.

## Parameters

**a**

- `half2`. Is only being read.

**b**

- `half2`. Is only being read.

## Returns

`half2`

► The

vector result of unordered if-equal comparison of vectors `a` and `b`.

## Description

Performs `half2` vector if-equal comparison of inputs `a` and `b`. The corresponding `half` results are set to 1.0 for true, or 0.0 for false. NaN inputs generate true results.

`__device__ __half2 __hge2 (const __half2 a, const __half2 b)`

Performs `half2` vector greater-equal comparison.

## Parameters

**a**

- `half2`. Is only being read.

**b**

- `half2`. Is only being read.

## Returns

`half2`

► The

vector result of greater-equal comparison of vectors `a` and `b`.

## Description

Performs `half2` vector greater-equal comparison of inputs `a` and `b`. The corresponding `half` results are set to 1.0 for true, or 0.0 for false. NaN inputs generate false results.

`__device__ __half2 __hgeu2 (const __half2 a, const __half2 b)`

Performs `half2` vector unordered greater-equal comparison.

## Parameters

**a**

- `half2`. Is only being read.

**b**

- `half2`. Is only being read.

## Returns

`half2`

► The

`half2` vector result of unordered greater-equal comparison of vectors `a` and `b`.

## Description

Performs `half2` vector greater-equal comparison of inputs `a` and `b`. The corresponding `half` results are set to 1.0 for true, or 0.0 for false. NaN inputs generate true results.

`__device__ __half2 __hgt2 (const __half2 a, const __half2 b)`

Performs `half2` vector greater-than comparison.

## Parameters

**a**

- `half2`. Is only being read.

**b**

- `half2`. Is only being read.

## Returns

`half2`

► The

vector result of greater-than comparison of vectors `a` and `b`.

## Description

Performs `half2` vector greater-than comparison of inputs `a` and `b`. The corresponding `half` results are set to 1.0 for true, or 0.0 for false. NaN inputs generate false results.

`__device__ __half2 __hgtu2 (const __half2 a, const __half2 b)`

Performs `half2` vector unordered greater-than comparison.

## Parameters

**a**

- `half2`. Is only being read.

**b**

- `half2`. Is only being read.

## Returns

`half2`

► The

`half2` vector result of unordered greater-than comparison of vectors `a` and `b`.

## Description

Performs `half2` vector greater-than comparison of inputs `a` and `b`. The corresponding `half` results are set to 1.0 for true, or 0.0 for false. NaN inputs generate true results.

`__device__ __half2 __hisnan2 (const __half2 a)`

Determine whether `half2` argument is a NaN.

## Parameters

**a**

- `half2`. Is only being read.

## Returns

`half2`

► The

`half2` with the corresponding `half` results set to 1.0 for NaN, 0.0 otherwise.

## Description

Determine whether each half of input `half2` number `a` is a NaN.



`__device__ __half2 __hle2 (const __half2 a, const __half2 b)`

Performs `half2` vector less-equal comparison.

### Parameters

**a**

- `half2`. Is only being read.

**b**

- `half2`. Is only being read.

### Returns

`half2`

► The

`half2` result of less-equal comparison of vectors `a` and `b`.

### Description

Performs `half2` vector less-equal comparison of inputs `a` and `b`. The corresponding `half` results are set to 1.0 for true, or 0.0 for false. NaN inputs generate false results.

`__device__ __half2 __hleu2 (const __half2 a, const __half2 b)`

Performs `half2` vector unordered less-equal comparison.

### Parameters

**a**

- `half2`. Is only being read.

**b**

- `half2`. Is only being read.

### Returns

`half2`

► The

vector result of unordered less-equal comparison of vectors `a` and `b`.

### Description

Performs `half2` vector less-equal comparison of inputs `a` and `b`. The corresponding `half` results are set to 1.0 for true, or 0.0 for false. NaN inputs generate true results.

`__device__ __half2 __hlt2 (const __half2 a, const __half2 b)`

Performs `half2` vector less-than comparison.

### Parameters

**a**

- `half2`. Is only being read.

**b**

- `half2`. Is only being read.

### Returns

`half2`

► The

`half2` vector result of less-than comparison of vectors `a` and `b`.

### Description

Performs `half2` vector less-than comparison of inputs `a` and `b`. The corresponding `half` results are set to 1.0 for true, or 0.0 for false. NaN inputs generate false results.

`__device__ __half2 __hltu2 (const __half2 a, const __half2 b)`

Performs `half2` vector unordered less-than comparison.

### Parameters

**a**

- `half2`. Is only being read.

**b**

- `half2`. Is only being read.

### Returns

`half2`

► The

vector result of unordered less-than comparison of vectors `a` and `b`.

### Description

Performs `half2` vector less-than comparison of inputs `a` and `b`. The corresponding `half` results are set to 1.0 for true, or 0.0 for false. NaN inputs generate true results.

`__device__ __half2 __hmax2 (const __half2 a, const __half2 b)`

Calculates `half2` vector maximum of two inputs.

### Description

Calculates `half2` vector  $\max(a, b)$ . Elementwise `half` operation is defined as  $(a > b) ? a : b$ .

- ▶ If either of inputs is NaN, the other input is returned.
- ▶ If both inputs are NaNs, then canonical NaN is returned.
- ▶ If values of both inputs are 0.0, then  $+0.0 > -0.0$

`__device__ __half2 __hmax2_nan (const __half2 a, const __half2 b)`

Calculates `half2` vector maximum of two inputs, NaNs pass through.

### Description

Calculates `half2` vector  $\max(a, b)$ . Elementwise `half` operation is defined as  $(a > b) ? a : b$ .

- ▶ If either of inputs is NaN, then canonical NaN is returned.
- ▶ If values of both inputs are 0.0, then  $+0.0 > -0.0$

`__device__ __half2 __hmin2 (const __half2 a, const __half2 b)`

Calculates `half2` vector minimum of two inputs.

### Description

Calculates `half2` vector  $\min(a, b)$ . Elementwise `half` operation is defined as  $(a < b) ? a : b$ .

- ▶ If either of inputs is NaN, the other input is returned.
- ▶ If both inputs are NaNs, then canonical NaN is returned.
- ▶ If values of both inputs are 0.0, then  $+0.0 > -0.0$

`__device__ __half2 __hmin2_nan (const __half2 a, const __half2 b)`

Calculates `half2` vector minimum of two inputs, NaNs pass through.

### Description

Calculates `half2` vector  $\min(a, b)$ . Elementwise `half` operation is defined as  $(a < b) ? a : b$ .

- ▶ If either of inputs is NaN, then canonical NaN is returned.

- ▶ If values of both inputs are 0.0, then  $+0.0 > -0.0$

`__device__ __half2 __hne2 (const __half2 a, const __half2 b)`

Performs `half2` vector not-equal comparison.

### Parameters

**a**

- `half2`. Is only being read.

**b**

- `half2`. Is only being read.

### Returns

`half2`

- ▶ The vector result of not-equal comparison of vectors `a` and `b`.

### Description

Performs `half2` vector not-equal comparison of inputs `a` and `b`. The corresponding `half` results are set to 1.0 for true, or 0.0 for false. NaN inputs generate false results.

`__device__ __half2 __hneu2 (const __half2 a, const __half2 b)`

Performs `half2` vector unordered not-equal comparison.

### Parameters

**a**

- `half2`. Is only being read.

**b**

- `half2`. Is only being read.

### Returns

`half2`

- ▶ The vector result of unordered not-equal comparison of vectors `a` and `b`.

### Description

Performs `half2` vector not-equal comparison of inputs `a` and `b`. The corresponding `half` results are set to 1.0 for true, or 0.0 for false. NaN inputs generate true results.

## 1.1.5. Half Precision Conversion and Data Movement

Half Precision Intrinsic

To use these functions, include the header file `cuda_fp16.h` in your program.

**`__host__ __device__ __half __double2half (const double a)`**

Converts double number to half precision in round-to-nearest-even mode and returns `half` with converted value.

### Parameters

**a**

- double. Is only being read.

### Returns

`half`

► a

converted to half.

### Description

Converts double number a to half precision in round-to-nearest-even mode.

**`__host__ __device__ __half2 __float2half2_rn (const float2 a)`**

Converts both components of float2 number to half precision in round-to-nearest-even mode and returns `half2` with converted values.

### Parameters

**a**

- float2. Is only being read.

### Returns

`half2`

► The

`half2` which has corresponding halves equal to the converted float2 components.

## Description

Converts both components of `float2` to half precision in round-to-nearest mode and combines the results into one `half2` number. Low 16 bits of the return value correspond to `a.x` and high 16 bits of the return value correspond to `a.y`.

### `__host__ __device__ __half __float2half (const float a)`

Converts float number to half precision in round-to-nearest-even mode and returns `half` with converted value.

## Parameters

**a**

- float. Is only being read.

## Returns

`half`

► a

converted to half.

## Description

Converts float number `a` to half precision in round-to-nearest-even mode.

### `__host__ __device__ __half2 __float2half2_rn (const float a)`

Converts input to half precision in round-to-nearest-even mode and populates both halves of `half2` with converted value.

## Parameters

**a**

- float. Is only being read.

## Returns

`half2`

► The

`half2` value with both halves equal to the converted half precision number.

## Description

Converts input `a` to half precision in round-to-nearest-even mode and populates both halves of `half2` with converted value.

## `__host__ __device__ __half __float2half_rd (const float a)`

Converts float number to half precision in round-down mode and returns `half` with converted value.

### Parameters

**a**

- float. Is only being read.

### Returns

`half`

► a

converted to half.

### Description

Converts float number a to half precision in round-down mode.

## `__host__ __device__ __half __float2half_rn (const float a)`

Converts float number to half precision in round-to-nearest-even mode and returns `half` with converted value.

### Parameters

**a**

- float. Is only being read.

### Returns

`half`

► a

converted to half.

### Description

Converts float number a to half precision in round-to-nearest-even mode.

## `__host__ __device__ __half __float2half_ru (const float a)`

Converts float number to half precision in round-up mode and returns `half` with converted value.

### Parameters

**a**

- float. Is only being read.

### Returns

`half`

► a

converted to half.

### Description

Converts float number a to half precision in round-up mode.

## `__host__ __device__ __half __float2half_rz (const float a)`

Converts float number to half precision in round-towards-zero mode and returns `half` with converted value.

### Parameters

**a**

- float. Is only being read.

### Returns

`half`

► a

converted to half.

### Description

Converts float number a to half precision in round-towards-zero mode.



## `__host__ __device__ __half2 __floats2half2_rn (const float a, const float b)`

Converts both input floats to half precision in round-to-nearest-even mode and returns `half2` with converted values.

### Parameters

**a**

- float. Is only being read.

**b**

- float. Is only being read.

### Returns

`half2`

► The

`half2` value with corresponding halves equal to the converted input floats.

### Description

Converts both input floats to half precision in round-to-nearest-even mode and combines the results into one `half2` number. Low 16 bits of the return value correspond to the input `a`, high 16 bits correspond to the input `b`.

## `__host__ __device__ float2 __half22float2 (const __half2 a)`

Converts both halves of `half2` to `float2` and returns the result.

### Parameters

**a**

- `half2`. Is only being read.

### Returns

`float2`

► `a`

converted to `float2`.

### Description

Converts both halves of `half2` input `a` to `float2` and returns the result.

`__host__ __device__ float __half2float (const __half a)`

Converts `half` number to float.

### Parameters

**a**

- float. Is only being read.

### Returns

float

► a

converted to float.

### Description

Converts half number a to float.

`__device__ __half2 __half2half2 (const __half a)`

Returns `half2` with both halves equal to the input value.

### Parameters

**a**

- half. Is only being read.

### Returns

half2

► The

vector which has both its halves equal to the input a.

### Description

Returns `half2` number with both halves equal to the input a `half` number.

`__device__ int __half2int_rd (const __half h)`

Convert a half to a signed integer in round-down mode.

### Parameters

**h**

- half. Is only being read.

## Returns

int

- ▶ `h`  
converted to a signed integer.

## Description

Convert the half-precision floating-point value `h` to a signed integer in round-down mode.

`__device__ int __half2int_rn (const __half h)`

Convert a half to a signed integer in round-to-nearest-even mode.

## Parameters

**h**

- half. Is only being read.

## Returns

int

- ▶ `h`  
converted to a signed integer.

## Description

Convert the half-precision floating-point value `h` to a signed integer in round-to-nearest-even mode.

`__device__ int __half2int_ru (const __half h)`

Convert a half to a signed integer in round-up mode.

## Parameters

**h**

- half. Is only being read.

## Returns

int

- ▶ `h`  
converted to a signed integer.

## Description

Convert the half-precision floating-point value `h` to a signed integer in round-up mode.

```
__host__ __device__ int __half2int_rz (const __half h)
```

Convert a half to a signed integer in round-towards-zero mode.

## Parameters

**h**

- half. Is only being read.

## Returns

int

► `h`

converted to a signed integer.

## Description

Convert the half-precision floating-point value `h` to a signed integer in round-towards-zero mode.

```
__device__ long long int __half2ll_rd (const __half h)
```

Convert a half to a signed 64-bit integer in round-down mode.

## Parameters

**h**

- half. Is only being read.

## Returns

long long int

► `h`

converted to a signed 64-bit integer.

## Description

Convert the half-precision floating-point value `h` to a signed 64-bit integer in round-down mode.

`__device__ long long int __half2ll_rn (const __half h)`

Convert a half to a signed 64-bit integer in round-to-nearest-even mode.

### Parameters

**h**

- half. Is only being read.

### Returns

long long int

► h

converted to a signed 64-bit integer.

### Description

Convert the half-precision floating-point value `h` to a signed 64-bit integer in round-to-nearest-even mode.

`__device__ long long int __half2ll_ru (const __half h)`

Convert a half to a signed 64-bit integer in round-up mode.

### Parameters

**h**

- half. Is only being read.

### Returns

long long int

► h

converted to a signed 64-bit integer.

### Description

Convert the half-precision floating-point value `h` to a signed 64-bit integer in round-up mode.

```
__host__ __device__ long long int __half2ll_rz (const __half h)
```

Convert a half to a signed 64-bit integer in round-towards-zero mode.

### Parameters

**h**

- half. Is only being read.

### Returns

long long int

► h

converted to a signed 64-bit integer.

### Description

Convert the half-precision floating-point value `h` to a signed 64-bit integer in round-towards-zero mode.

```
__device__ short int __half2short_rd (const __half h)
```

Convert a half to a signed short integer in round-down mode.

### Parameters

**h**

- half. Is only being read.

### Returns

short int

► h

converted to a signed short integer.

### Description

Convert the half-precision floating-point value `h` to a signed short integer in round-down mode.

## `__device__ short int __half2short_rn (const __half h)`

Convert a half to a signed short integer in round-to-nearest-even mode.

### Parameters

**h**

- half. Is only being read.

### Returns

short int

► h

converted to a signed short integer.

### Description

Convert the half-precision floating-point value `h` to a signed short integer in round-to-nearest-even mode.

## `__device__ short int __half2short_ru (const __half h)`

Convert a half to a signed short integer in round-up mode.

### Parameters

**h**

- half. Is only being read.

### Returns

short int

► h

converted to a signed short integer.

### Description

Convert the half-precision floating-point value `h` to a signed short integer in round-up mode.

```
__host__ __device__ short int __half2short_rz (const __half h)
```

Convert a half to a signed short integer in round-towards-zero mode.

### Parameters

**h**

- half. Is only being read.

### Returns

short int

► h

converted to a signed short integer.

### Description

Convert the half-precision floating-point value `h` to a signed short integer in round-towards-zero mode.

```
__device__ unsigned int __half2uint_rd (const __half h)
```

Convert a half to an unsigned integer in round-down mode.

### Parameters

**h**

- half. Is only being read.

### Returns

unsigned int

► h

converted to an unsigned integer.

### Description

Convert the half-precision floating-point value `h` to an unsigned integer in round-down mode.



`__device__ unsigned int __half2uint_rn (const __half h)`

Convert a half to an unsigned integer in round-to-nearest-even mode.

### Parameters

**h**

- half. Is only being read.

### Returns

unsigned int

► h

converted to an unsigned integer.

### Description

Convert the half-precision floating-point value `h` to an unsigned integer in round-to-nearest-even mode.

`__device__ unsigned int __half2uint_ru (const __half h)`

Convert a half to an unsigned integer in round-up mode.

### Parameters

**h**

- half. Is only being read.

### Returns

unsigned int

► h

converted to an unsigned integer.

### Description

Convert the half-precision floating-point value `h` to an unsigned integer in round-up mode.

```
__host__ __device__ unsigned int __half2uint_rz (const
__half h)
```

Convert a half to an unsigned integer in round-towards-zero mode.

### Parameters

**h**

- half. Is only being read.

### Returns

unsigned int

► h

converted to an unsigned integer.

### Description

Convert the half-precision floating-point value `h` to an unsigned integer in round-towards-zero mode.

```
__device__ unsigned long long int __half2ull_rd (const
__half h)
```

Convert a half to an unsigned 64-bit integer in round-down mode.

### Parameters

**h**

- half. Is only being read.

### Returns

unsigned long long int

► h

converted to an unsigned 64-bit integer.

### Description

Convert the half-precision floating-point value `h` to an unsigned 64-bit integer in round-down mode.

```
__device__ unsigned long long int __half2ull_rn (const
__half h)
```

Convert a half to an unsigned 64-bit integer in round-to-nearest-even mode.

### Parameters

**h**

- half. Is only being read.

### Returns

unsigned long long int

► h

converted to an unsigned 64-bit integer.

### Description

Convert the half-precision floating-point value `h` to an unsigned 64-bit integer in round-to-nearest-even mode.

```
__device__ unsigned long long int __half2ull_ru (const
__half h)
```

Convert a half to an unsigned 64-bit integer in round-up mode.

### Parameters

**h**

- half. Is only being read.

### Returns

unsigned long long int

► h

converted to an unsigned 64-bit integer.

### Description

Convert the half-precision floating-point value `h` to an unsigned 64-bit integer in round-up mode.

```
__host__ __device__ unsigned long long int __half2ull_rz
(const __half h)
```

Convert a half to an unsigned 64-bit integer in round-towards-zero mode.

### Parameters

**h**

- half. Is only being read.

### Returns

unsigned long long int

► h

converted to an unsigned 64-bit integer.

### Description

Convert the half-precision floating-point value `h` to an unsigned 64-bit integer in round-towards-zero mode.

```
__device__ unsigned short int __half2ushort_rd (const
__half h)
```

Convert a half to an unsigned short integer in round-down mode.

### Parameters

**h**

- half. Is only being read.

### Returns

unsigned short int

► h

converted to an unsigned short integer.

### Description

Convert the half-precision floating-point value `h` to an unsigned short integer in round-down mode.

```
__device__ unsigned short int __half2ushort_rn (const
__half h)
```

Convert a half to an unsigned short integer in round-to-nearest-even mode.

### Parameters

**h**

- half. Is only being read.

### Returns

unsigned short int

► h

converted to an unsigned short integer.

### Description

Convert the half-precision floating-point value `h` to an unsigned short integer in round-to-nearest-even mode.

```
__device__ unsigned short int __half2ushort_ru (const
__half h)
```

Convert a half to an unsigned short integer in round-up mode.

### Parameters

**h**

- half. Is only being read.

### Returns

unsigned short int

► h

converted to an unsigned short integer.

### Description

Convert the half-precision floating-point value `h` to an unsigned short integer in round-up mode.

```
__host__ __device__ unsigned short int __half2ushort_rz  
(const __half h)
```

Convert a half to an unsigned short integer in round-towards-zero mode.

### Parameters

**h**

- half. Is only being read.

### Returns

unsigned short int

► h

converted to an unsigned short integer.

### Description

Convert the half-precision floating-point value `h` to an unsigned short integer in round-towards-zero mode.

```
__device__ short int __half_as_short (const __half h)
```

Reinterprets bits in a `half` as a signed short integer.

### Parameters

**h**

- half. Is only being read.

### Returns

short int

► The

reinterpreted value.

### Description

Reinterprets the bits in the half-precision floating-point number `h` as a signed short integer.

`__device__ unsigned short int __half_as_ushort (const __half h)`

Reinterprets bits in a `half` as an unsigned short integer.

### Parameters

**h**

- `half`. Is only being read.

### Returns

unsigned short int

- ▶ The reinterpreted value.

### Description

Reinterprets the bits in the half-precision floating-point `h` as an unsigned short number.

`__device__ __half2 __halves2half2 (const __half a, const __half b)`

Combines two `half` numbers into one `half2` number.

### Parameters

**a**

- `half`. Is only being read.

**b**

- `half`. Is only being read.

### Returns

`half2`

- ▶ The `half2` with one `half` equal to `a` and the other to `b`.

### Description

Combines two input `half` number `a` and `b` into one `half2` number. Input `a` is stored in low 16 bits of the return value, input `b` is stored in high 16 bits of the return value.

`__host__ __device__ float __high2float (const __half2 a)`

Converts high 16 bits of `half2` to float and returns the result.

### Parameters

**a**

- `half2`. Is only being read.

### Returns

float

► The

high 16 bits of `a` converted to float.

### Description

Converts high 16 bits of `half2` input `a` to 32-bit floating-point number and returns the result.

`__device__ __half __high2half (const __half2 a)`

Returns high 16 bits of `half2` input.

### Parameters

**a**

- `half2`. Is only being read.

### Returns

half

► The

high 16 bits of the input.

### Description

Returns high 16 bits of `half2` input `a`.

`__device__ __half2 __high2half2 (const __half2 a)`

Extracts high 16 bits from `half2` input.

### Parameters

**a**

- `half2`. Is only being read.



## Returns

half2

- The half2 with both halves equal to the high 16 bits of the input.

## Description

Extracts high 16 bits from half2 input a and returns a new half2 number which has both halves equal to the extracted bits.

**\_\_device\_\_ \_\_half2 \_\_high2half2 (const \_\_half2 a, const \_\_half2 b)**

Extracts high 16 bits from each of the two half2 inputs and combines into one half2 number.

## Parameters

**a**

- half2. Is only being read.

**b**

- half2. Is only being read.

## Returns

half2

- The high 16 bits of a and of b.

## Description

Extracts high 16 bits from each of the two half2 inputs and combines into one half2 number. High 16 bits from input a is stored in low 16 bits of the return value, high 16 bits from input b is stored in high 16 bits of the return value.

**\_\_device\_\_ \_\_half \_\_int2half\_rd (const int i)**

Convert a signed integer to a half in round-down mode.

## Parameters

**i**

- int. Is only being read.

## Returns

half

- ▶ `i`  
converted to half.

## Description

Convert the signed integer value `i` to a half-precision floating-point value in round-down mode.

`__host__ __device__ __half __int2half_rn (const int i)`

Convert a signed integer to a half in round-to-nearest-even mode.

## Parameters

- i**  
- int. Is only being read.

## Returns

half

- ▶ `i`  
converted to half.

## Description

Convert the signed integer value `i` to a half-precision floating-point value in round-to-nearest-even mode.

`__device__ __half __int2half_ru (const int i)`

Convert a signed integer to a half in round-up mode.

## Parameters

- i**  
- int. Is only being read.

## Returns

half

- ▶ `i`  
converted to half.

## Description

Convert the signed integer value `i` to a half-precision floating-point value in round-up mode.

`__device__ __half __int2half_rz (const int i)`

Convert a signed integer to a half in round-towards-zero mode.

## Parameters

**i**

- int. Is only being read.

## Returns

half

► `i`

converted to half.

## Description

Convert the signed integer value `i` to a half-precision floating-point value in round-towards-zero mode.

`__device__ __half __ldca (const __half *ptr)`

Generates a ``ld.global.ca`` load instruction.

## Parameters

**ptr**

- memory location

## Returns

The value pointed by ``ptr``

`__device__ __half2 __ldca (const __half2 *ptr)`

Generates a ``ld.global.ca`` load instruction.

## Parameters

**ptr**

- memory location

## Returns

The value pointed by ``ptr``

`__device__ __half __ldcg (const __half *ptr)`

Generates a ``ld.global.cg`` load instruction.

### Parameters

#### **ptr**

- memory location

### Returns

The value pointed by ``ptr``

`__device__ __half2 __ldcg (const __half2 *ptr)`

Generates a ``ld.global.cg`` load instruction.

### Parameters

#### **ptr**

- memory location

### Returns

The value pointed by ``ptr``

`__device__ __half __ldcs (const __half *ptr)`

Generates a ``ld.global.cs`` load instruction.

### Parameters

#### **ptr**

- memory location

### Returns

The value pointed by ``ptr``

`__device__ __half2 __ldcs (const __half2 *ptr)`

Generates a ``ld.global.cs`` load instruction.

### Parameters

#### **ptr**

- memory location

### Returns

The value pointed by ``ptr``

`__device__ __half __ldcv (const __half *ptr)`

Generates a ``ld.global.cv`` load instruction.

### Parameters

#### **ptr**

- memory location

### Returns

The value pointed by ``ptr``

`__device__ __half2 __ldcv (const __half2 *ptr)`

Generates a ``ld.global.cv`` load instruction.

### Parameters

#### **ptr**

- memory location

### Returns

The value pointed by ``ptr``

`__device__ __half __ldg (const __half *ptr)`

Generates a ``ld.global.nc`` load instruction.

### Parameters

#### **ptr**

- memory location

### Returns

The value pointed by ``ptr``

`__device__ __half2 __ldg (const __half2 *ptr)`

Generates a ``ld.global.nc`` load instruction.

### Parameters

#### **ptr**

- memory location

### Returns

The value pointed by ``ptr``

`__device__ __half __ldlu (const __half *ptr)`

Generates a ``ld.global.lu`` load instruction.

### Parameters

#### **ptr**

- memory location

### Returns

The value pointed by ``ptr``

`__device__ __half2 __ldlu (const __half2 *ptr)`

Generates a ``ld.global.lu`` load instruction.

### Parameters

#### **ptr**

- memory location

### Returns

The value pointed by ``ptr``

`__device__ __half __ll2half_rd (const long long int i)`

Convert a signed 64-bit integer to a half in round-down mode.

### Parameters

#### **i**

- long long int. Is only being read.

### Returns

half

► `i`

converted to half.

### Description

Convert the signed 64-bit integer value `i` to a half-precision floating-point value in round-down mode.

`__host__ __device__ __half __ll2half_rn (const long long int i)`

Convert a signed 64-bit integer to a half in round-to-nearest-even mode.

### Parameters

**i**  
- long long int. Is only being read.

### Returns

half

► **i**  
converted to half.

### Description

Convert the signed 64-bit integer value *i* to a half-precision floating-point value in round-to-nearest-even mode.

`__device__ __half __ll2half_ru (const long long int i)`

Convert a signed 64-bit integer to a half in round-up mode.

### Parameters

**i**  
- long long int. Is only being read.

### Returns

half

► **i**  
converted to half.

### Description

Convert the signed 64-bit integer value *i* to a half-precision floating-point value in round-up mode.

## `__device__ __half __ll2half_rz (const long long int i)`

Convert a signed 64-bit integer to a half in round-towards-zero mode.

### Parameters

**i**

- long long int. Is only being read.

### Returns

half

► **i**

converted to half.

### Description

Convert the signed 64-bit integer value `i` to a half-precision floating-point value in round-towards-zero mode.

## `__host__ __device__ float __low2float (const __half2 a)`

Converts low 16 bits of `half2` to float and returns the result.

### Parameters

**a**

- half2. Is only being read.

### Returns

float

► **The**

low 16 bits of `a` converted to float.

### Description

Converts low 16 bits of `half2` input `a` to 32-bit floating-point number and returns the result.

## `__device__ __half __low2half (const __half2 a)`

Returns low 16 bits of `half2` input.

### Parameters

**a**

- half2. Is only being read.



## Returns

half

- ▶ Returns `half` which contains low 16 bits of the input `a`.

## Description

Returns low 16 bits of `half2` input `a`.

`__device__ __half2 __low2half2 (const __half2 a)`

Extracts low 16 bits from `half2` input.

## Parameters

**a**

- `half2`. Is only being read.

## Returns

half2

- ▶ The `half2` with both halves equal to the low 16 bits of the input.

## Description

Extracts low 16 bits from `half2` input `a` and returns a new `half2` number which has both halves equal to the extracted bits.

`__device__ __half2 __lowhigh2highlow (const __half2 a)`

Swaps both halves of the `half2` input.

## Parameters

**a**

- `half2`. Is only being read.

## Returns

half2

- ▶ `a` with its halves being swapped.

## Description

Swaps both halves of the `half2` input and returns a new `half2` number with swapped halves.

```
__device__ __half2 __lows2half2 (const __half2 a, const
__half2 b)
```

Extracts low 16 bits from each of the two `half2` inputs and combines into one `half2` number.

## Parameters

**a**

- `half2`. Is only being read.

**b**

- `half2`. Is only being read.

## Returns

`half2`

► The

low 16 bits of `a` and of `b`.

## Description

Extracts low 16 bits from each of the two `half2` inputs and combines into one `half2` number. Low 16 bits from input `a` is stored in low 16 bits of the return value, low 16 bits from input `b` is stored in high 16 bits of the return value.

```
__device__ __half __shfl_down_sync (const unsigned mask,
const __half var, const unsigned int delta, const int width)
```

Exchange a variable between threads within a warp. Copy from a thread with higher ID relative to the caller.

## Parameters

**mask**

- unsigned int. Is only being read.

**var**

- `half`. Is only being read.

**delta**

- int. Is only being read.

**width**

- int. Is only being read.

## Returns

Returns the 2-byte word referenced by `var` from the source thread ID as half. If the source thread ID is out of range or the source thread has exited, the calling thread's own `var` is returned.

## Description

Calculates a source thread ID by adding `delta` to the caller's thread ID. The value of `var` held by the resulting thread ID is returned: this has the effect of shifting `var` down the warp by `delta` threads. If `width` is less than `warpSize` then each subsection of the warp behaves as a separate entity with a starting logical thread ID of 0. As for `__shfl_up_sync()`, the ID number of the source thread will not wrap around the value of `width` and so the upper `delta` threads will remain unchanged.

**`__device__ __half2 __shfl_down_sync (const unsigned mask, const __half2 var, const unsigned int delta, const int width)`**

Exchange a variable between threads within a warp. Copy from a thread with higher ID relative to the caller.

## Parameters

### **mask**

- unsigned int. Is only being read.

### **var**

- half2. Is only being read.

### **delta**

- int. Is only being read.

### **width**

- int. Is only being read.

## Returns

Returns the 4-byte word referenced by `var` from the source thread ID as half2. If the source thread ID is out of range or the source thread has exited, the calling thread's own `var` is returned.

## Description

Calculates a source thread ID by adding `delta` to the caller's thread ID. The value of `var` held by the resulting thread ID is returned: this has the effect of shifting `var` down the warp by `delta` threads. If `width` is less than `warpSize` then each subsection of the warp behaves as a separate entity with a starting logical thread ID of 0. As for `__shfl_up_sync()`, the ID number of

the source thread will not wrap around the value of width and so the upper delta threads will remain unchanged.

**\_\_device\_\_ \_\_half \_\_shfl\_sync (const unsigned mask, const \_\_half var, const int delta, const int width)**

Exchange a variable between threads within a warp. Direct copy from indexed thread.

### Parameters

#### **mask**

- unsigned int. Is only being read.

#### **var**

- half. Is only being read.

#### **delta**

- int. Is only being read.

#### **width**

- int. Is only being read.

### Returns

Returns the 2-byte word referenced by var from the source thread ID as half. If the source thread ID is out of range or the source thread has exited, the calling thread's own var is returned.

### Description

Returns the value of var held by the thread whose ID is given by delta. If width is less than warpSize then each subsection of the warp behaves as a separate entity with a starting logical thread ID of 0. If delta is outside the range [0:width-1], the value returned corresponds to the value of var held by the delta modulo width (i.e. within the same subsection). width must have a value which is a power of 2; results are undefined if width is not a power of 2, or is a number greater than warpSize.

**\_\_device\_\_ \_\_half2 \_\_shfl\_sync (const unsigned mask, const \_\_half2 var, const int delta, const int width)**

Exchange a variable between threads within a warp. Direct copy from indexed thread.

### Parameters

#### **mask**

- unsigned int. Is only being read.

#### **var**

- half2. Is only being read.

#### **delta**

- int. Is only being read.

**width**

- int. Is only being read.

**Returns**

Returns the 4-byte word referenced by var from the source thread ID as half2. If the source thread ID is out of range or the source thread has exited, the calling thread's own var is returned.

**Description**

Returns the value of var held by the thread whose ID is given by delta. If width is less than warpSize then each subsection of the warp behaves as a separate entity with a starting logical thread ID of 0. If delta is outside the range [0:width-1], the value returned corresponds to the value of var held by the delta modulo width (i.e. within the same subsection). width must have a value which is a power of 2; results are undefined if width is not a power of 2, or is a number greater than warpSize.

**\_\_device\_\_ \_\_half \_\_shfl\_up\_sync (const unsigned mask, const \_\_half var, const unsigned int delta, const int width)**

Exchange a variable between threads within a warp. Copy from a thread with lower ID relative to the caller.

**Parameters****mask**

- unsigned int. Is only being read.

**var**

- half. Is only being read.

**delta**

- int. Is only being read.

**width**

- int. Is only being read.

**Returns**

Returns the 2-byte word referenced by var from the source thread ID as half. If the source thread ID is out of range or the source thread has exited, the calling thread's own var is returned.

**Description**

Calculates a source thread ID by subtracting delta from the caller's lane ID. The value of var held by the resulting lane ID is returned: in effect, var is shifted up the warp by delta threads. If width is less than warpSize then each subsection of the warp behaves as a separate entity with a starting logical thread ID of 0. The source thread index will not wrap around the value of

width, so effectively the lower delta threads will be unchanged. width must have a value which is a power of 2; results are undefined if width is not a power of 2, or is a number greater than warpSize.

**\_\_device\_\_ \_\_half2 \_\_shfl\_up\_sync (const unsigned mask, const \_\_half2 var, const unsigned int delta, const int width)**

Exchange a variable between threads within a warp. Copy from a thread with lower ID relative to the caller.

### Parameters

#### **mask**

- unsigned int. Is only being read.

#### **var**

- half2. Is only being read.

#### **delta**

- int. Is only being read.

#### **width**

- int. Is only being read.

### Returns

Returns the 4-byte word referenced by var from the source thread ID as half2. If the source thread ID is out of range or the source thread has exited, the calling thread's own var is returned.

### Description

Calculates a source thread ID by subtracting delta from the caller's lane ID. The value of var held by the resulting lane ID is returned: in effect, var is shifted up the warp by delta threads. If width is less than warpSize then each subsection of the warp behaves as a separate entity with a starting logical thread ID of 0. The source thread index will not wrap around the value of width, so effectively the lower delta threads will be unchanged. width must have a value which is a power of 2; results are undefined if width is not a power of 2, or is a number greater than warpSize.

**\_\_device\_\_ \_\_half \_\_shfl\_xor\_sync (const unsigned mask, const \_\_half var, const int delta, const int width)**

Exchange a variable between threads within a warp. Copy from a thread based on bitwise XOR of own thread ID.

### Parameters

#### **mask**

- unsigned int. Is only being read.

**var**

- half. Is only being read.

**delta**

- int. Is only being read.

**width**

- int. Is only being read.

**Returns**

Returns the 2-byte word referenced by var from the source thread ID as half. If the source thread ID is out of range or the source thread has exited, the calling thread's own var is returned.

**Description**

Calculates a source thread ID by performing a bitwise XOR of the caller's thread ID with mask: the value of var held by the resulting thread ID is returned. If width is less than warpSize then each group of width consecutive threads are able to access elements from earlier groups of threads, however if they attempt to access elements from later groups of threads their own value of var will be returned. This mode implements a butterfly addressing pattern such as is used in tree reduction and broadcast.

**\_\_device\_\_ \_\_half2 \_\_shfl\_xor\_sync (const unsigned mask, const \_\_half2 var, const int delta, const int width)**

Exchange a variable between threads within a warp. Copy from a thread based on bitwise XOR of own thread ID.

**Parameters****mask**

- unsigned int. Is only being read.

**var**

- half2. Is only being read.

**delta**

- int. Is only being read.

**width**

- int. Is only being read.

**Returns**

Returns the 4-byte word referenced by var from the source thread ID as half2. If the source thread ID is out of range or the source thread has exited, the calling thread's own var is returned.

## Description

Calculates a source thread ID by performing a bitwise XOR of the caller's thread ID with mask: the value of var held by the resulting thread ID is returned. If width is less than warpSize then each group of width consecutive threads are able to access elements from earlier groups of threads, however if they attempt to access elements from later groups of threads their own value of var will be returned. This mode implements a butterfly addressing pattern such as is used in tree reduction and broadcast.

## `__device__ __half __short2half_rd (const short int i)`

Convert a signed short integer to a half in round-down mode.

## Parameters

**i**

- short int. Is only being read.

## Returns

half

► i

converted to half.

## Description

Convert the signed short integer value `i` to a half-precision floating-point value in round-down mode.

## `__host____device__ __half __short2half_rn (const short int i)`

Convert a signed short integer to a half in round-to-nearest-even mode.

## Parameters

**i**

- short int. Is only being read.

## Returns

half

► i

converted to half.



## Description

Convert the signed short integer value `i` to a half-precision floating-point value in round-to-nearest-even mode.

`__device__ __half __short2half_ru (const short int i)`

Convert a signed short integer to a half in round-up mode.

## Parameters

**i**

- short int. Is only being read.

## Returns

half

► `i`

converted to half.

## Description

Convert the signed short integer value `i` to a half-precision floating-point value in round-up mode.

`__device__ __half __short2half_rz (const short int i)`

Convert a signed short integer to a half in round-towards-zero mode.

## Parameters

**i**

- short int. Is only being read.

## Returns

half

► `i`

converted to half.

## Description

Convert the signed short integer value `i` to a half-precision floating-point value in round-towards-zero mode.

## `__device__ __half __short_as_half (const short int i)`

Reinterprets bits in a signed short integer as a `half`.

### Parameters

**i**

- short int. Is only being read.

### Returns

half

► The

reinterpreted value.

### Description

Reinterprets the bits in the signed short integer `i` as a half-precision floating-point number.

## `__device__ void __stcg (const __half *ptr, const __half value)`

Generates a ``st.global.cg`` store instruction.

### Parameters

**ptr**

- memory location

**value**

- the value to be stored

## `__device__ void __stcg (const __half2 *ptr, const __half2 value)`

Generates a ``st.global.cg`` store instruction.

### Parameters

**ptr**

- memory location

**value**

- the value to be stored

```
__device__ void __stcs (const __half *ptr, const __half value)
```

Generates a `st.global.cs` store instruction.

### Parameters

#### **ptr**

- memory location

#### **value**

- the value to be stored

```
__device__ void __stcs (const __half2 *ptr, const __half2 value)
```

Generates a `st.global.cs` store instruction.

### Parameters

#### **ptr**

- memory location

#### **value**

- the value to be stored

```
__device__ void __stwb (const __half *ptr, const __half value)
```

Generates a `st.global.wb` store instruction.

### Parameters

#### **ptr**

- memory location

#### **value**

- the value to be stored

```
__device__ void __stwb (const __half2 *ptr, const __half2 value)
```

Generates a `st.global.wb` store instruction.

### Parameters

#### **ptr**

- memory location

#### **value**

- the value to be stored

```
__device__ void __stwt (const __half *ptr, const __half value)
```

Generates a `st.global.wt` store instruction.

### Parameters

#### **ptr**

- memory location

#### **value**

- the value to be stored

```
__device__ void __stwt (const __half2 *ptr, const __half2 value)
```

Generates a `st.global.wt` store instruction.

### Parameters

#### **ptr**

- memory location

#### **value**

- the value to be stored

```
__device__ __half __uint2half_rd (const unsigned int i)
```

Convert an unsigned integer to a half in round-down mode.

### Parameters

#### **i**

- unsigned int. Is only being read.

### Returns

half

► i

converted to half.

### Description

Convert the unsigned integer value `i` to a half-precision floating-point value in round-down mode.

`__host__ __device__ __half __uint2half_rn (const unsigned int i)`

Convert an unsigned integer to a half in round-to-nearest-even mode.

### Parameters

**i**  
- unsigned int. Is only being read.

### Returns

half

► **i**  
converted to half.

### Description

Convert the unsigned integer value `i` to a half-precision floating-point value in round-to-nearest-even mode.

`__device__ __half __uint2half_ru (const unsigned int i)`

Convert an unsigned integer to a half in round-up mode.

### Parameters

**i**  
- unsigned int. Is only being read.

### Returns

half

► **i**  
converted to half.

### Description

Convert the unsigned integer value `i` to a half-precision floating-point value in round-up mode.

## `__device__ __half __uint2half_rz (const unsigned int i)`

Convert an unsigned integer to a half in round-towards-zero mode.

### Parameters

**i**  
- unsigned int. Is only being read.

### Returns

half

- ▶ **i**  
converted to half.

### Description

Convert the unsigned integer value  $i$  to a half-precision floating-point value in round-towards-zero mode.

## `__device__ __half __ull2half_rd (const unsigned long long int i)`

Convert an unsigned 64-bit integer to a half in round-down mode.

### Parameters

**i**  
- unsigned long long int. Is only being read.

### Returns

half

- ▶ **i**  
converted to half.

### Description

Convert the unsigned 64-bit integer value  $i$  to a half-precision floating-point value in round-down mode.

## `__host__ __device__ __half __ull2half_rn (const unsigned long long int i)`

Convert an unsigned 64-bit integer to a half in round-to-nearest-even mode.

### Parameters

**i**  
- unsigned long long int. Is only being read.

### Returns

half

► **i**  
converted to half.

### Description

Convert the unsigned 64-bit integer value *i* to a half-precision floating-point value in round-to-nearest-even mode.

## `__device__ __half __ull2half_ru (const unsigned long long int i)`

Convert an unsigned 64-bit integer to a half in round-up mode.

### Parameters

**i**  
- unsigned long long int. Is only being read.

### Returns

half

► **i**  
converted to half.

### Description

Convert the unsigned 64-bit integer value *i* to a half-precision floating-point value in round-up mode.

## `__device__ __half __ull2half_rz (const unsigned long long int i)`

Convert an unsigned 64-bit integer to a half in round-towards-zero mode.

### Parameters

**i**  
- unsigned long long int. Is only being read.

### Returns

half

► **i**  
converted to half.

### Description

Convert the unsigned 64-bit integer value *i* to a half-precision floating-point value in round-towards-zero mode.

## `__device__ __half __ushort2half_rd (const unsigned short int i)`

Convert an unsigned short integer to a half in round-down mode.

### Parameters

**i**  
- unsigned short int. Is only being read.

### Returns

half

► **i**  
converted to half.

### Description

Convert the unsigned short integer value *i* to a half-precision floating-point value in round-down mode.



## `__host__ __device__ __half __ushort2half_rn (const unsigned short int i)`

Convert an unsigned short integer to a half in round-to-nearest-even mode.

### Parameters

**i**  
- unsigned short int. Is only being read.

### Returns

half

► **i**  
converted to half.

### Description

Convert the unsigned short integer value `i` to a half-precision floating-point value in round-to-nearest-even mode.

## `__device__ __half __ushort2half_ru (const unsigned short int i)`

Convert an unsigned short integer to a half in round-up mode.

### Parameters

**i**  
- unsigned short int. Is only being read.

### Returns

half

► **i**  
converted to half.

### Description

Convert the unsigned short integer value `i` to a half-precision floating-point value in round-up mode.

## `__device__ __half __ushort2half_rz (const unsigned short int i)`

Convert an unsigned short integer to a half in round-towards-zero mode.

### Parameters

**i**  
- unsigned short int. Is only being read.

### Returns

half

► **i**  
converted to half.

### Description

Convert the unsigned short integer value `i` to a half-precision floating-point value in round-towards-zero mode.

## `__device__ __half __ushort_as_half (const unsigned short int i)`

Reinterprets bits in an unsigned short integer as a `half`.

### Parameters

**i**  
- unsigned short int. Is only being read.

### Returns

half

► The  
reinterpreted value.

### Description

Reinterprets the bits in the unsigned short integer `i` as a half-precision floating-point number.

## 1.1.6. Half Math Functions

Half Precision Intrinsics

To use these functions, include the header file `cuda_fp16.h` in your program.

## `__device__ __half hceil (const __half h)`

Calculate ceiling of the input argument.

### Parameters

#### **h**

- half. Is only being read.

### Returns

half

- ▶ The smallest integer value not less than h.

### Description

Compute the smallest integer value not less than h.

## `__device__ __half hcos (const __half a)`

Calculates `half` cosine in round-to-nearest-even mode.

### Parameters

#### **a**

- half. Is only being read.

### Returns

half

- ▶ The cosine of a.

### Description

Calculates `half` cosine of input a in round-to-nearest-even mode.

## `__device__ __half hexp (const __half a)`

Calculates `half` natural exponential function in round-to-nearest mode.

### Parameters

#### **a**

- half. Is only being read.

## Returns

half

- ▶ The natural exponential function on a.

## Description

Calculates `half` natural exponential function of input a in round-to-nearest-even mode.

## `__device__ __half hexp10 (const __half a)`

Calculates `half` decimal exponential function in round-to-nearest mode.

## Parameters

**a**

- half. Is only being read.

## Returns

half

- ▶ The decimal exponential function on a.

## Description

Calculates `half` decimal exponential function of input a in round-to-nearest-even mode.

## `__device__ __half hexp2 (const __half a)`

Calculates `half` binary exponential function in round-to-nearest mode.

## Parameters

**a**

- half. Is only being read.

## Returns

half

- ▶ The binary exponential function on a.

## Description

Calculates `half` binary exponential function of input `a` in round-to-nearest-even mode.

## `__device__ __half hfloor (const __half h)`

Calculate the largest integer less than or equal to `h`.

## Parameters

**h**

- `half`. Is only being read.

## Returns

`half`

- ▶ The largest integer value which is less than or equal to `h`.

## Description

Calculate the largest integer value which is less than or equal to `h`.

## `__device__ __half hlog (const __half a)`

Calculates `half` natural logarithm in round-to-nearest-even mode.

## Parameters

**a**

- `half`. Is only being read.

## Returns

`half`

- ▶ The natural logarithm of `a`.

## Description

Calculates `half` natural logarithm of input `a` in round-to-nearest-even mode.

## `__device__ __half hlog10 (const __half a)`

Calculates `half` decimal logarithm in round-to-nearest-even mode.

### Parameters

**a**

- `half`. Is only being read.

### Returns

`half`

- ▶ The decimal logarithm of `a`.

### Description

Calculates `half` decimal logarithm of input `a` in round-to-nearest-even mode.

## `__device__ __half hlog2 (const __half a)`

Calculates `half` binary logarithm in round-to-nearest-even mode.

### Parameters

**a**

- `half`. Is only being read.

### Returns

`half`

- ▶ The binary logarithm of `a`.

### Description

Calculates `half` binary logarithm of input `a` in round-to-nearest-even mode.

## `__device__ __half hrcp (const __half a)`

Calculates `half` reciprocal in round-to-nearest-even mode.

### Parameters

**a**

- `half`. Is only being read.

## Returns

half

- ▶ The reciprocal of `a`.

## Description

Calculates `half` reciprocal of input `a` in round-to-nearest-even mode.

## `__device__ __half rint (const __half h)`

Round input to nearest integer value in half-precision floating-point number.

## Parameters

**h**

- half. Is only being read.

## Returns

half

- ▶ The nearest integer to `h`.

## Description

Round `h` to the nearest integer value in half-precision floating-point format, with halfway cases rounded to the nearest even integer value.

## `__device__ __half hrsqrt (const __half a)`

Calculates `half` reciprocal square root in round-to-nearest-even mode.

## Parameters

**a**

- half. Is only being read.

## Returns

half

- ▶ The reciprocal square root of `a`.

## Description

Calculates `half` reciprocal square root of input `a` in round-to-nearest mode.

`__device__ __half hsin (const __half a)`

Calculates `half` sine in round-to-nearest-even mode.

## Parameters

**a**

- `half`. Is only being read.

## Returns

`half`

- ▶ The sine of `a`.

## Description

Calculates `half` sine of input `a` in round-to-nearest-even mode.

`__device__ __half hsqrt (const __half a)`

Calculates `half` square root in round-to-nearest-even mode.

## Parameters

**a**

- `half`. Is only being read.

## Returns

`half`

- ▶ The square root of `a`.

## Description

Calculates `half` square root of input `a` in round-to-nearest-even mode.



## `__device__ __half htrunc (const __half h)`

Truncate input argument to the integral part.

### Parameters

#### **h**

- half. Is only being read.

### Returns

half

- ▶ The truncated integer value.

### Description

Round `h` to the nearest integer value that does not exceed `h` in magnitude.

## 1.1.7. Half2 Math Functions

Half Precision Ininsics

To use these functions, include the header file `cuda_fp16.h` in your program.

## `__device__ __half2 h2ceil (const __half2 h)`

Calculate `half2` vector ceiling of the input argument.

### Parameters

#### **h**

- half2. Is only being read.

### Returns

half2

- ▶ The vector of smallest integers not less than `h`.

### Description

For each component of vector `h` compute the smallest integer value not less than `h`.

## `__device__ __half2 h2cos (const __half2 a)`

Calculates `half2` vector cosine in round-to-nearest-even mode.

### Parameters

**a**

- `half2`. Is only being read.

### Returns

`half2`

- The elementwise cosine on vector `a`.

### Description

Calculates `half2` cosine of input vector `a` in round-to-nearest-even mode.

## `__device__ __half2 h2exp (const __half2 a)`

Calculates `half2` vector exponential function in round-to-nearest mode.

### Parameters

**a**

- `half2`. Is only being read.

### Returns

`half2`

- The elementwise exponential function on vector `a`.

### Description

Calculates `half2` exponential function of input vector `a` in round-to-nearest-even mode.

## `__device__ __half2 h2exp10 (const __half2 a)`

Calculates `half2` vector decimal exponential function in round-to-nearest-even mode.

### Parameters

**a**

- `half2`. Is only being read.

## Returns

half2

- ▶ The elementwise decimal exponential function on vector `a`.

## Description

Calculates `half2` decimal exponential function of input vector `a` in round-to-nearest-even mode.

`__device__ __half2 h2exp2 (const __half2 a)`

Calculates `half2` vector binary exponential function in round-to-nearest-even mode.

## Parameters

**a**

- `half2`. Is only being read.

## Returns

half2

- ▶ The elementwise binary exponential function on vector `a`.

## Description

Calculates `half2` binary exponential function of input vector `a` in round-to-nearest-even mode.

`__device__ __half2 h2floor (const __half2 h)`

Calculate the largest integer less than or equal to `h`.

## Parameters

**h**

- `half2`. Is only being read.

## Returns

half2

- ▶ The vector of largest integers which is less than or equal to `h`.

## Description

For each component of vector  $h$  calculate the largest integer value which is less than or equal to  $h$ .

`__device__ __half2 h2log (const __half2 a)`

Calculates `half2` vector natural logarithm in round-to-nearest-even mode.

## Parameters

**a**

- `half2`. Is only being read.

## Returns

`half2`

- ▶ The elementwise natural logarithm on vector  $a$ .

## Description

Calculates `half2` natural logarithm of input vector  $a$  in round-to-nearest-even mode.

`__device__ __half2 h2log10 (const __half2 a)`

Calculates `half2` vector decimal logarithm in round-to-nearest-even mode.

## Parameters

**a**

- `half2`. Is only being read.

## Returns

`half2`

- ▶ The elementwise decimal logarithm on vector  $a$ .

## Description

Calculates `half2` decimal logarithm of input vector  $a$  in round-to-nearest-even mode.

## `__device__ __half2 h2log2 (const __half2 a)`

Calculates `half2` vector binary logarithm in round-to-nearest-even mode.

### Parameters

**a**

- `half2`. Is only being read.

### Returns

`half2`

- ▶ The elementwise binary logarithm on vector `a`.

### Description

Calculates `half2` binary logarithm of input vector `a` in round-to-nearest mode.

## `__device__ __half2 h2rcp (const __half2 a)`

Calculates `half2` vector reciprocal in round-to-nearest-even mode.

### Parameters

**a**

- `half2`. Is only being read.

### Returns

`half2`

- ▶ The elementwise reciprocal on vector `a`.

### Description

Calculates `half2` reciprocal of input vector `a` in round-to-nearest-even mode.

## `__device__ __half2 h2rint (const __half2 h)`

Round input to nearest integer value in half-precision floating-point number.

### Parameters

**h**

- `half2`. Is only being read.

## Returns

half2

- ▶ The vector of rounded integer values.

## Description

Round each component of half2 vector `h` to the nearest integer value in half-precision floating-point format, with halfway cases rounded to the nearest even integer value.

`__device__ __half2 h2rsqrt (const __half2 a)`

Calculates half2 vector reciprocal square root in round-to-nearest mode.

## Parameters

**a**

- half2. Is only being read.

## Returns

half2

- ▶ The elementwise reciprocal square root on vector `a`.

## Description

Calculates half2 reciprocal square root of input vector `a` in round-to-nearest-even mode.

`__device__ __half2 h2sin (const __half2 a)`

Calculates half2 vector sine in round-to-nearest-even mode.

## Parameters

**a**

- half2. Is only being read.

## Returns

half2

- ▶ The elementwise sine on vector `a`.

## Description

Calculates `half2` sine of input vector `a` in round-to-nearest-even mode.

`__device__ __half2 h2sqrt (const __half2 a)`

Calculates `half2` vector square root in round-to-nearest-even mode.

## Parameters

**a**

- `half2`. Is only being read.

## Returns

`half2`

- ▶ The elementwise square root on vector `a`.

## Description

Calculates `half2` square root of input vector `a` in round-to-nearest mode.

`__device__ __half2 h2trunc (const __half2 h)`

Truncate `half2` vector input argument to the integral part.

## Parameters

**h**

- `half2`. Is only being read.

## Returns

`half2`

- ▶ The truncated `h`.

## Description

Round each component of vector `h` to the nearest integer value that does not exceed `h` in magnitude.

## 1.2. Bfloat16 Precision Intrinsic Functions

This section describes `nv_bfloat16` precision intrinsic functions that are only supported in device code. To use these functions, include the header file `cuda_bf16.h` in your program.

### Bfloat16 Arithmetic Functions

### Bfloat162 Arithmetic Functions

### Bfloat16 Comparison Functions

### Bfloat162 Comparison Functions

### Bfloat16 Precision Conversion and Data Movement

### Bfloat16 Math Functions

### Bfloat162 Math Functions

### 1.2.1. Bfloat16 Arithmetic Functions

Bfloat16 Precision Intrinsic Functions

To use these functions, include the header file `cuda_bf16.h` in your program.

```
__device__ __nv_bfloat162 __h2div (const __nv_bfloat162 a,
const __nv_bfloat162 b)
```

Performs `nv_bfloat162` vector division in round-to-nearest-even mode.

#### Description

Divides `nv_bfloat162` input vector `a` by input vector `b` in round-to-nearest mode.



`__device__ __nv_bfloat16 __habs (const __nv_bfloat16 a)`

Calculates the absolute value of input `nv_bfloat16` number and returns the result.

### Parameters

**a**

- `nv_bfloat16`. Is only being read.

### Returns

`nv_bfloat16`

► The

absolute value of `a`.

### Description

Calculates the absolute value of input `nv_bfloat16` number and returns the result.

`__device__ __nv_bfloat16 __hadd (const __nv_bfloat16 a, const __nv_bfloat16 b)`

Performs `nv_bfloat16` addition in round-to-nearest-even mode.

### Description

Performs `nv_bfloat16` addition of inputs `a` and `b`, in round-to-nearest-even mode.

`__device__ __nv_bfloat16 __hadd_sat (const __nv_bfloat16 a, const __nv_bfloat16 b)`

Performs `nv_bfloat16` addition in round-to-nearest-even mode, with saturation to `[0.0, 1.0]`.

### Parameters

**a**

- `nv_bfloat16`. Is only being read.

**b**

- `nv_bfloat16`. Is only being read.

### Returns

`nv_bfloat16`

► The

sum of `a` and `b`, with respect to saturation.

## Description

Performs `nv_bfloat16` add of inputs `a` and `b`, in round-to-nearest-even mode, and clamps the result to range `[0.0, 1.0]`. NaN results are flushed to `+0.0`.

```
__device__ __nv_bfloat16 __hdiv (const __nv_bfloat16 a,
const __nv_bfloat16 b)
```

Performs `nv_bfloat16` division in round-to-nearest-even mode.

## Description

Divides `nv_bfloat16` input `a` by input `b` in round-to-nearest mode.

```
__device__ __nv_bfloat16 __hfma (const __nv_bfloat16 a,
const __nv_bfloat16 b, const __nv_bfloat16 c)
```

Performs `nv_bfloat16` fused multiply-add in round-to-nearest-even mode.

## Description

Performs `nv_bfloat16` multiply on inputs `a` and `b`, then performs a `nv_bfloat16` add of the result with `c`, rounding the result once in round-to-nearest-even mode.

```
__device__ __nv_bfloat16 __hfma_relu (const __nv_bfloat16
a, const __nv_bfloat16 b, const __nv_bfloat16 c)
```

Performs `nv_bfloat16` fused multiply-add in round-to-nearest-even mode with relu saturation.

## Parameters

- a**
  - `nv_bfloat16`. Is only being read.
- b**
  - `nv_bfloat16`. Is only being read.
- c**
  - `nv_bfloat16`. Is only being read.

## Returns

`nv_bfloat16`

- The
  - result of fused multiply-add operation on `a`, `b`, and `c` with relu saturation.

## Description

Performs `nv_bfloat16` multiply on inputs `a` and `b`, then performs a `nv_bfloat16` add of the result with `c`, rounding the result once in round-to-nearest-even mode. Then negative result is clamped to 0. NaN result is converted to canonical NaN.

```
__device__ __nv_bfloat16 __hfma_sat (const __nv_bfloat16
a, const __nv_bfloat16 b, const __nv_bfloat16 c)
```

Performs `nv_bfloat16` fused multiply-add in round-to-nearest-even mode, with saturation to `[0.0, 1.0]`.

## Parameters

- a**  
- `nv_bfloat16`. Is only being read.
- b**  
- `nv_bfloat16`. Is only being read.
- c**  
- `nv_bfloat16`. Is only being read.

## Returns

`nv_bfloat16`

- The  
result of fused multiply-add operation on `a`, `b`, and `c`, with respect to saturation.

## Description

Performs `nv_bfloat16` multiply on inputs `a` and `b`, then performs a `nv_bfloat16` add of the result with `c`, rounding the result once in round-to-nearest-even mode, and clamps the result to range `[0.0, 1.0]`. NaN results are flushed to `+0.0`.

```
__device__ __nv_bfloat16 __hmul (const __nv_bfloat16 a,
const __nv_bfloat16 b)
```

Performs `nv_bfloat16` multiplication in round-to-nearest-even mode.

## Description

Performs `nv_bfloat16` multiplication of inputs `a` and `b`, in round-to-nearest mode.

`__device__ __nv_bfloat16 __hmul_sat (const __nv_bfloat16 a, const __nv_bfloat16 b)`

Performs `nv_bfloat16` multiplication in round-to-nearest-even mode, with saturation to `[0.0, 1.0]`.

### Parameters

**a**

- `nv_bfloat16`. Is only being read.

**b**

- `nv_bfloat16`. Is only being read.

### Returns

`nv_bfloat16`

► The

result of multiplying `a` and `b`, with respect to saturation.

### Description

Performs `nv_bfloat16` multiplication of inputs `a` and `b`, in round-to-nearest mode, and clamps the result to range `[0.0, 1.0]`. NaN results are flushed to `+0.0`.

`__device__ __nv_bfloat16 __hneg (const __nv_bfloat16 a)`

Negates input `nv_bfloat16` number and returns the result.

### Description

Negates input `nv_bfloat16` number and returns the result.

`__device__ __nv_bfloat16 __hsub (const __nv_bfloat16 a, const __nv_bfloat16 b)`

Performs `nv_bfloat16` subtraction in round-to-nearest-even mode.

### Description

Subtracts `nv_bfloat16` input `b` from input `a` in round-to-nearest mode.

```
__device__ __nv_bfloat16 __hsub_sat (const __nv_bfloat16 a, const __nv_bfloat16 b)
```

Performs `nv_bfloat16` subtraction in round-to-nearest-even mode, with saturation to [0.0, 1.0].

### Parameters

**a**

- `nv_bfloat16`. Is only being read.

**b**

- `nv_bfloat16`. Is only being read.

### Returns

`nv_bfloat16`

► The

result of subtraction of `b` from `a`, with respect to saturation.

### Description

Subtracts `nv_bfloat16` input `b` from input `a` in round-to-nearest mode, and clamps the result to range [0.0, 1.0]. NaN results are flushed to +0.0.

## 1.2.2. Bfloat162 Arithmetic Functions

Bfloat16 Precision Ininsics

To use these functions, include the header file `cuda_bf16.h` in your program.

```
__device__ __nv_bfloat162 __habs2 (const __nv_bfloat162 a)
```

Calculates the absolute value of both halves of the input `nv_bfloat162` number and returns the result.

### Parameters

**a**

- `nv_bfloat162`. Is only being read.

### Returns

`bfloat2`

► Returns

`a` with the absolute value of both halves.

## Description

Calculates the absolute value of both halves of the input `nv_bfloat162` number and returns the result.

```
__device__ __nv_bfloat162 __hadd2 (const __nv_bfloat162
a, const __nv_bfloat162 b)
```

Performs `nv_bfloat162` vector addition in round-to-nearest-even mode.

## Description

Performs `nv_bfloat162` vector add of inputs `a` and `b`, in round-to-nearest mode.

```
__device__ __nv_bfloat162 __hadd2_sat (const
__nv_bfloat162 a, const __nv_bfloat162 b)
```

Performs `nv_bfloat162` vector addition in round-to-nearest-even mode, with saturation to `[0.0, 1.0]`.

## Parameters

**a**

- `nv_bfloat162`. Is only being read.

**b**

- `nv_bfloat162`. Is only being read.

## Returns

`nv_bfloat162`

► The

sum of `a` and `b`, with respect to saturation.

## Description

Performs `nv_bfloat162` vector add of inputs `a` and `b`, in round-to-nearest mode, and clamps the results to range `[0.0, 1.0]`. NaN results are flushed to `+0.0`.

```
__device__ __nv_bfloat162 __hcmadd (const __nv_bfloat162
a, const __nv_bfloat162 b, const __nv_bfloat162 c)
```

Performs fast complex multiply-accumulate.

### Parameters

- a**
  - nv\_bfloat162. Is only being read.
- b**
  - nv\_bfloat162. Is only being read.
- c**
  - nv\_bfloat162. Is only being read.

### Returns

nv\_bfloat162

- The result of complex multiply-accumulate operation on complex numbers a, b, and c

### Description

Interprets vector `nv_bfloat162` input pairs a, b, and c as complex numbers in `nv_bfloat16` precision and performs complex multiply-accumulate operation:  $a*b + c$

```
__device__ __nv_bfloat162 __hfma2 (const __nv_bfloat162
a, const __nv_bfloat162 b, const __nv_bfloat162 c)
```

Performs `nv_bfloat162` vector fused multiply-add in round-to-nearest-even mode.

### Description

Performs `nv_bfloat162` vector multiply on inputs a and b, then performs a `nv_bfloat162` vector add of the result with c, rounding the result once in round-to-nearest-even mode.

```
__device__ __nv_bfloat162 __hfma2_relu (const
__nv_bfloat162 a, const __nv_bfloat162 b, const
__nv_bfloat162 c)
```

Performs `nv_bfloat162` vector fused multiply-add in round-to-nearest-even mode with relu saturation.

### Parameters

- a**
  - nv\_bfloat162. Is only being read.

**b**

- nv\_bfloat162. Is only being read.

**c**

- nv\_bfloat162. Is only being read.

**Returns**

nv\_bfloat162

## ► The

result of elementwise fused multiply-add operation on vectors *a*, *b*, and *c* with relu saturation.

**Description**

Performs `nv_bfloat162` vector multiply on inputs *a* and *b*, then performs a `nv_bfloat162` vector add of the result with *c*, rounding the result once in round-to-nearest-even mode. Then negative result is clamped to 0. NaN result is converted to canonical NaN.

```
__device__ __nv_bfloat162 __hfma2_sat (const
__nv_bfloat162 a, const __nv_bfloat162 b, const
__nv_bfloat162 c)
```

Performs `nv_bfloat162` vector fused multiply-add in round-to-nearest-even mode, with saturation to  $[0.0, 1.0]$ .

**Parameters****a**

- nv\_bfloat162. Is only being read.

**b**

- nv\_bfloat162. Is only being read.

**c**

- nv\_bfloat162. Is only being read.

**Returns**

nv\_bfloat162

## ► The

result of elementwise fused multiply-add operation on vectors *a*, *b*, and *c*, with respect to saturation.



## Description

Performs `nv_bfloat162` vector multiply on inputs `a` and `b`, then performs a `nv_bfloat162` vector add of the result with `c`, rounding the result once in round-to-nearest-even mode, and clamps the results to range `[0.0, 1.0]`. NaN results are flushed to `+0.0`.

```
__device__ __nv_bfloat162 __hmul2 (const __nv_bfloat162
a, const __nv_bfloat162 b)
```

Performs `nv_bfloat162` vector multiplication in round-to-nearest-even mode.

## Description

Performs `nv_bfloat162` vector multiplication of inputs `a` and `b`, in round-to-nearest-even mode.

```
__device__ __nv_bfloat162 __hmul2_sat (const
__nv_bfloat162 a, const __nv_bfloat162 b)
```

Performs `nv_bfloat162` vector multiplication in round-to-nearest-even mode, with saturation to `[0.0, 1.0]`.

## Parameters

- a**  
- `nv_bfloat162`. Is only being read.
- b**  
- `nv_bfloat162`. Is only being read.

## Returns

`nv_bfloat162`

- The  
result of elementwise multiplication of vectors `a` and `b`, with respect to saturation.

## Description

Performs `nv_bfloat162` vector multiplication of inputs `a` and `b`, in round-to-nearest-even mode, and clamps the results to range `[0.0, 1.0]`. NaN results are flushed to `+0.0`.

```
__device__ __nv_bfloat162 __hneg2 (const __nv_bfloat162
a)
```

Negates both halves of the input `nv_bfloat162` number and returns the result.

### Description

Negates both halves of the input `nv_bfloat162` number `a` and returns the result.

```
__device__ __nv_bfloat162 __hsub2 (const __nv_bfloat162
a, const __nv_bfloat162 b)
```

Performs `nv_bfloat162` vector subtraction in round-to-nearest-even mode.

### Description

Subtracts `nv_bfloat162` input vector `b` from input vector `a` in round-to-nearest-even mode.

```
__device__ __nv_bfloat162 __hsub2_sat (const
__nv_bfloat162 a, const __nv_bfloat162 b)
```

Performs `nv_bfloat162` vector subtraction in round-to-nearest-even mode, with saturation to `[0.0, 1.0]`.

### Parameters

**a**

- `nv_bfloat162`. Is only being read.

**b**

- `nv_bfloat162`. Is only being read.

### Returns

`nv_bfloat162`

► The

subtraction of vector `b` from `a`, with respect to saturation.

### Description

Subtracts `nv_bfloat162` input vector `b` from input vector `a` in round-to-nearest-even mode, and clamps the results to range `[0.0, 1.0]`. NaN results are flushed to `+0.0`.

## 1.2.3. Bfloat16 Comparison Functions

Bfloat16 Precision Intrinsics

To use these functions, include the header file `cuda_bf16.h` in your program.

```
__device__ bool __heq (const __nv_bfloat16 a, const
__nv_bfloat16 b)
```

Performs `nv_bfloat16` if-equal comparison.

### Parameters

**a**

- `nv_bfloat16`. Is only being read.

**b**

- `nv_bfloat16`. Is only being read.

### Returns

`bool`

► The

boolean result of if-equal comparison of `a` and `b`.

### Description

Performs `nv_bfloat16` if-equal comparison of inputs `a` and `b`. NaN inputs generate false results.

```
__device__ bool __hequ (const __nv_bfloat16 a, const
__nv_bfloat16 b)
```

Performs `nv_bfloat16` unordered if-equal comparison.

### Parameters

**a**

- `nv_bfloat16`. Is only being read.

**b**

- `nv_bfloat16`. Is only being read.

### Returns

`bool`

► The

boolean result of unordered if-equal comparison of `a` and `b`.

### Description

Performs `nv_bfloat16` if-equal comparison of inputs `a` and `b`. NaN inputs generate true results.

```
__device__ bool __hge (const __nv_bfloat16 a, const
__nv_bfloat16 b)
```

Performs `nv_bfloat16` greater-equal comparison.

### Parameters

**a**

- `nv_bfloat16`. Is only being read.

**b**

- `nv_bfloat16`. Is only being read.

### Returns

bool

► The

boolean result of greater-equal comparison of `a` and `b`.

### Description

Performs `nv_bfloat16` greater-equal comparison of inputs `a` and `b`. NaN inputs generate false results.

```
__device__ bool __hgeu (const __nv_bfloat16 a, const
__nv_bfloat16 b)
```

Performs `nv_bfloat16` unordered greater-equal comparison.

### Parameters

**a**

- `nv_bfloat16`. Is only being read.

**b**

- `nv_bfloat16`. Is only being read.

### Returns

bool

► The

boolean result of unordered greater-equal comparison of `a` and `b`.

### Description

Performs `nv_bfloat16` greater-equal comparison of inputs `a` and `b`. NaN inputs generate true results.

`__device__ bool __hgt (const __nv_bfloat16 a, const __nv_bfloat16 b)`

Performs `nv_bfloat16` greater-than comparison.

### Parameters

**a**

- `nv_bfloat16`. Is only being read.

**b**

- `nv_bfloat16`. Is only being read.

### Returns

`bool`

► The

boolean result of greater-than comparison of `a` and `b`.

### Description

Performs `nv_bfloat16` greater-than comparison of inputs `a` and `b`. NaN inputs generate false results.

`__device__ bool __hgtu (const __nv_bfloat16 a, const __nv_bfloat16 b)`

Performs `nv_bfloat16` unordered greater-than comparison.

### Parameters

**a**

- `nv_bfloat16`. Is only being read.

**b**

- `nv_bfloat16`. Is only being read.

### Returns

`bool`

► The

boolean result of unordered greater-than comparison of `a` and `b`.

### Description

Performs `nv_bfloat16` greater-than comparison of inputs `a` and `b`. NaN inputs generate true results.

## `__device__ int __hisinf (const __nv_bfloat16 a)`

Checks if the input `nv_bfloat16` number is infinite.

### Parameters

**a**

- `nv_bfloat16`. Is only being read.

### Returns

int

► -1

iff a is equal to negative infinity,

► 1

iff a is equal to positive infinity,

► 0

otherwise.

### Description

Checks if the input `nv_bfloat16` number a is infinite.

## `__device__ bool __hisnan (const __nv_bfloat16 a)`

Determine whether `nv_bfloat16` argument is a NaN.

### Parameters

**a**

- `nv_bfloat16`. Is only being read.

### Returns

bool

► true

iff argument is NaN.

### Description

Determine whether `nv_bfloat16` value a is a NaN.

`__device__ bool __hle (const __nv_bfloat16 a, const __nv_bfloat16 b)`

Performs `nv_bfloat16` less-equal comparison.

### Parameters

**a**

- `nv_bfloat16`. Is only being read.

**b**

- `nv_bfloat16`. Is only being read.

### Returns

`bool`

► The

boolean result of less-equal comparison of `a` and `b`.

### Description

Performs `nv_bfloat16` less-equal comparison of inputs `a` and `b`. NaN inputs generate false results.

`__device__ bool __hleu (const __nv_bfloat16 a, const __nv_bfloat16 b)`

Performs `nv_bfloat16` unordered less-equal comparison.

### Parameters

**a**

- `nv_bfloat16`. Is only being read.

**b**

- `nv_bfloat16`. Is only being read.

### Returns

`bool`

► The

boolean result of unordered less-equal comparison of `a` and `b`.

### Description

Performs `nv_bfloat16` less-equal comparison of inputs `a` and `b`. NaN inputs generate true results.

```
__device__ bool __hlt (const __nv_bfloat16 a, const
__nv_bfloat16 b)
```

Performs `nv_bfloat16` less-than comparison.

### Parameters

**a**

- `nv_bfloat16`. Is only being read.

**b**

- `nv_bfloat16`. Is only being read.

### Returns

bool

► The

boolean result of less-than comparison of a and b.

### Description

Performs `nv_bfloat16` less-than comparison of inputs a and b. NaN inputs generate false results.

```
__device__ bool __hltu (const __nv_bfloat16 a, const
__nv_bfloat16 b)
```

Performs `nv_bfloat16` unordered less-than comparison.

### Parameters

**a**

- `nv_bfloat16`. Is only being read.

**b**

- `nv_bfloat16`. Is only being read.

### Returns

bool

► The

boolean result of unordered less-than comparison of a and b.

### Description

Performs `nv_bfloat16` less-than comparison of inputs a and b. NaN inputs generate true results.



`__device__ __nv_bfloat16 __hmax (const __nv_bfloat16 a, const __nv_bfloat16 b)`

Calculates `nv_bfloat16` maximum of two input values.

### Description

Calculates `nv_bfloat16`  $\max(a, b)$  defined as  $(a > b) ? a : b$ .

- ▶ If either of inputs is NaN, the other input is returned.
- ▶ If both inputs are NaNs, then canonical NaN is returned.
- ▶ If values of both inputs are 0.0, then  $+0.0 > -0.0$

`__device__ __nv_bfloat16 __hmax_nan (const __nv_bfloat16 a, const __nv_bfloat16 b)`

Calculates `nv_bfloat16` maximum of two input values, NaNs pass through.

### Description

Calculates `nv_bfloat16`  $\max(a, b)$  defined as  $(a > b) ? a : b$ .

- ▶ If either of inputs is NaN, then canonical NaN is returned.
- ▶ If values of both inputs are 0.0, then  $+0.0 > -0.0$

`__device__ __nv_bfloat16 __hmin (const __nv_bfloat16 a, const __nv_bfloat16 b)`

Calculates `nv_bfloat16` minimum of two input values.

### Description

Calculates `nv_bfloat16`  $\min(a, b)$  defined as  $(a < b) ? a : b$ .

- ▶ If either of inputs is NaN, the other input is returned.
- ▶ If both inputs are NaNs, then canonical NaN is returned.
- ▶ If values of both inputs are 0.0, then  $+0.0 > -0.0$

`__device__ __nv_bfloat16 __hmin_nan (const __nv_bfloat16 a, const __nv_bfloat16 b)`

Calculates `nv_bfloat16` minimum of two input values, NaNs pass through.

### Description

Calculates `nv_bfloat16`  $\min(a, b)$  defined as  $(a < b) ? a : b$ .

- ▶ If either of inputs is NaN, then canonical NaN is returned.

- ▶ If values of both inputs are 0.0, then  $+0.0 > -0.0$

`__device__ bool __hne (const __nv_bfloat16 a, const __nv_bfloat16 b)`

Performs `nv_bfloat16` not-equal comparison.

### Parameters

**a**

- `nv_bfloat16`. Is only being read.

**b**

- `nv_bfloat16`. Is only being read.

### Returns

`bool`

- ▶ The boolean result of not-equal comparison of `a` and `b`.

### Description

Performs `nv_bfloat16` not-equal comparison of inputs `a` and `b`. NaN inputs generate false results.

`__device__ bool __hneu (const __nv_bfloat16 a, const __nv_bfloat16 b)`

Performs `nv_bfloat16` unordered not-equal comparison.

### Parameters

**a**

- `nv_bfloat16`. Is only being read.

**b**

- `nv_bfloat16`. Is only being read.

### Returns

`bool`

- ▶ The boolean result of unordered not-equal comparison of `a` and `b`.

### Description

Performs `nv_bfloat16` not-equal comparison of inputs `a` and `b`. NaN inputs generate true results.

## 1.2.4. Bfloat162 Comparison Functions

### Bfloat16 Precision Intrinsics

To use these functions, include the header file `cuda_bf16.h` in your program.

```
__device__ bool __hbeq2 (const __nv_bfloat162 a, const  
__nv_bfloat162 b)
```

Performs `nv_bfloat162` vector if-equal comparison and returns boolean true iff both `nv_bfloat16` results are true, boolean false otherwise.

#### Parameters

- a**  
- `nv_bfloat162`. Is only being read.
- b**  
- `nv_bfloat162`. Is only being read.

#### Returns

bool

- ▶ true  
if both `nv_bfloat16` results of if-equal comparison of vectors a and b are true;
- ▶ false  
otherwise.

#### Description

Performs `nv_bfloat162` vector if-equal comparison of inputs a and b. The bool result is set to true only if both `nv_bfloat16` if-equal comparisons evaluate to true, or false otherwise. NaN inputs generate false results.

```
__device__ bool __hbequ2 (const __nv_bfloat162 a, const  
__nv_bfloat162 b)
```

Performs `nv_bfloat162` vector unordered if-equal comparison and returns boolean true iff both `nv_bfloat16` results are true, boolean false otherwise.

#### Parameters

- a**  
- `nv_bfloat162`. Is only being read.
- b**  
- `nv_bfloat162`. Is only being read.

## Returns

bool

- ▶ true
  - if both `nv_bfloat16` results of unordered if-equal comparison of vectors `a` and `b` are true;
- ▶ false
  - otherwise.

## Description

Performs `nv_bfloat162` vector if-equal comparison of inputs `a` and `b`. The bool result is set to true only if both `nv_bfloat16` if-equal comparisons evaluate to true, or false otherwise. NaN inputs generate true results.

`__device__ bool __hbge2 (const __nv_bfloat162 a, const __nv_bfloat162 b)`

Performs `nv_bfloat162` vector greater-equal comparison and returns boolean true iff both `nv_bfloat16` results are true, boolean false otherwise.

## Parameters

- a**
  - `nv_bfloat162`. Is only being read.
- b**
  - `nv_bfloat162`. Is only being read.

## Returns

bool

- ▶ true
  - if both `nv_bfloat16` results of greater-equal comparison of vectors `a` and `b` are true;
- ▶ false
  - otherwise.

## Description

Performs `nv_bfloat162` vector greater-equal comparison of inputs `a` and `b`. The bool result is set to true only if both `nv_bfloat16` greater-equal comparisons evaluate to true, or false otherwise. NaN inputs generate false results.

## `__device__ bool __hbgeu2 (const __nv_bfloat162 a, const __nv_bfloat162 b)`

Performs `nv_bfloat162` vector unordered greater-equal comparison and returns boolean true iff both `nv_bfloat16` results are true, boolean false otherwise.

### Parameters

**a**

- `nv_bfloat162`. Is only being read.

**b**

- `nv_bfloat162`. Is only being read.

### Returns

bool

► true

if both `nv_bfloat16` results of unordered greater-equal comparison of vectors `a` and `b` are true;

► false

otherwise.

### Description

Performs `nv_bfloat162` vector greater-equal comparison of inputs `a` and `b`. The bool result is set to true only if both `nv_bfloat16` greater-equal comparisons evaluate to true, or false otherwise. NaN inputs generate true results.

## `__device__ bool __hbgt2 (const __nv_bfloat162 a, const __nv_bfloat162 b)`

Performs `nv_bfloat162` vector greater-than comparison and returns boolean true iff both `nv_bfloat16` results are true, boolean false otherwise.

### Parameters

**a**

- `nv_bfloat162`. Is only being read.

**b**

- `nv_bfloat162`. Is only being read.

### Returns

bool

► true

if both `nv_bfloat16` results of greater-than comparison of vectors `a` and `b` are true;

- ▶ false

otherwise.

## Description

Performs `nv_bfloat162` vector greater-than comparison of inputs `a` and `b`. The bool result is set to true only if both `nv_bfloat16` greater-than comparisons evaluate to true, or false otherwise. NaN inputs generate false results.

`__device__ bool __hbgtu2 (const __nv_bfloat162 a, const __nv_bfloat162 b)`

Performs `nv_bfloat162` vector unordered greater-than comparison and returns boolean true iff both `nv_bfloat16` results are true, boolean false otherwise.

## Parameters

**a**

- `nv_bfloat162`. Is only being read.

**b**

- `nv_bfloat162`. Is only being read.

## Returns

bool

- ▶ true

if both `nv_bfloat16` results of unordered greater-than comparison of vectors `a` and `b` are true;

- ▶ false

otherwise.

## Description

Performs `nv_bfloat162` vector greater-than comparison of inputs `a` and `b`. The bool result is set to true only if both `nv_bfloat16` greater-than comparisons evaluate to true, or false otherwise. NaN inputs generate true results.

## `__device__ bool __hble2 (const __nv_bfloat162 a, const __nv_bfloat162 b)`

Performs `nv_bfloat162` vector less-equal comparison and returns boolean true iff both `nv_bfloat162` results are true, boolean false otherwise.

### Parameters

**a**

- `nv_bfloat162`. Is only being read.

**b**

- `nv_bfloat162`. Is only being read.

### Returns

bool

► true

if both `nv_bfloat162` results of less-equal comparison of vectors a and b are true;

► false

otherwise.

### Description

Performs `nv_bfloat162` vector less-equal comparison of inputs a and b. The bool result is set to true only if both `nv_bfloat162` less-equal comparisons evaluate to true, or false otherwise. NaN inputs generate false results.

## `__device__ bool __hbleu2 (const __nv_bfloat162 a, const __nv_bfloat162 b)`

Performs `nv_bfloat162` vector unordered less-equal comparison and returns boolean true iff both `nv_bfloat162` results are true, boolean false otherwise.

### Parameters

**a**

- `nv_bfloat162`. Is only being read.

**b**

- `nv_bfloat162`. Is only being read.

### Returns

bool

► true

if both `nv_bfloat16` results of unordered less-equal comparison of vectors `a` and `b` are true;

- ▶ false

otherwise.

## Description

Performs `nv_bfloat162` vector less-equal comparison of inputs `a` and `b`. The bool result is set to true only if both `nv_bfloat16` less-equal comparisons evaluate to true, or false otherwise. NaN inputs generate true results.

`__device__ bool __hblt2 (const __nv_bfloat162 a, const __nv_bfloat162 b)`

Performs `nv_bfloat162` vector less-than comparison and returns boolean true iff both `nv_bfloat16` results are true, boolean false otherwise.

## Parameters

**a**

- `nv_bfloat162`. Is only being read.

**b**

- `nv_bfloat162`. Is only being read.

## Returns

bool

- ▶ true

if both `nv_bfloat16` results of less-than comparison of vectors `a` and `b` are true;

- ▶ false

otherwise.

## Description

Performs `nv_bfloat162` vector less-than comparison of inputs `a` and `b`. The bool result is set to true only if both `nv_bfloat16` less-than comparisons evaluate to true, or false otherwise. NaN inputs generate false results.



## `__device__ bool __hbltu2 (const __nv_bfloat162 a, const __nv_bfloat162 b)`

Performs `nv_bfloat162` vector unordered less-than comparison and returns boolean true iff both `nv_bfloat16` results are true, boolean false otherwise.

### Parameters

**a**

- `nv_bfloat162`. Is only being read.

**b**

- `nv_bfloat162`. Is only being read.

### Returns

bool

► true

if both `nv_bfloat16` results of unordered less-than comparison of vectors a and b are true;

► false

otherwise.

### Description

Performs `nv_bfloat162` vector less-than comparison of inputs a and b. The bool result is set to true only if both `nv_bfloat16` less-than comparisons evaluate to true, or false otherwise. NaN inputs generate true results.

## `__device__ bool __hbne2 (const __nv_bfloat162 a, const __nv_bfloat162 b)`

Performs `nv_bfloat162` vector not-equal comparison and returns boolean true iff both `nv_bfloat16` results are true, boolean false otherwise.

### Parameters

**a**

- `nv_bfloat162`. Is only being read.

**b**

- `nv_bfloat162`. Is only being read.

### Returns

bool

► true

- ▶ if both `nv_bfloat16` results of not-equal comparison of vectors `a` and `b` are true,
- ▶ `false`
- ▶ otherwise.

## Description

Performs `nv_bfloat162` vector not-equal comparison of inputs `a` and `b`. The `bool` result is set to `true` only if both `nv_bfloat16` not-equal comparisons evaluate to `true`, or `false` otherwise. NaN inputs generate `false` results.

`__device__ bool __hbneu2 (const __nv_bfloat162 a, const __nv_bfloat162 b)`

Performs `nv_bfloat162` vector unordered not-equal comparison and returns boolean `true` iff both `nv_bfloat16` results are `true`, boolean `false` otherwise.

## Parameters

- a**
  - `nv_bfloat162`. Is only being read.
- b**
  - `nv_bfloat162`. Is only being read.

## Returns

`bool`

- ▶ `true`
  - ▶ if both `nv_bfloat16` results of unordered not-equal comparison of vectors `a` and `b` are `true`;
- ▶ `false`
  - ▶ otherwise.

## Description

Performs `nv_bfloat162` vector not-equal comparison of inputs `a` and `b`. The `bool` result is set to `true` only if both `nv_bfloat16` not-equal comparisons evaluate to `true`, or `false` otherwise. NaN inputs generate `true` results.

`__device__ __nv_bfloat162 __heq2 (const __nv_bfloat162 a, const __nv_bfloat162 b)`

Performs `nv_bfloat162` vector if-equal comparison.

### Parameters

- a**
  - `nv_bfloat162`. Is only being read.
- b**
  - `nv_bfloat162`. Is only being read.

### Returns

`nv_bfloat162`

- The
  - vector result of if-equal comparison of vectors `a` and `b`.

### Description

Performs `nv_bfloat162` vector if-equal comparison of inputs `a` and `b`. The corresponding `nv_bfloat16` results are set to 1.0 for true, or 0.0 for false. NaN inputs generate false results.

`__device__ __nv_bfloat162 __hequ2 (const __nv_bfloat162 a, const __nv_bfloat162 b)`

Performs `nv_bfloat162` vector unordered if-equal comparison.

### Parameters

- a**
  - `nv_bfloat162`. Is only being read.
- b**
  - `nv_bfloat162`. Is only being read.

### Returns

`nv_bfloat162`

- The
  - vector result of unordered if-equal comparison of vectors `a` and `b`.

## Description

Performs `nv_bfloat162` vector if-equal comparison of inputs `a` and `b`. The corresponding `nv_bfloat16` results are set to 1.0 for true, or 0.0 for false. NaN inputs generate true results.

`__device__ __nv_bfloat162 __hge2 (const __nv_bfloat162 a, const __nv_bfloat162 b)`

Performs `nv_bfloat162` vector greater-equal comparison.

## Parameters

**a**

- `nv_bfloat162`. Is only being read.

**b**

- `nv_bfloat162`. Is only being read.

## Returns

`nv_bfloat162`

► The

vector result of greater-equal comparison of vectors `a` and `b`.

## Description

Performs `nv_bfloat162` vector greater-equal comparison of inputs `a` and `b`. The corresponding `nv_bfloat16` results are set to 1.0 for true, or 0.0 for false. NaN inputs generate false results.

`__device__ __nv_bfloat162 __hgeu2 (const __nv_bfloat162 a, const __nv_bfloat162 b)`

Performs `nv_bfloat162` vector unordered greater-equal comparison.

## Parameters

**a**

- `nv_bfloat162`. Is only being read.

**b**

- `nv_bfloat162`. Is only being read.

## Returns

`nv_bfloat162`

► The

`nv_bfloat162` vector result of unordered greater-equal comparison of vectors `a` and `b`.

### Description

Performs `nv_bfloat162` vector greater-equal comparison of inputs `a` and `b`. The corresponding `nv_bfloat16` results are set to 1.0 for true, or 0.0 for false. NaN inputs generate true results.

```
__device__ __nv_bfloat162 __hgt2 (const __nv_bfloat162 a,
const __nv_bfloat162 b)
```

Performs `nv_bfloat162` vector greater-than comparison.

### Parameters

- a**
  - `nv_bfloat162`. Is only being read.
- b**
  - `nv_bfloat162`. Is only being read.

### Returns

`nv_bfloat162`

- The
  - vector result of greater-than comparison of vectors `a` and `b`.

### Description

Performs `nv_bfloat162` vector greater-than comparison of inputs `a` and `b`. The corresponding `nv_bfloat16` results are set to 1.0 for true, or 0.0 for false. NaN inputs generate false results.

```
__device__ __nv_bfloat162 __hgtu2 (const __nv_bfloat162 a,
const __nv_bfloat162 b)
```

Performs `nv_bfloat162` vector unordered greater-than comparison.

### Parameters

- a**
  - `nv_bfloat162`. Is only being read.
- b**
  - `nv_bfloat162`. Is only being read.

### Returns

`nv_bfloat162`

- The `nv_bfloat162` vector result of unordered greater-than comparison of vectors `a` and `b`.

### Description

Performs `nv_bfloat162` vector greater-than comparison of inputs `a` and `b`. The corresponding `nv_bfloat16` results are set to 1.0 for true, or 0.0 for false. NaN inputs generate true results.

`__device__ __nv_bfloat162 __hisnan2 (const __nv_bfloat162 a)`

Determine whether `nv_bfloat162` argument is a NaN.

### Parameters

- a** - `nv_bfloat162`. Is only being read.

### Returns

`nv_bfloat162`

- The `nv_bfloat162` with the corresponding `nv_bfloat16` results set to 1.0 for NaN, 0.0 otherwise.

### Description

Determine whether each `nv_bfloat16` of input `nv_bfloat162` number `a` is a NaN.

`__device__ __nv_bfloat162 __hle2 (const __nv_bfloat162 a, const __nv_bfloat162 b)`

Performs `nv_bfloat162` vector less-equal comparison.

### Parameters

- a** - `nv_bfloat162`. Is only being read.
- b** - `nv_bfloat162`. Is only being read.

### Returns

`nv_bfloat162`

- The

`nv_bfloat162` result of less-equal comparison of vectors `a` and `b`.

### Description

Performs `nv_bfloat162` vector less-equal comparison of inputs `a` and `b`. The corresponding `nv_bfloat16` results are set to 1.0 for true, or 0.0 for false. NaN inputs generate false results.

`__device__ __nv_bfloat162 __hleu2 (const __nv_bfloat162 a, const __nv_bfloat162 b)`

Performs `nv_bfloat162` vector unordered less-equal comparison.

### Parameters

- a**
- `nv_bfloat162`. Is only being read.
- b**
- `nv_bfloat162`. Is only being read.

### Returns

`nv_bfloat162`

- ▶ The vector result of unordered less-equal comparison of vectors `a` and `b`.

### Description

Performs `nv_bfloat162` vector less-equal comparison of inputs `a` and `b`. The corresponding `nv_bfloat16` results are set to 1.0 for true, or 0.0 for false. NaN inputs generate true results.

`__device__ __nv_bfloat162 __hlt2 (const __nv_bfloat162 a, const __nv_bfloat162 b)`

Performs `nv_bfloat162` vector less-than comparison.

### Parameters

- a**
- `nv_bfloat162`. Is only being read.
- b**
- `nv_bfloat162`. Is only being read.

### Returns

`nv_bfloat162`

- ▶ The `nv_bfloat162` vector result of less-than comparison of vectors `a` and `b`.

### Description

Performs `nv_bfloat162` vector less-than comparison of inputs `a` and `b`. The corresponding `nv_bfloat16` results are set to 1.0 for true, or 0.0 for false. NaN inputs generate false results.

`__device__ __nv_bfloat162 __hltu2 (const __nv_bfloat162 a, const __nv_bfloat162 b)`

Performs `nv_bfloat162` vector unordered less-than comparison.

### Parameters

**a**  
- `nv_bfloat162`. Is only being read.

**b**  
- `nv_bfloat162`. Is only being read.

### Returns

`nv_bfloat162`

- ▶ The `nv_bfloat162` vector result of unordered less-than comparison of vectors `a` and `b`.

### Description

Performs `nv_bfloat162` vector less-than comparison of inputs `a` and `b`. The corresponding `nv_bfloat16` results are set to 1.0 for true, or 0.0 for false. NaN inputs generate true results.

`__device__ __nv_bfloat162 __hmax2 (const __nv_bfloat162 a, const __nv_bfloat162 b)`

Calculates `nv_bfloat162` vector maximum of two inputs.

### Description

Calculates `nv_bfloat162` vector `max(a, b)`. Elementwise `nv_bfloat16` operation is defined as `(a > b) ? a : b`.

- ▶ If either of inputs is NaN, the other input is returned.
- ▶ If both inputs are NaNs, then canonical NaN is returned.
- ▶ If values of both inputs are 0.0, then `+0.0 > -0.0`



`__device__ __nv_bfloat162 __hmax2_nan (const __nv_bfloat162 a, const __nv_bfloat162 b)`

Calculates `nv_bfloat162` vector maximum of two inputs, NaNs pass through.

### Description

Calculates `nv_bfloat162` vector  $\max(a, b)$ . Elementwise `nv_bfloat16` operation is defined as  $(a > b) ? a : b$ .

- ▶ If either of inputs is NaN, then canonical NaN is returned.
- ▶ If values of both inputs are 0.0, then  $+0.0 > -0.0$

`__device__ __nv_bfloat162 __hmin2 (const __nv_bfloat162 a, const __nv_bfloat162 b)`

Calculates `nv_bfloat162` vector minimum of two inputs.

### Description

Calculates `nv_bfloat162` vector  $\min(a, b)$ . Elementwise `nv_bfloat16` operation is defined as  $(a < b) ? a : b$ .

- ▶ If either of inputs is NaN, the other input is returned.
- ▶ If both inputs are NaNs, then canonical NaN is returned.
- ▶ If values of both inputs are 0.0, then  $+0.0 > -0.0$

`__device__ __nv_bfloat162 __hmin2_nan (const __nv_bfloat162 a, const __nv_bfloat162 b)`

Calculates `nv_bfloat162` vector minimum of two inputs, NaNs pass through.

### Description

Calculates `nv_bfloat162` vector  $\min(a, b)$ . Elementwise `nv_bfloat16` operation is defined as  $(a < b) ? a : b$ .

- ▶ If either of inputs is NaN, then canonical NaN is returned.
- ▶ If values of both inputs are 0.0, then  $+0.0 > -0.0$

`__device__ __nv_bfloat162 __hne2 (const __nv_bfloat162 a, const __nv_bfloat162 b)`

Performs `nv_bfloat162` vector not-equal comparison.

### Parameters

- a**  
- `nv_bfloat162`. Is only being read.
- b**  
- `nv_bfloat162`. Is only being read.

### Returns

`nv_bfloat162`

- ▶ The vector result of not-equal comparison of vectors `a` and `b`.

### Description

Performs `nv_bfloat162` vector not-equal comparison of inputs `a` and `b`. The corresponding `nv_bfloat16` results are set to 1.0 for true, or 0.0 for false. NaN inputs generate false results.

`__device__ __nv_bfloat162 __hneu2 (const __nv_bfloat162 a, const __nv_bfloat162 b)`

Performs `nv_bfloat162` vector unordered not-equal comparison.

### Parameters

- a**  
- `nv_bfloat162`. Is only being read.
- b**  
- `nv_bfloat162`. Is only being read.

### Returns

`nv_bfloat162`

- ▶ The vector result of unordered not-equal comparison of vectors `a` and `b`.

## Description

Performs `nv_bfloat162` vector not-equal comparison of inputs `a` and `b`. The corresponding `nv_bfloat16` results are set to 1.0 for true, or 0.0 for false. NaN inputs generate true results.

## 1.2.5. Bfloat16 Precision Conversion and Data Movement

Bfloat16 Precision Ininsics

To use these functions, include the header file `cuda_bf16.h` in your program.

```
__host__ __device__ float2 __bfloat162float2 (const
__nv_bfloat162 a)
```

Converts both halves of `nv_bfloat162` to `float2` and returns the result.

### Parameters

**a**  
- `nv_bfloat162`. Is only being read.

### Returns

`float2`

► `a`  
converted to `float2`.

## Description

Converts both halves of `nv_bfloat162` input `a` to `float2` and returns the result.

```
__device__ __nv_bfloat162 __bfloat162bfloat162 (const
__nv_bfloat16 a)
```

Returns `nv_bfloat162` with both halves equal to the input value.

### Parameters

**a**  
- `nv_bfloat16`. Is only being read.

### Returns

`nv_bfloat162`

- ▶ The vector which has both its halves equal to the input `a`.

### Description

Returns `nv_bfloat162` number with both halves equal to the input `a` `nv_bfloat16` number.

```
__host__ __device__ float __bfloat162float (const __nv_bfloat16 a)
```

Converts `nv_bfloat16` number to float.

### Parameters

- a** - float. Is only being read.

### Returns

float

- ▶ `a` converted to float.

### Description

Converts `nv_bfloat16` number `a` to float.

```
__device__ int __bfloat162int_rd (const __nv_bfloat16 h)
```

Convert a `nv_bfloat16` to a signed integer in round-down mode.

### Parameters

- h** - `nv_bfloat16`. Is only being read.

### Returns

int

- ▶ `h` converted to a signed integer.

### Description

Convert the `nv_bfloat16` floating-point value `h` to a signed integer in round-down mode.

`__device__ int __bfloat162int_rn (const __nv_bfloat16 h)`

Convert a `nv_bfloat16` to a signed integer in round-to-nearest-even mode.

### Parameters

**h**

- `nv_bfloat16`. Is only being read.

### Returns

int

► h

converted to a signed integer.

### Description

Convert the `nv_bfloat16` floating-point value `h` to a signed integer in round-to-nearest-even mode.

`__device__ int __bfloat162int_ru (const __nv_bfloat16 h)`

Convert a `nv_bfloat16` to a signed integer in round-up mode.

### Parameters

**h**

- `nv_bfloat16`. Is only being read.

### Returns

int

► h

converted to a signed integer.

### Description

Convert the `nv_bfloat16` floating-point value `h` to a signed integer in round-up mode.

```
__host__ __device__ int __bfloat162int_rz (const
__nv_bfloat16 h)
```

Convert a `nv_bfloat16` to a signed integer in round-towards-zero mode.

### Parameters

**h**

- `nv_bfloat16`. Is only being read.

### Returns

int

► h

converted to a signed integer.

### Description

Convert the `nv_bfloat16` floating-point value `h` to a signed integer in round-towards-zero mode.

```
__device__ long long int __bfloat162ll_rd (const
__nv_bfloat16 h)
```

Convert a `nv_bfloat16` to a signed 64-bit integer in round-down mode.

### Parameters

**h**

- `nv_bfloat16`. Is only being read.

### Returns

long long int

► h

converted to a signed 64-bit integer.

### Description

Convert the `nv_bfloat16` floating-point value `h` to a signed 64-bit integer in round-down mode.

```
__device__ long long int __bfloat162ll_rn (const
__nv_bfloat16 h)
```

Convert a `nv_bfloat16` to a signed 64-bit integer in round-to-nearest-even mode.

### Parameters

**h**

- `nv_bfloat16`. Is only being read.

### Returns

long long int

► h

converted to a signed 64-bit integer.

### Description

Convert the `nv_bfloat16` floating-point value `h` to a signed 64-bit integer in round-to-nearest-even mode.

```
__device__ long long int __bfloat162ll_ru (const
__nv_bfloat16 h)
```

Convert a `nv_bfloat16` to a signed 64-bit integer in round-up mode.

### Parameters

**h**

- `nv_bfloat16`. Is only being read.

### Returns

long long int

► h

converted to a signed 64-bit integer.

### Description

Convert the `nv_bfloat16` floating-point value `h` to a signed 64-bit integer in round-up mode.

```
__host__ __device__ long long int __bfloat162ll_rz (const
__nv_bfloat16 h)
```

Convert a `nv_bfloat16` to a signed 64-bit integer in round-towards-zero mode.

### Parameters

**h**

- `nv_bfloat16`. Is only being read.

### Returns

long long int

► h

converted to a signed 64-bit integer.

### Description

Convert the `nv_bfloat16` floating-point value `h` to a signed 64-bit integer in round-towards-zero mode.

```
__device__ short int __bfloat162short_rd (const
__nv_bfloat16 h)
```

Convert a `nv_bfloat16` to a signed short integer in round-down mode.

### Parameters

**h**

- `nv_bfloat16`. Is only being read.

### Returns

short int

► h

converted to a signed short integer.

### Description

Convert the `nv_bfloat16` floating-point value `h` to a signed short integer in round-down mode.



```
__device__ short int __bfloat162short_rn (const
__nv_bfloat16 h)
```

Convert a `nv_bfloat16` to a signed short integer in round-to-nearest-even mode.

### Parameters

**h**

- `nv_bfloat16`. Is only being read.

### Returns

short int

► h

converted to a signed short integer.

### Description

Convert the `nv_bfloat16` floating-point value `h` to a signed short integer in round-to-nearest-even mode.

```
__device__ short int __bfloat162short_ru (const
__nv_bfloat16 h)
```

Convert a `nv_bfloat16` to a signed short integer in round-up mode.

### Parameters

**h**

- `nv_bfloat16`. Is only being read.

### Returns

short int

► h

converted to a signed short integer.

### Description

Convert the `nv_bfloat16` floating-point value `h` to a signed short integer in round-up mode.

```
__host__ __device__ short int __bfloat162short_rz (const
__nv_bfloat16 h)
```

Convert a `nv_bfloat16` to a signed short integer in round-towards-zero mode.

### Parameters

**h**

- `nv_bfloat16`. Is only being read.

### Returns

short int

► h

converted to a signed short integer.

### Description

Convert the `nv_bfloat16` floating-point value `h` to a signed short integer in round-towards-zero mode.

```
__device__ unsigned int __bfloat162uint_rd (const
__nv_bfloat16 h)
```

Convert a `nv_bfloat16` to an unsigned integer in round-down mode.

### Parameters

**h**

- `nv_bfloat16`. Is only being read.

### Returns

unsigned int

► h

converted to an unsigned integer.

### Description

Convert the `nv_bfloat16` floating-point value `h` to an unsigned integer in round-down mode.

```
__device__ unsigned int __bfloat162uint_rn (const  
__nv_bfloat16 h)
```

Convert a `nv_bfloat16` to an unsigned integer in round-to-nearest-even mode.

### Parameters

**h**

- `nv_bfloat16`. Is only being read.

### Returns

unsigned int

► h

converted to an unsigned integer.

### Description

Convert the `nv_bfloat16` floating-point value `h` to an unsigned integer in round-to-nearest-even mode.

```
__device__ unsigned int __bfloat162uint_ru (const  
__nv_bfloat16 h)
```

Convert a `nv_bfloat16` to an unsigned integer in round-up mode.

### Parameters

**h**

- `nv_bfloat16`. Is only being read.

### Returns

unsigned int

► h

converted to an unsigned integer.

### Description

Convert the `nv_bfloat16` floating-point value `h` to an unsigned integer in round-up mode.

```
__host__ __device__ unsigned int __bfloat162uint_rz (const
__nv_bfloat16 h)
```

Convert a `nv_bfloat16` to an unsigned integer in round-towards-zero mode.

### Parameters

**h**

- `nv_bfloat16`. Is only being read.

### Returns

unsigned int

► h

converted to an unsigned integer.

### Description

Convert the `nv_bfloat16` floating-point value `h` to an unsigned integer in round-towards-zero mode.

```
__device__ unsigned long long int __bfloat162ull_rd (const
__nv_bfloat16 h)
```

Convert a `nv_bfloat16` to an unsigned 64-bit integer in round-down mode.

### Parameters

**h**

- `nv_bfloat16`. Is only being read.

### Returns

unsigned long long int

► h

converted to an unsigned 64-bit integer.

### Description

Convert the `nv_bfloat16` floating-point value `h` to an unsigned 64-bit integer in round-down mode.

```
__device__ unsigned long long int __bfloat162ull_rn (const
__nv_bfloat16 h)
```

Convert a `nv_bfloat16` to an unsigned 64-bit integer in round-to-nearest-even mode.

### Parameters

**h**

- `nv_bfloat16`. Is only being read.

### Returns

unsigned long long int

► h

converted to an unsigned 64-bit integer.

### Description

Convert the `nv_bfloat16` floating-point value `h` to an unsigned 64-bit integer in round-to-nearest-even mode.

```
__device__ unsigned long long int __bfloat162ull_ru (const
__nv_bfloat16 h)
```

Convert a `nv_bfloat16` to an unsigned 64-bit integer in round-up mode.

### Parameters

**h**

- `nv_bfloat16`. Is only being read.

### Returns

unsigned long long int

► h

converted to an unsigned 64-bit integer.

### Description

Convert the `nv_bfloat16` floating-point value `h` to an unsigned 64-bit integer in round-up mode.

```
__host__ __device__ unsigned long long int
__bfloat162ull_rz (const __nv_bfloat16 h)
```

Convert a `nv_bfloat16` to an unsigned 64-bit integer in round-towards-zero mode.

### Parameters

**h**

- `nv_bfloat16`. Is only being read.

### Returns

unsigned long long int

► h

converted to an unsigned 64-bit integer.

### Description

Convert the `nv_bfloat16` floating-point value `h` to an unsigned 64-bit integer in round-towards-zero mode.

```
__device__ unsigned short int __bfloat162ushort_rd (const
__nv_bfloat16 h)
```

Convert a `nv_bfloat16` to an unsigned short integer in round-down mode.

### Parameters

**h**

- `nv_bfloat16`. Is only being read.

### Returns

unsigned short int

► h

converted to an unsigned short integer.

### Description

Convert the `nv_bfloat16` floating-point value `h` to an unsigned short integer in round-down mode.

```
__device__ unsigned short int __bfloat162ushort_rn (const
__nv_bfloat16 h)
```

Convert a `nv_bfloat16` to an unsigned short integer in round-to-nearest-even mode.

### Parameters

**h**

- `nv_bfloat16`. Is only being read.

### Returns

unsigned short int

► h

converted to an unsigned short integer.

### Description

Convert the `nv_bfloat16` floating-point value `h` to an unsigned short integer in round-to-nearest-even mode.

```
__device__ unsigned short int __bfloat162ushort_ru (const
__nv_bfloat16 h)
```

Convert a `nv_bfloat16` to an unsigned short integer in round-up mode.

### Parameters

**h**

- `nv_bfloat16`. Is only being read.

### Returns

unsigned short int

► h

converted to an unsigned short integer.

### Description

Convert the `nv_bfloat16` floating-point value `h` to an unsigned short integer in round-up mode.

```
__host__ __device__ unsigned short int
__bfloat162ushort_rz (const __nv_bfloat16 h)
```

Convert a `nv_bfloat16` to an unsigned short integer in round-towards-zero mode.

### Parameters

**h**

- `nv_bfloat16`. Is only being read.

### Returns

unsigned short int

► h

converted to an unsigned short integer.

### Description

Convert the `nv_bfloat16` floating-point value `h` to an unsigned short integer in round-towards-zero mode.

```
__device__ short int __bfloat16_as_short (const
__nv_bfloat16 h)
```

Reinterprets bits in a `nv_bfloat16` as a signed short integer.

### Parameters

**h**

- `nv_bfloat16`. Is only being read.

### Returns

short int

► The

reinterpreted value.

### Description

Reinterprets the bits in the `nv_bfloat16` floating-point number `h` as a signed short integer.



`__device__ unsigned short int __bfloat16_as_ushort (const __nv_bfloat16 h)`

Reinterprets bits in a `nv_bfloat16` as an unsigned short integer.

### Parameters

**h**

- `nv_bfloat16`. Is only being read.

### Returns

unsigned short int

- ▶ The reinterpreted value.

### Description

Reinterprets the bits in the `nv_bfloat16` floating-point `h` as an unsigned short number.

`__host__ __device__ __nv_bfloat16 __double2bfloat16 (const double a)`

Converts double number to `nv_bfloat16` precision in round-to-nearest-even mode and returns `nv_bfloat16` with converted value.

### Parameters

**a**

- double. Is only being read.

### Returns

`nv_bfloat16`

- ▶ `a` converted to `nv_bfloat16`.

### Description

Converts double number `a` to `nv_bfloat16` precision in round-to-nearest-even mode.

## `__host__ __device__ __nv_bfloat162 __float22bfloat162_rn (const float2 a)`

Converts both components of float2 number to nv\_bfloat16 precision in round-to-nearest-even mode and returns nv\_bfloat162 with converted values.

### Parameters

**a**

- float2. Is only being read.

### Returns

nv\_bfloat162

► The

nv\_bfloat162 which has corresponding halves equal to the converted float2 components.

### Description

Converts both components of float2 to nv\_bfloat16 precision in round-to-nearest mode and combines the results into one nv\_bfloat162 number. Low 16 bits of the return value correspond to a.x and high 16 bits of the return value correspond to a.y.

## `__host__ __device__ __nv_bfloat16 __float2bfloat16 (const float a)`

Converts float number to nv\_bfloat16 precision in round-to-nearest-even mode and returns nv\_bfloat16 with converted value.

### Parameters

**a**

- float. Is only being read.

### Returns

nv\_bfloat16

► a

converted to nv\_bfloat16.

### Description

Converts float number a to nv\_bfloat16 precision in round-to-nearest-even mode.

## `__host__ __device__ __nv_bfloat162 __float2bfloat162_rn` (`const float a`)

Converts input to `nv_bfloat16` precision in round-to-nearest-even mode and populates both halves of `nv_bfloat162` with converted value.

### Parameters

**a**

- float. Is only being read.

### Returns

`nv_bfloat162`

► The

`nv_bfloat162` value with both halves equal to the converted `nv_bfloat16` precision number.

### Description

Converts input `a` to `nv_bfloat16` precision in round-to-nearest-even mode and populates both halves of `nv_bfloat162` with converted value.

## `__host__ __device__ __nv_bfloat16 __float2bfloat16_rd` (`const float a`)

Converts float number to `nv_bfloat16` precision in round-down mode and returns `nv_bfloat16` with converted value.

### Parameters

**a**

- float. Is only being read.

### Returns

`nv_bfloat16`

► a

converted to `nv_bfloat16`.

### Description

Converts float number `a` to `nv_bfloat16` precision in round-down mode.

## `__host__ __device__ __nv_bfloat16 __float2bfloat16_rn` `(const float a)`

Converts float number to `nv_bfloat16` precision in round-to-nearest-even mode and returns `nv_bfloat16` with converted value.

### Parameters

**a**  
- float. Is only being read.

### Returns

`nv_bfloat16`

► a  
converted to `nv_bfloat16`.

### Description

Converts float number a to `nv_bfloat16` precision in round-to-nearest-even mode.

## `__host__ __device__ __nv_bfloat16 __float2bfloat16_ru` `(const float a)`

Converts float number to `nv_bfloat16` precision in round-up mode and returns `nv_bfloat16` with converted value.

### Parameters

**a**  
- float. Is only being read.

### Returns

`nv_bfloat16`

► a  
converted to `nv_bfloat16`.

### Description

Converts float number a to `nv_bfloat16` precision in round-up mode.

## `__host__ __device__ __nv_bfloat16 __float2bfloat16_rz (const float a)`

Converts float number to `nv_bfloat16` precision in round-towards-zero mode and returns `nv_bfloat16` with converted value.

### Parameters

**a**

- float. Is only being read.

### Returns

`nv_bfloat16`

► a

converted to `nv_bfloat16`.

### Description

Converts float number a to `nv_bfloat16` precision in round-towards-zero mode.

## `__host__ __device__ __nv_bfloat162 __floats2bfloat162_rn (const float a, const float b)`

Converts both input floats to `nv_bfloat16` precision in round-to-nearest-even mode and returns `nv_bfloat162` with converted values.

### Parameters

**a**

- float. Is only being read.

**b**

- float. Is only being read.

### Returns

`nv_bfloat162`

► The

`nv_bfloat162` value with corresponding halves equal to the converted input floats.

### Description

Converts both input floats to `nv_bfloat16` precision in round-to-nearest-even mode and combines the results into one `nv_bfloat162` number. Low 16 bits of the return value correspond to the input a, high 16 bits correspond to the input b.

```
__device__ __nv_bfloat162 __halves2bfloat162 (const
__nv_bfloat16 a, const __nv_bfloat16 b)
```

Combines two `nv_bfloat16` numbers into one `nv_bfloat162` number.

### Parameters

**a**

- `nv_bfloat16`. Is only being read.

**b**

- `nv_bfloat16`. Is only being read.

### Returns

`nv_bfloat162`

► The

`nv_bfloat162` with one `nv_bfloat16` equal to `a` and the other to `b`.

### Description

Combines two input `nv_bfloat16` number `a` and `b` into one `nv_bfloat162` number. Input `a` is stored in low 16 bits of the return value, input `b` is stored in high 16 bits of the return value.

```
__device__ __nv_bfloat16 __high2bfloat16 (const
__nv_bfloat162 a)
```

Returns high 16 bits of `nv_bfloat162` input.

### Parameters

**a**

- `nv_bfloat162`. Is only being read.

### Returns

`nv_bfloat16`

► The

high 16 bits of the input.

### Description

Returns high 16 bits of `nv_bfloat162` input `a`.

```
__device__ __nv_bfloat162 __high2bfloat162 (const
__nv_bfloat162 a)
```

Extracts high 16 bits from `nv_bfloat162` input.

### Parameters

**a**

- `nv_bfloat162`. Is only being read.

### Returns

`nv_bfloat162`

► The

`nv_bfloat162` with both halves equal to the high 16 bits of the input.

### Description

Extracts high 16 bits from `nv_bfloat162` input `a` and returns a new `nv_bfloat162` number which has both halves equal to the extracted bits.

```
__host__ __device__ float __high2float (const
__nv_bfloat162 a)
```

Converts high 16 bits of `nv_bfloat162` to `float` and returns the result.

### Parameters

**a**

- `nv_bfloat162`. Is only being read.

### Returns

`float`

► The

high 16 bits of `a` converted to `float`.

### Description

Converts high 16 bits of `nv_bfloat162` input `a` to 32-bit floating-point number and returns the result.

`__device__ __nv_bfloat162 __highs2bfloat162 (const __nv_bfloat162 a, const __nv_bfloat162 b)`

Extracts high 16 bits from each of the two `nv_bfloat162` inputs and combines into one `nv_bfloat162` number.

### Parameters

**a**

- `nv_bfloat162`. Is only being read.

**b**

- `nv_bfloat162`. Is only being read.

### Returns

`nv_bfloat162`

► The

high 16 bits of `a` and of `b`.

### Description

Extracts high 16 bits from each of the two `nv_bfloat162` inputs and combines into one `nv_bfloat162` number. High 16 bits from input `a` is stored in low 16 bits of the return value, high 16 bits from input `b` is stored in high 16 bits of the return value.

`__device__ __nv_bfloat16 __int2bfloat16_rd (const int i)`

Convert a signed integer to a `nv_bfloat16` in round-down mode.

### Parameters

**i**

- `int`. Is only being read.

### Returns

`nv_bfloat16`

► `i`

converted to `nv_bfloat16`.

### Description

Convert the signed integer value `i` to a `nv_bfloat16` floating-point value in round-down mode.



`__host__ __device__ __nv_bfloat16 __int2bfloat16_rn (const int i)`

Convert a signed integer to a `nv_bfloat16` in round-to-nearest-even mode.

### Parameters

**i**

- int. Is only being read.

### Returns

`nv_bfloat16`

► **i**

converted to `nv_bfloat16`.

### Description

Convert the signed integer value `i` to a `nv_bfloat16` floating-point value in round-to-nearest-even mode.

`__device__ __nv_bfloat16 __int2bfloat16_ru (const int i)`

Convert a signed integer to a `nv_bfloat16` in round-up mode.

### Parameters

**i**

- int. Is only being read.

### Returns

`nv_bfloat16`

► **i**

converted to `nv_bfloat16`.

### Description

Convert the signed integer value `i` to a `nv_bfloat16` floating-point value in round-up mode.

`__device__ __nv_bfloat16 __int2bfloat16_rz (const int i)`

Convert a signed integer to a `nv_bfloat16` in round-towards-zero mode.

### Parameters

**i**

- int. Is only being read.

### Returns

`nv_bfloat16`

► **i**

converted to `nv_bfloat16`.

### Description

Convert the signed integer value `i` to a `nv_bfloat16` floating-point value in round-towards-zero mode.

`__device__ __nv_bfloat16 __ldca (const __nv_bfloat16 *ptr)`

Generates a ``ld.global.ca`` load instruction.

### Parameters

**ptr**

- memory location

### Returns

The value pointed by ``ptr``

`__device__ __nv_bfloat162 __ldca (const __nv_bfloat162 *ptr)`

Generates a ``ld.global.ca`` load instruction.

### Parameters

**ptr**

- memory location

### Returns

The value pointed by ``ptr``

`__device__ __nv_bfloat16 __ldcg (const __nv_bfloat16 *ptr)`

Generates a `ld.global.cg` load instruction.

### Parameters

#### **ptr**

- memory location

### Returns

The value pointed by `ptr`

`__device__ __nv_bfloat162 __ldcg (const __nv_bfloat162 *ptr)`

Generates a `ld.global.cg` load instruction.

### Parameters

#### **ptr**

- memory location

### Returns

The value pointed by `ptr`

`__device__ __nv_bfloat16 __ldcs (const __nv_bfloat16 *ptr)`

Generates a `ld.global.cs` load instruction.

### Parameters

#### **ptr**

- memory location

### Returns

The value pointed by `ptr`

`__device__ __nv_bfloat162 __ldcs (const __nv_bfloat162 *ptr)`

Generates a `ld.global.cs` load instruction.

### Parameters

#### **ptr**

- memory location

## Returns

The value pointed by `ptr`

```
__device__ __nv_bfloat16 __ldcv (const __nv_bfloat16 *ptr)
```

Generates a `ld.global.cv` load instruction.

## Parameters

### **ptr**

- memory location

## Returns

The value pointed by `ptr`

```
__device__ __nv_bfloat162 __ldcv (const __nv_bfloat162 *ptr)
```

Generates a `ld.global.cv` load instruction.

## Parameters

### **ptr**

- memory location

## Returns

The value pointed by `ptr`

```
__device__ __nv_bfloat16 __ldg (const __nv_bfloat16 *ptr)
```

Generates a `ld.global.nc` load instruction.

## Parameters

### **ptr**

- memory location

## Returns

The value pointed by `ptr`

```
__device__ __nv_bfloat162 __ldg (const __nv_bfloat162 *ptr)
```

Generates a `ld.global.nc` load instruction.

## Parameters

### **ptr**

- memory location

## Returns

The value pointed by `ptr`

```
__device__ __nv_bfloat16 __ldlu (const __nv_bfloat16 *ptr)
```

Generates a `ld.global.lu` load instruction.

## Parameters

### **ptr**

- memory location

## Returns

The value pointed by `ptr`

```
__device__ __nv_bfloat162 __ldlu (const __nv_bfloat162 *ptr)
```

Generates a `ld.global.lu` load instruction.

## Parameters

### **ptr**

- memory location

## Returns

The value pointed by `ptr`

```
__device__ __nv_bfloat16 __ll2bfloat16_rd (const long long int i)
```

Convert a signed 64-bit integer to a nv\_bfloat16 in round-down mode.

## Parameters

### **i**

- long long int. Is only being read.

## Returns

nv\_bfloat16

### ► i

converted to nv\_bfloat16.

## Description

Convert the signed 64-bit integer value  $i$  to a `nv_bfloat16` floating-point value in round-down mode.

`__host__ __device__ __nv_bfloat16 __ll2bfloat16_rn (const long long int i)`

Convert a signed 64-bit integer to a `nv_bfloat16` in round-to-nearest-even mode.

## Parameters

**i**

- long long int. Is only being read.

## Returns

`nv_bfloat16`

► **i**

converted to `nv_bfloat16`.

## Description

Convert the signed 64-bit integer value  $i$  to a `nv_bfloat16` floating-point value in round-to-nearest-even mode.

`__device__ __nv_bfloat16 __ll2bfloat16_ru (const long long int i)`

Convert a signed 64-bit integer to a `nv_bfloat16` in round-up mode.

## Parameters

**i**

- long long int. Is only being read.

## Returns

`nv_bfloat16`

► **i**

converted to `nv_bfloat16`.

## Description

Convert the signed 64-bit integer value  $i$  to a `nv_bfloat16` floating-point value in round-up mode.

## `__device__ __nv_bfloat16 __ll2bfloat16_rz (const long long int i)`

Convert a signed 64-bit integer to a `nv_bfloat16` in round-towards-zero mode.

### Parameters

**i**  
- long long int. Is only being read.

### Returns

`nv_bfloat16`

► `i`  
converted to `nv_bfloat16`.

### Description

Convert the signed 64-bit integer value `i` to a `nv_bfloat16` floating-point value in round-towards-zero mode.

## `__device__ __nv_bfloat16 __low2bfloat16 (const __nv_bfloat162 a)`

Returns low 16 bits of `nv_bfloat162` input.

### Parameters

**a**  
- `nv_bfloat162`. Is only being read.

### Returns

`nv_bfloat16`

► Returns  
`nv_bfloat16` which contains low 16 bits of the input `a`.

### Description

Returns low 16 bits of `nv_bfloat162` input `a`.

```
__device__ __nv_bfloat162 __low2bfloat162 (const
__nv_bfloat162 a)
```

Extracts low 16 bits from `nv_bfloat162` input.

### Parameters

**a**

- `nv_bfloat162`. Is only being read.

### Returns

`nv_bfloat162`

► The

`nv_bfloat162` with both halves equal to the low 16 bits of the input.

### Description

Extracts low 16 bits from `nv_bfloat162` input `a` and returns a new `nv_bfloat162` number which has both halves equal to the extracted bits.

```
__host__ __device__ float __low2float (const __nv_bfloat162
a)
```

Converts low 16 bits of `nv_bfloat162` to `float` and returns the result.

### Parameters

**a**

- `nv_bfloat162`. Is only being read.

### Returns

`float`

► The

low 16 bits of `a` converted to `float`.

### Description

Converts low 16 bits of `nv_bfloat162` input `a` to 32-bit floating-point number and returns the result.



```
__device__ __nv_bfloat162 __lowhigh2highlow (const
__nv_bfloat162 a)
```

Swaps both halves of the `nv_bfloat162` input.

### Parameters

**a**

- `nv_bfloat162`. Is only being read.

### Returns

`nv_bfloat162`

► a

with its halves being swapped.

### Description

Swaps both halves of the `nv_bfloat162` input and returns a new `nv_bfloat162` number with swapped halves.

```
__device__ __nv_bfloat162 __lows2bfloat162 (const
__nv_bfloat162 a, const __nv_bfloat162 b)
```

Extracts low 16 bits from each of the two `nv_bfloat162` inputs and combines into one `nv_bfloat162` number.

### Parameters

**a**

- `nv_bfloat162`. Is only being read.

**b**

- `nv_bfloat162`. Is only being read.

### Returns

`nv_bfloat162`

► The

low 16 bits of a and of b.

### Description

Extracts low 16 bits from each of the two `nv_bfloat162` inputs and combines into one `nv_bfloat162` number. Low 16 bits from input a is stored in low 16 bits of the return value, low 16 bits from input b is stored in high 16 bits of the return value.

```
__device__ __nv_bfloat16 __shfl_down_sync (const
unsigned mask, const __nv_bfloat16 var, const unsigned int
delta, const int width)
```

Exchange a variable between threads within a warp. Copy from a thread with higher ID relative to the caller.

### Parameters

#### **mask**

- unsigned int. Is only being read.

#### **var**

- nv\_bfloat16. Is only being read.

#### **delta**

- int. Is only being read.

#### **width**

- int. Is only being read.

### Returns

Returns the 2-byte word referenced by var from the source thread ID as nv\_bfloat16. If the source thread ID is out of range or the source thread has exited, the calling thread's own var is returned.

### Description

Calculates a source thread ID by adding delta to the caller's thread ID. The value of var held by the resulting thread ID is returned: this has the effect of shifting var down the warp by delta threads. If width is less than warpSize then each subsection of the warp behaves as a separate entity with a starting logical thread ID of 0. As for [\\_\\_shfl\\_up\\_sync\(\)](#), the ID number of the source thread will not wrap around the value of width and so the upper delta threads will remain unchanged.

```
__device__ __nv_bfloat162 __shfl_down_sync (const
unsigned mask, const __nv_bfloat162 var, const unsigned
int delta, const int width)
```

Exchange a variable between threads within a warp. Copy from a thread with higher ID relative to the caller.

### Parameters

#### **mask**

- unsigned int. Is only being read.

**var**

- nv\_bfloat162. Is only being read.

**delta**

- int. Is only being read.

**width**

- int. Is only being read.

**Returns**

Returns the 4-byte word referenced by var from the source thread ID as nv\_bfloat162. If the source thread ID is out of range or the source thread has exited, the calling thread's own var is returned.

**Description**

Calculates a source thread ID by adding delta to the caller's thread ID. The value of var held by the resulting thread ID is returned: this has the effect of shifting var down the warp by delta threads. If width is less than warpSize then each subsection of the warp behaves as a separate entity with a starting logical thread ID of 0. As for `__shfl_up_sync()`, the ID number of the source thread will not wrap around the value of width and so the upper delta threads will remain unchanged.

**\_\_device\_\_ \_\_nv\_bfloat16 \_\_shfl\_sync (const unsigned mask, const \_\_nv\_bfloat16 var, const int delta, const int width)**

Exchange a variable between threads within a warp. Direct copy from indexed thread.

**Parameters****mask**

- unsigned int. Is only being read.

**var**

- nv\_bfloat16. Is only being read.

**delta**

- int. Is only being read.

**width**

- int. Is only being read.

**Returns**

Returns the 2-byte word referenced by var from the source thread ID as nv\_bfloat16. If the source thread ID is out of range or the source thread has exited, the calling thread's own var is returned.

## Description

Returns the value of `var` held by the thread whose ID is given by `delta`. If `width` is less than `warpSize` then each subsection of the warp behaves as a separate entity with a starting logical thread ID of 0. If `delta` is outside the range `[0:width-1]`, the value returned corresponds to the value of `var` held by the `delta` modulo `width` (i.e. within the same subsection). `width` must have a value which is a power of 2; results are undefined if `width` is not a power of 2, or is a number greater than `warpSize`.

`__device__ __nv_bfloat162 __shfl_sync (const unsigned mask, const __nv_bfloat162 var, const int delta, const int width)`

Exchange a variable between threads within a warp. Direct copy from indexed thread.

## Parameters

### **mask**

- unsigned int. Is only being read.

### **var**

- `nv_bfloat162`. Is only being read.

### **delta**

- int. Is only being read.

### **width**

- int. Is only being read.

## Returns

Returns the 4-byte word referenced by `var` from the source thread ID as `nv_bfloat162`. If the source thread ID is out of range or the source thread has exited, the calling thread's own `var` is returned.

## Description

Returns the value of `var` held by the thread whose ID is given by `delta`. If `width` is less than `warpSize` then each subsection of the warp behaves as a separate entity with a starting logical thread ID of 0. If `delta` is outside the range `[0:width-1]`, the value returned corresponds to the value of `var` held by the `delta` modulo `width` (i.e. within the same subsection). `width` must have a value which is a power of 2; results are undefined if `width` is not a power of 2, or is a number greater than `warpSize`.

`__device__ __nv_bfloat16 __shfl_up_sync (const unsigned mask, const __nv_bfloat16 var, const unsigned int delta, const int width)`

Exchange a variable between threads within a warp. Copy from a thread with lower ID relative to the caller.

### Parameters

#### **mask**

- unsigned int. Is only being read.

#### **var**

- `nv_bfloat16`. Is only being read.

#### **delta**

- int. Is only being read.

#### **width**

- int. Is only being read.

### Returns

Returns the 2-byte word referenced by `var` from the source thread ID as `nv_bfloat16`. If the source thread ID is out of range or the source thread has exited, the calling thread's own `var` is returned.

### Description

Calculates a source thread ID by subtracting `delta` from the caller's lane ID. The value of `var` held by the resulting lane ID is returned: in effect, `var` is shifted up the warp by `delta` threads. If `width` is less than `warpSize` then each subsection of the warp behaves as a separate entity with a starting logical thread ID of 0. The source thread index will not wrap around the value of `width`, so effectively the lower `delta` threads will be unchanged. `width` must have a value which is a power of 2; results are undefined if `width` is not a power of 2, or is a number greater than `warpSize`.

`__device__ __nv_bfloat162 __shfl_up_sync (const unsigned mask, const __nv_bfloat162 var, const unsigned int delta, const int width)`

Exchange a variable between threads within a warp. Copy from a thread with lower ID relative to the caller.

### Parameters

#### **mask**

- unsigned int. Is only being read.

**var**

- nv\_bfloat162. Is only being read.

**delta**

- int. Is only being read.

**width**

- int. Is only being read.

**Returns**

Returns the 4-byte word referenced by var from the source thread ID as nv\_bfloat162. If the source thread ID is out of range or the source thread has exited, the calling thread's own var is returned.

**Description**

Calculates a source thread ID by subtracting delta from the caller's lane ID. The value of var held by the resulting lane ID is returned: in effect, var is shifted up the warp by delta threads. If width is less than warpSize then each subsection of the warp behaves as a separate entity with a starting logical thread ID of 0. The source thread index will not wrap around the value of width, so effectively the lower delta threads will be unchanged. width must have a value which is a power of 2; results are undefined if width is not a power of 2, or is a number greater than warpSize.

**\_\_device\_\_ \_\_nv\_bfloat16 \_\_shfl\_xor\_sync (const unsigned mask, const \_\_nv\_bfloat16 var, const int delta, const int width)**

Exchange a variable between threads within a warp. Copy from a thread based on bitwise XOR of own thread ID.

**Parameters****mask**

- unsigned int. Is only being read.

**var**

- nv\_bfloat16. Is only being read.

**delta**

- int. Is only being read.

**width**

- int. Is only being read.

**Returns**

Returns the 2-byte word referenced by var from the source thread ID as nv\_bfloat16. If the source thread ID is out of range or the source thread has exited, the calling thread's own var is returned.

## Description

Calculates a source thread ID by performing a bitwise XOR of the caller's thread ID with mask: the value of var held by the resulting thread ID is returned. If width is less than warpSize then each group of width consecutive threads are able to access elements from earlier groups of threads, however if they attempt to access elements from later groups of threads their own value of var will be returned. This mode implements a butterfly addressing pattern such as is used in tree reduction and broadcast.

`__device__ __nv_bfloat162 __shfl_xor_sync (const unsigned mask, const __nv_bfloat162 var, const int delta, const int width)`

Exchange a variable between threads within a warp. Copy from a thread based on bitwise XOR of own thread ID.

## Parameters

### mask

- unsigned int. Is only being read.

### var

- nv\_bfloat162. Is only being read.

### delta

- int. Is only being read.

### width

- int. Is only being read.

## Returns

Returns the 4-byte word referenced by var from the source thread ID as nv\_bfloat162. If the source thread ID is out of range or the source thread has exited, the calling thread's own var is returned.

## Description

Calculates a source thread ID by performing a bitwise XOR of the caller's thread ID with mask: the value of var held by the resulting thread ID is returned. If width is less than warpSize then each group of width consecutive threads are able to access elements from earlier groups of threads, however if they attempt to access elements from later groups of threads their own value of var will be returned. This mode implements a butterfly addressing pattern such as is used in tree reduction and broadcast.

## `__device__ __nv_bfloat16 __short2bfloat16_rd (const short int i)`

Convert a signed short integer to a `nv_bfloat16` in round-down mode.

### Parameters

**i**

- short int. Is only being read.

### Returns

`nv_bfloat16`

► **i**

converted to `nv_bfloat16`.

### Description

Convert the signed short integer value `i` to a `nv_bfloat16` floating-point value in round-down mode.

## `__host__ __device__ __nv_bfloat16 __short2bfloat16_rn (const short int i)`

Convert a signed short integer to a `nv_bfloat16` in round-to-nearest-even mode.

### Parameters

**i**

- short int. Is only being read.

### Returns

`nv_bfloat16`

► **i**

converted to `nv_bfloat16`.

### Description

Convert the signed short integer value `i` to a `nv_bfloat16` floating-point value in round-to-nearest-even mode.



## `__device__ __nv_bfloat16 __short2bfloat16_ru (const short int i)`

Convert a signed short integer to a `nv_bfloat16` in round-up mode.

### Parameters

**i**  
- short int. Is only being read.

### Returns

`nv_bfloat16`

► **i**  
converted to `nv_bfloat16`.

### Description

Convert the signed short integer value `i` to a `nv_bfloat16` floating-point value in round-up mode.

## `__device__ __nv_bfloat16 __short2bfloat16_rz (const short int i)`

Convert a signed short integer to a `nv_bfloat16` in round-towards-zero mode.

### Parameters

**i**  
- short int. Is only being read.

### Returns

`nv_bfloat16`

► **i**  
converted to `nv_bfloat16`.

### Description

Convert the signed short integer value `i` to a `nv_bfloat16` floating-point value in round-towards-zero mode.

`__device__ __nv_bfloat16 __short_as_bfloat16 (const short int i)`

Reinterprets bits in a signed short integer as a `nv_bfloat16`.

### Parameters

**i**

- short int. Is only being read.

### Returns

`nv_bfloat16`

► The

reinterpreted value.

### Description

Reinterprets the bits in the signed short integer `i` as a `nv_bfloat16` floating-point number.

`__device__ void __stcg (const __nv_bfloat16 *ptr, const __nv_bfloat16 value)`

Generates a ``st.global.cg`` store instruction.

### Parameters

**ptr**

- memory location

**value**

- the value to be stored

`__device__ void __stcg (const __nv_bfloat162 *ptr, const __nv_bfloat162 value)`

Generates a ``st.global.cg`` store instruction.

### Parameters

**ptr**

- memory location

**value**

- the value to be stored

```
__device__ void __stcs (const __nv_bfloat16 *ptr, const
__nv_bfloat16 value)
```

Generates a `st.global.cs` store instruction.

### Parameters

#### **ptr**

- memory location

#### **value**

- the value to be stored

```
__device__ void __stcs (const __nv_bfloat162 *ptr, const
__nv_bfloat162 value)
```

Generates a `st.global.cs` store instruction.

### Parameters

#### **ptr**

- memory location

#### **value**

- the value to be stored

```
__device__ void __stwb (const __nv_bfloat16 *ptr, const
__nv_bfloat16 value)
```

Generates a `st.global.wb` store instruction.

### Parameters

#### **ptr**

- memory location

#### **value**

- the value to be stored

```
__device__ void __stwb (const __nv_bfloat162 *ptr, const
__nv_bfloat162 value)
```

Generates a `st.global.wb` store instruction.

### Parameters

#### **ptr**

- memory location

#### **value**

- the value to be stored

```
__device__ void __stwt (const __nv_bfloat16 *ptr, const
__nv_bfloat16 value)
```

Generates a `st.global.wt` store instruction.

### Parameters

#### **ptr**

- memory location

#### **value**

- the value to be stored

```
__device__ void __stwt (const __nv_bfloat162 *ptr, const
__nv_bfloat162 value)
```

Generates a `st.global.wt` store instruction.

### Parameters

#### **ptr**

- memory location

#### **value**

- the value to be stored

```
__device__ __nv_bfloat16 __uint2bfloat16_rd (const
unsigned int i)
```

Convert an unsigned integer to a `nv_bfloat16` in round-down mode.

### Parameters

#### **i**

- unsigned int. Is only being read.

### Returns

`nv_bfloat16`

#### ► i

converted to `nv_bfloat16`.

### Description

Convert the unsigned integer value `i` to a `nv_bfloat16` floating-point value in round-down mode.

## `__host__ __device__ __nv_bfloat16 __uint2bfloat16_rn (const unsigned int i)`

Convert an unsigned integer to a `nv_bfloat16` in round-to-nearest-even mode.

### Parameters

**i**  
- unsigned int. Is only being read.

### Returns

`nv_bfloat16`

► **i**  
converted to `nv_bfloat16`.

### Description

Convert the unsigned integer value `i` to a `nv_bfloat16` floating-point value in round-to-nearest-even mode.

## `__device__ __nv_bfloat16 __uint2bfloat16_ru (const unsigned int i)`

Convert an unsigned integer to a `nv_bfloat16` in round-up mode.

### Parameters

**i**  
- unsigned int. Is only being read.

### Returns

`nv_bfloat16`

► **i**  
converted to `nv_bfloat16`.

### Description

Convert the unsigned integer value `i` to a `nv_bfloat16` floating-point value in round-up mode.

## `__device__ __nv_bfloat16 __uint2bfloat16_rz (const unsigned int i)`

Convert an unsigned integer to a `nv_bfloat16` in round-towards-zero mode.

### Parameters

**i**  
- unsigned int. Is only being read.

### Returns

`nv_bfloat16`

► **i**  
converted to `nv_bfloat16`.

### Description

Convert the unsigned integer value `i` to a `nv_bfloat16` floating-point value in round-towards-zero mode.

## `__device__ __nv_bfloat16 __ull2bfloat16_rd (const unsigned long long int i)`

Convert an unsigned 64-bit integer to a `nv_bfloat16` in round-down mode.

### Parameters

**i**  
- unsigned long long int. Is only being read.

### Returns

`nv_bfloat16`

► **i**  
converted to `nv_bfloat16`.

### Description

Convert the unsigned 64-bit integer value `i` to a `nv_bfloat16` floating-point value in round-down mode.

`__host__ __device__ __nv_bfloat16 __ull2bfloat16_rn (const unsigned long long int i)`

Convert an unsigned 64-bit integer to a `nv_bfloat16` in round-to-nearest-even mode.

### Parameters

**i**

- unsigned long long int. Is only being read.

### Returns

`nv_bfloat16`

► **i**

converted to `nv_bfloat16`.

### Description

Convert the unsigned 64-bit integer value `i` to a `nv_bfloat16` floating-point value in round-to-nearest-even mode.

`__device__ __nv_bfloat16 __ull2bfloat16_ru (const unsigned long long int i)`

Convert an unsigned 64-bit integer to a `nv_bfloat16` in round-up mode.

### Parameters

**i**

- unsigned long long int. Is only being read.

### Returns

`nv_bfloat16`

► **i**

converted to `nv_bfloat16`.

### Description

Convert the unsigned 64-bit integer value `i` to a `nv_bfloat16` floating-point value in round-up mode.

## `__device__ __nv_bfloat16 __ull2bfloat16_rz (const unsigned long long int i)`

Convert an unsigned 64-bit integer to a `nv_bfloat16` in round-towards-zero mode.

### Parameters

**i**  
- unsigned long long int. Is only being read.

### Returns

`nv_bfloat16`

► **i**  
converted to `nv_bfloat16`.

### Description

Convert the unsigned 64-bit integer value `i` to a `nv_bfloat16` floating-point value in round-towards-zero mode.

## `__device__ __nv_bfloat16 __ushort2bfloat16_rd (const unsigned short int i)`

Convert an unsigned short integer to a `nv_bfloat16` in round-down mode.

### Parameters

**i**  
- unsigned short int. Is only being read.

### Returns

`nv_bfloat16`

► **i**  
converted to `nv_bfloat16`.

### Description

Convert the unsigned short integer value `i` to a `nv_bfloat16` floating-point value in round-down mode.



## `__host__ __device__ __nv_bfloat16 __ushort2bfloat16_rn (const unsigned short int i)`

Convert an unsigned short integer to a `nv_bfloat16` in round-to-nearest-even mode.

### Parameters

**i**  
- unsigned short int. Is only being read.

### Returns

`nv_bfloat16`

► **i**  
converted to `nv_bfloat16`.

### Description

Convert the unsigned short integer value `i` to a `nv_bfloat16` floating-point value in round-to-nearest-even mode.

## `__device__ __nv_bfloat16 __ushort2bfloat16_ru (const unsigned short int i)`

Convert an unsigned short integer to a `nv_bfloat16` in round-up mode.

### Parameters

**i**  
- unsigned short int. Is only being read.

### Returns

`nv_bfloat16`

► **i**  
converted to `nv_bfloat16`.

### Description

Convert the unsigned short integer value `i` to a `nv_bfloat16` floating-point value in round-up mode.

## `__device__ __nv_bfloat16 __ushort2bfloat16_rz (const unsigned short int i)`

Convert an unsigned short integer to a `nv_bfloat16` in round-towards-zero mode.

### Parameters

**i**  
- unsigned short int. Is only being read.

### Returns

`nv_bfloat16`

► **i**  
converted to `nv_bfloat16`.

### Description

Convert the unsigned short integer value `i` to a `nv_bfloat16` floating-point value in round-towards-zero mode.

## `__device__ __nv_bfloat16 __ushort_as_bfloat16 (const unsigned short int i)`

Reinterprets bits in an unsigned short integer as a `nv_bfloat16`.

### Parameters

**i**  
- unsigned short int. Is only being read.

### Returns

`nv_bfloat16`

► The  
reinterpreted value.

### Description

Reinterprets the bits in the unsigned short integer `i` as a `nv_bfloat16` floating-point number.

## 1.2.6. Bfloat16 Math Functions

### Bfloat16 Precision Ininsics

To use these functions, include the header file `cuda_bf16.h` in your program.

`__device__ __nv_bfloat16 hceil (const __nv_bfloat16 h)`

Calculate ceiling of the input argument.

### Parameters

**h**

- `nv_bfloat16`. Is only being read.

### Returns

`nv_bfloat16`

- ▶ The smallest integer value not less than `h`.

### Description

Compute the smallest integer value not less than `h`.

`__device__ __nv_bfloat16 hcos (const __nv_bfloat16 a)`

Calculates `nv_bfloat16` cosine in round-to-nearest-even mode.

### Parameters

**a**

- `nv_bfloat16`. Is only being read.

### Returns

`nv_bfloat16`

- ▶ The cosine of `a`.

### Description

Calculates `nv_bfloat16` cosine of input `a` in round-to-nearest-even mode.

`__device__ __nv_bfloat16 hexp (const __nv_bfloat16 a)`

Calculates `nv_bfloat16` natural exponential function in round-to-nearest mode.

### Parameters

**a**

- `nv_bfloat16`. Is only being read.

## Returns

nv\_bfloat16

- ▶ The natural exponential function on a.

## Description

Calculates nv\_bfloat16 natural exponential function of input a in round-to-nearest-even mode.

**\_\_device\_\_ \_\_nv\_bfloat16 hexp10 (const \_\_nv\_bfloat16 a)**

Calculates nv\_bfloat16 decimal exponential function in round-to-nearest mode.

## Parameters

**a**

- nv\_bfloat16. Is only being read.

## Returns

nv\_bfloat16

- ▶ The decimal exponential function on a.

## Description

Calculates nv\_bfloat16 decimal exponential function of input a in round-to-nearest-even mode.

**\_\_device\_\_ \_\_nv\_bfloat16 hexp2 (const \_\_nv\_bfloat16 a)**

Calculates nv\_bfloat16 binary exponential function in round-to-nearest mode.

## Parameters

**a**

- nv\_bfloat16. Is only being read.

## Returns

nv\_bfloat16

- ▶ The binary exponential function on a.

## Description

Calculates `nv_bfloat16` binary exponential function of input `a` in round-to-nearest-even mode.

`__device__ __nv_bfloat16 hfloor (const __nv_bfloat16 h)`

Calculate the largest integer less than or equal to `h`.

## Parameters

**h**

- `nv_bfloat16`. Is only being read.

## Returns

`nv_bfloat16`

- ▶ The largest integer value which is less than or equal to `h`.

## Description

Calculate the largest integer value which is less than or equal to `h`.

`__device__ __nv_bfloat16 hlog (const __nv_bfloat16 a)`

Calculates `nv_bfloat16` natural logarithm in round-to-nearest-even mode.

## Parameters

**a**

- `nv_bfloat16`. Is only being read.

## Returns

`nv_bfloat16`

- ▶ The natural logarithm of `a`.

## Description

Calculates `nv_bfloat16` natural logarithm of input `a` in round-to-nearest-even mode.

`__device__ __nv_bfloat16 hlog10 (const __nv_bfloat16 a)`

Calculates `nv_bfloat16` decimal logarithm in round-to-nearest-even mode.

### Parameters

**a**

- `nv_bfloat16`. Is only being read.

### Returns

`nv_bfloat16`

- ▶ The decimal logarithm of `a`.

### Description

Calculates `nv_bfloat16` decimal logarithm of input `a` in round-to-nearest-even mode.

`__device__ __nv_bfloat16 hlog2 (const __nv_bfloat16 a)`

Calculates `nv_bfloat16` binary logarithm in round-to-nearest-even mode.

### Parameters

**a**

- `nv_bfloat16`. Is only being read.

### Returns

`nv_bfloat16`

- ▶ The binary logarithm of `a`.

### Description

Calculates `nv_bfloat16` binary logarithm of input `a` in round-to-nearest-even mode.

`__device__ __nv_bfloat16 hrcp (const __nv_bfloat16 a)`

Calculates `nv_bfloat16` reciprocal in round-to-nearest-even mode.

### Parameters

**a**

- `nv_bfloat16`. Is only being read.

## Returns

`nv_bfloat16`

- ▶ The reciprocal of `a`.

## Description

Calculates `nv_bfloat16` reciprocal of input `a` in round-to-nearest-even mode.

## `__device__ __nv_bfloat16 hrint (const __nv_bfloat16 h)`

Round input to nearest integer value in `nv_bfloat16` floating-point number.

## Parameters

**h**

- `nv_bfloat16`. Is only being read.

## Returns

`nv_bfloat16`

- ▶ The nearest integer to `h`.

## Description

Round `h` to the nearest integer value in `nv_bfloat16` floating-point format, with `bfloat16`way cases rounded to the nearest even integer value.

## `__device__ __nv_bfloat16 hrsqrt (const __nv_bfloat16 a)`

Calculates `nv_bfloat16` reciprocal square root in round-to-nearest-even mode.

## Parameters

**a**

- `nv_bfloat16`. Is only being read.

## Returns

`nv_bfloat16`

- ▶ The reciprocal square root of `a`.

## Description

Calculates `nv_bfloat16` reciprocal square root of input `a` in round-to-nearest mode.

`__device__ __nv_bfloat16 hsin (const __nv_bfloat16 a)`

Calculates `nv_bfloat16` sine in round-to-nearest-even mode.

## Parameters

**a**

- `nv_bfloat16`. Is only being read.

## Returns

`nv_bfloat16`

- ▶ The  
sine of `a`.

## Description

Calculates `nv_bfloat16` sine of input `a` in round-to-nearest-even mode.

`__device__ __nv_bfloat16 hsqrt (const __nv_bfloat16 a)`

Calculates `nv_bfloat16` square root in round-to-nearest-even mode.

## Parameters

**a**

- `nv_bfloat16`. Is only being read.

## Returns

`nv_bfloat16`

- ▶ The  
square root of `a`.

## Description

Calculates `nv_bfloat16` square root of input `a` in round-to-nearest-even mode.



```
__device__ __nv_bfloat16 htrunc (const __nv_bfloat16 h)
```

Truncate input argument to the integral part.

### Parameters

**h**

- `nv_bfloat16`. Is only being read.

### Returns

`nv_bfloat16`

- ▶ The truncated integer value.

### Description

Round `h` to the nearest integer value that does not exceed `h` in magnitude.

## 1.2.7. Bfloat162 Math Functions

Bfloat16 Precision Ininsics

To use these functions, include the header file `cuda_bf16.h` in your program.

```
__device__ __nv_bfloat162 h2ceil (const __nv_bfloat162 h)
```

Calculate `nv_bfloat162` vector ceiling of the input argument.

### Parameters

**h**

- `nv_bfloat162`. Is only being read.

### Returns

`nv_bfloat162`

- ▶ The vector of smallest integers not less than `h`.

### Description

For each component of vector `h` compute the smallest integer value not less than `h`.

`__device__ __nv_bfloat162 h2cos (const __nv_bfloat162 a)`

Calculates `nv_bfloat162` vector cosine in round-to-nearest-even mode.

### Parameters

**a**

- `nv_bfloat162`. Is only being read.

### Returns

`nv_bfloat162`

- ▶ The elementwise cosine on vector `a`.

### Description

Calculates `nv_bfloat162` cosine of input vector `a` in round-to-nearest-even mode.

`__device__ __nv_bfloat162 h2exp (const __nv_bfloat162 a)`

Calculates `nv_bfloat162` vector exponential function in round-to-nearest mode.

### Parameters

**a**

- `nv_bfloat162`. Is only being read.

### Returns

`nv_bfloat162`

- ▶ The elementwise exponential function on vector `a`.

### Description

Calculates `nv_bfloat162` exponential function of input vector `a` in round-to-nearest-even mode.

`__device__ __nv_bfloat162 h2exp10 (const __nv_bfloat162 a)`

Calculates `nv_bfloat162` vector decimal exponential function in round-to-nearest-even mode.

### Parameters

**a**

- `nv_bfloat162`. Is only being read.

## Returns

nv\_bfloat162

- ▶ The elementwise decimal exponential function on vector a.

## Description

Calculates nv\_bfloat162 decimal exponential function of input vector a in round-to-nearest-even mode.

**\_\_device\_\_ \_\_nv\_bfloat162 h2exp2 (const \_\_nv\_bfloat162 a)**

Calculates nv\_bfloat162 vector binary exponential function in round-to-nearest-even mode.

## Parameters

**a**

- nv\_bfloat162. Is only being read.

## Returns

nv\_bfloat162

- ▶ The elementwise binary exponential function on vector a.

## Description

Calculates nv\_bfloat162 binary exponential function of input vector a in round-to-nearest-even mode.

**\_\_device\_\_ \_\_nv\_bfloat162 h2floor (const \_\_nv\_bfloat162 h)**

Calculate the largest integer less than or equal to h.

## Parameters

**h**

- nv\_bfloat162. Is only being read.

## Returns

nv\_bfloat162

- ▶ The vector of largest integers which is less than or equal to h.

## Description

For each component of vector `h` calculate the largest integer value which is less than or equal to `h`.

`__device__ __nv_bfloat162 h2log (const __nv_bfloat162 a)`

Calculates `nv_bfloat162` vector natural logarithm in round-to-nearest-even mode.

## Parameters

**a**

- `nv_bfloat162`. Is only being read.

## Returns

`nv_bfloat162`

- ▶ The elementwise natural logarithm on vector `a`.

## Description

Calculates `nv_bfloat162` natural logarithm of input vector `a` in round-to-nearest-even mode.

`__device__ __nv_bfloat162 h2log10 (const __nv_bfloat162 a)`

Calculates `nv_bfloat162` vector decimal logarithm in round-to-nearest-even mode.

## Parameters

**a**

- `nv_bfloat162`. Is only being read.

## Returns

`nv_bfloat162`

- ▶ The elementwise decimal logarithm on vector `a`.

## Description

Calculates `nv_bfloat162` decimal logarithm of input vector `a` in round-to-nearest-even mode.

`__device__ __nv_bfloat162 h2log2 (const __nv_bfloat162 a)`

Calculates `nv_bfloat162` vector binary logarithm in round-to-nearest-even mode.

### Parameters

**a**

- `nv_bfloat162`. Is only being read.

### Returns

`nv_bfloat162`

► The

elementwise binary logarithm on vector `a`.

### Description

Calculates `nv_bfloat162` binary logarithm of input vector `a` in round-to-nearest mode.

`__device__ __nv_bfloat162 h2rcp (const __nv_bfloat162 a)`

Calculates `nv_bfloat162` vector reciprocal in round-to-nearest-even mode.

### Parameters

**a**

- `nv_bfloat162`. Is only being read.

### Returns

`nv_bfloat162`

► The

elementwise reciprocal on vector `a`.

### Description

Calculates `nv_bfloat162` reciprocal of input vector `a` in round-to-nearest-even mode.

`__device__ __nv_bfloat162 h2rint (const __nv_bfloat162 h)`

Round input to nearest integer value in `nv_bfloat16` floating-point number.

### Parameters

**h**

- `nv_bfloat162`. Is only being read.

## Returns

nv\_bfloat162

- ▶ The vector of rounded integer values.

## Description

Round each component of `nv_bfloat162` vector `h` to the nearest integer value in `nv_bfloat16` floating-point format, with `bfloat16` way cases rounded to the nearest even integer value.

`__device__ __nv_bfloat162 h2rsqrt (const __nv_bfloat162 a)`

Calculates `nv_bfloat162` vector reciprocal square root in round-to-nearest mode.

## Parameters

- a** - `nv_bfloat162`. Is only being read.

## Returns

nv\_bfloat162

- ▶ The elementwise reciprocal square root on vector `a`.

## Description

Calculates `nv_bfloat162` reciprocal square root of input vector `a` in round-to-nearest-even mode.

`__device__ __nv_bfloat162 h2sin (const __nv_bfloat162 a)`

Calculates `nv_bfloat162` vector sine in round-to-nearest-even mode.

## Parameters

- a** - `nv_bfloat162`. Is only being read.

## Returns

nv\_bfloat162

- ▶ The elementwise sine on vector `a`.

## Description

Calculates `nv_bfloat162` sine of input vector `a` in round-to-nearest-even mode.

`__device__ __nv_bfloat162 h2sqrt (const __nv_bfloat162 a)`

Calculates `nv_bfloat162` vector square root in round-to-nearest-even mode.

## Parameters

**a**

- `nv_bfloat162`. Is only being read.

## Returns

`nv_bfloat162`

- ▶ The elementwise square root on vector `a`.

## Description

Calculates `nv_bfloat162` square root of input vector `a` in round-to-nearest mode.

`__device__ __nv_bfloat162 h2trunc (const __nv_bfloat162 h)`

Truncate `nv_bfloat162` vector input argument to the integral part.

## Parameters

**h**

- `nv_bfloat162`. Is only being read.

## Returns

`nv_bfloat162`

- ▶ The truncated `h`.

## Description

Round each component of vector `h` to the nearest integer value that does not exceed `h` in magnitude.

## 1.3. Mathematical Functions

CUDA mathematical functions are always available in device code.

Host implementations of the common mathematical functions are mapped in a platform-specific way to standard math library functions, provided by the host compiler and respective host libm where available. Some functions, not available with the host compilers, are implemented in `crt/math_functions.hpp` header file. For example, see [erfinv\(\)](#). Other, less common functions, like [rhypot\(\)](#), [cyl\\_bessel\\_i0\(\)](#) are only available in device code.

Note that many floating-point and integer functions names are overloaded for different argument types. For example, the [log\(\)](#) function has the following prototypes:

```
↑ double log(double x);
   float log(float x);
   float logf(float x);
```

## 1.4. Single Precision Mathematical Functions

This section describes single precision mathematical functions. To use these functions you do not need to include any additional header files in your program.

### `__device__ float acosf(float x)`

Calculate the arc cosine of the input argument.

#### Returns

Result will be in radians, in the interval  $[0, \pi]$  for  $x$  inside  $[-1, +1]$ .

- ▶ `acosf(1)` returns `+0`.
- ▶ `acosf(x)` returns NaN for  $x$  outside  $[-1, +1]$ .

#### Description

Calculate the principal value of the arc cosine of the input argument  $x$ .



#### Note:

For accuracy information for this function see the CUDA C++ Programming Guide, Appendix E.1, Table 6.



## `__device__ float acoshf (float x)`

Calculate the nonnegative arc hyperbolic cosine of the input argument.

### Returns

Result will be in the interval  $[0, +\infty]$ .

- ▶ `acoshf(1)` returns 0.
- ▶ `acoshf(x)` returns NaN for  $x$  in the interval  $[-\infty, 1)$ .

### Description

Calculate the nonnegative arc hyperbolic cosine of the input argument  $x$ .



#### Note:

For accuracy information for this function see the CUDA C++ Programming Guide, Appendix E.1, Table 6.

## `__device__ float asinf (float x)`

Calculate the arc sine of the input argument.

### Returns

Result will be in radians, in the interval  $[-\pi/2, +\pi/2]$  for  $x$  inside  $[-1, +1]$ .

- ▶ `asinf(0)` returns +0.
- ▶ `asinf(x)` returns NaN for  $x$  outside  $[-1, +1]$ .

### Description

Calculate the principal value of the arc sine of the input argument  $x$ .



#### Note:

For accuracy information for this function see the CUDA C++ Programming Guide, Appendix E.1, Table 6.

## `__device__ float asinhf (float x)`

Calculate the arc hyperbolic sine of the input argument.

### Returns

- ▶ `asinhf(0)` returns 1.

### Description

Calculate the arc hyperbolic sine of the input argument `x`.



#### Note:

For accuracy information for this function see the CUDA C++ Programming Guide, Appendix E.1, Table 6.

## `__device__ float atan2f (float y, float x)`

Calculate the arc tangent of the ratio of first and second input arguments.

### Returns

Result will be in radians, in the interval  $[-\pi, +\pi]$ .

- ▶ `atan2f(0, 1)` returns +0.

### Description

Calculate the principal value of the arc tangent of the ratio of first and second input arguments `y / x`. The quadrant of the result is determined by the signs of inputs `y` and `x`.



#### Note:

For accuracy information for this function see the CUDA C++ Programming Guide, Appendix E.1, Table 6.

## `__device__ float atanf (float x)`

Calculate the arc tangent of the input argument.

### Returns

Result will be in radians, in the interval  $[-\pi/2, +\pi/2]$ .

- ▶ `atanf(0)` returns +0.

## Description

Calculate the principal value of the arc tangent of the input argument  $x$ .



### Note:

For accuracy information for this function see the CUDA C++ Programming Guide, Appendix E.1, Table 6.

## \_\_device\_\_ float atanhf (float x)

Calculate the arc hyperbolic tangent of the input argument.

## Returns

- ▶  $\text{atanhf}(\pm 0)$  returns  $\pm 0$ .
- ▶  $\text{atanhf}(\pm 1)$  returns  $\pm \infty$ .
- ▶  $\text{atanhf}(x)$  returns NaN for  $x$  outside interval  $[-1, 1]$ .

## Description

Calculate the arc hyperbolic tangent of the input argument  $x$ .



### Note:

For accuracy information for this function see the CUDA C++ Programming Guide, Appendix E.1, Table 6.

## \_\_device\_\_ float cbrtf (float x)

Calculate the cube root of the input argument.

## Returns

Returns  $x^{1/3}$ .

- ▶  $\text{cbrtf}(\pm 0)$  returns  $\pm 0$ .
- ▶  $\text{cbrtf}(\pm \infty)$  returns  $\pm \infty$ .

## Description

Calculate the cube root of  $x$ ,  $x^{1/3}$ .

**Note:**

For accuracy information for this function see the CUDA C++ Programming Guide, Appendix E.1, Table 6.

## \_\_device\_\_ float ceilf (float x)

Calculate ceiling of the input argument.

### Returns

Returns  $x$  expressed as a floating-point number.

- ▶  $\text{ceilf}(\pm 0)$  returns  $\pm 0$ .
- ▶  $\text{ceilf}(\pm \infty)$  returns  $\pm \infty$ .

### Description

Compute the smallest integer value not less than  $x$ .

## \_\_device\_\_ float copysignf (float x, float y)

Create value with given magnitude, copying sign of second value.

### Returns

Returns a value with the magnitude of  $x$  and the sign of  $y$ .

### Description

Create a floating-point value with the magnitude  $x$  and the sign of  $y$ .

## \_\_device\_\_ float cosf (float x)

Calculate the cosine of the input argument.

### Returns

- ▶  $\text{cosf}(0)$  returns 1.
- ▶  $\text{cosf}(\pm \infty)$  returns NaN.

### Description

Calculate the cosine of the input argument  $x$  (measured in radians).

**Note:**

- ▶ For accuracy information for this function see the CUDA C++ Programming Guide, Appendix E.1, Table 6.
- ▶ This function is affected by the `--use_fast_math` compiler flag. See the CUDA C++ Programming Guide, Appendix E.2, Table 8 for a complete list of functions affected.

## `__device__ float coshf (float x)`

Calculate the hyperbolic cosine of the input argument.

### Returns

- ▶ `coshf(0)` returns 1.
- ▶ `coshf( ±∞ )` returns  $+\infty$ .

### Description

Calculate the hyperbolic cosine of the input argument  $x$ .



#### Note:

For accuracy information for this function see the CUDA C++ Programming Guide, Appendix E.1, Table 6.

## `__device__ float cospif (float x)`

Calculate the cosine of the input argument  $x \times \pi$ .

### Returns

- ▶ `cospif( ±0 )` returns 1.
- ▶ `cospif( ±∞ )` returns NaN.

### Description

Calculate the cosine of  $x \times \pi$  (measured in radians), where  $x$  is the input argument.



#### Note:

For accuracy information for this function see the CUDA C++ Programming Guide, Appendix E.1, Table 6.

## \_\_device\_\_ float cyl\_bessel\_i0f (float x)

Calculate the value of the regular modified cylindrical Bessel function of order 0 for the input argument.

### Returns

Returns the value of the regular modified cylindrical Bessel function of order 0.

### Description

Calculate the value of the regular modified cylindrical Bessel function of order 0 for the input argument  $x$ ,  $I_0(x)$ .



#### Note:

For accuracy information for this function see the CUDA C++ Programming Guide, Appendix E.1, Table 6.

## \_\_device\_\_ float cyl\_bessel\_i1f (float x)

Calculate the value of the regular modified cylindrical Bessel function of order 1 for the input argument.

### Returns

Returns the value of the regular modified cylindrical Bessel function of order 1.

### Description

Calculate the value of the regular modified cylindrical Bessel function of order 1 for the input argument  $x$ ,  $I_1(x)$ .



#### Note:

For accuracy information for this function see the CUDA C++ Programming Guide, Appendix E.1, Table 6.

## \_\_device\_\_ float erfcf (float x)

Calculate the complementary error function of the input argument.

### Returns

- ▶  $\text{erfcf}(-\infty)$  returns 2.
- ▶  $\text{erfcf}(+\infty)$  returns +0.

## Description

Calculate the complementary error function of the input argument  $x$ ,  $1 - \text{erf}(x)$ .



### Note:

For accuracy information for this function see the CUDA C++ Programming Guide, Appendix E.1, Table 6.

## \_\_device\_\_ float erfcinvf (float y)

Calculate the inverse complementary error function of the input argument.

## Returns

- ▶ `erfcinvf(0)` returns  $+\infty$ .
- ▶ `erfcinvf(2)` returns  $-\infty$ .

## Description

Calculate the inverse complementary error function of the input argument  $y$ , for  $y$  in the interval  $[0, 2]$ . The inverse complementary error function find the value  $x$  that satisfies the equation  $y = \text{erfc}(x)$ , for  $0 \leq y \leq 2$ , and  $-\infty \leq x \leq \infty$ .



### Note:

For accuracy information for this function see the CUDA C++ Programming Guide, Appendix E.1, Table 6.

## \_\_device\_\_ float erfcxf (float x)

Calculate the scaled complementary error function of the input argument.

## Returns

- ▶ `erfcxf(-∞)` returns  $+\infty$
- ▶ `erfcxf(+∞)` returns  $+0$
- ▶ `erfcxf(x)` returns  $+\infty$  if the correctly calculated value is outside the single floating-point range.

## Description

Calculate the scaled complementary error function of the input argument  $x$ ,  $e^{x^2} \cdot \text{erfc}(x)$ .

**Note:**

For accuracy information for this function see the CUDA C++ Programming Guide, Appendix E.1, Table 6.

## \_\_device\_\_ float erff (float x)

Calculate the error function of the input argument.

### Returns

- ▶ `erff( ±0 )` returns `±0`.
- ▶ `erff( ±∞ )` returns `±1`.

### Description

Calculate the value of the error function for the input argument  $x$ ,  $\frac{2}{\sqrt{\pi}} \int_0^x e^{-t^2} dt$ .

**Note:**

For accuracy information for this function see the CUDA C++ Programming Guide, Appendix E.1, Table 6.

## \_\_device\_\_ float erfinvf (float y)

Calculate the inverse error function of the input argument.

### Returns

- ▶ `erfinvf(1)` returns `+∞`.
- ▶ `erfinvf(-1)` returns `-∞`.

### Description

Calculate the inverse error function of the input argument  $y$ , for  $y$  in the interval  $[-1, 1]$ . The inverse error function finds the value  $x$  that satisfies the equation  $y = \text{erf}(x)$ , for  $-1 \leq y \leq 1$ , and  $-\infty \leq x \leq \infty$ .

**Note:**

For accuracy information for this function see the CUDA C++ Programming Guide, Appendix E.1, Table 6.



## `__device__ float exp10f (float x)`

Calculate the base 10 exponential of the input argument.

### Returns

Returns  $10^x$ .

### Description

Calculate the base 10 exponential of the input argument  $x$ .



#### Note:

- ▶ For accuracy information for this function see the CUDA C++ Programming Guide, Appendix E.1, Table 6.
- ▶ This function is affected by the `--use_fast_math` compiler flag. See the CUDA C++ Programming Guide, Appendix E.2, Table 8 for a complete list of functions affected.

## `__device__ float exp2f (float x)`

Calculate the base 2 exponential of the input argument.

### Returns

Returns  $2^x$ .

### Description

Calculate the base 2 exponential of the input argument  $x$ .



#### Note:

For accuracy information for this function see the CUDA C++ Programming Guide, Appendix E.1, Table 6.

## `__device__ float expf (float x)`

Calculate the base  $e$  exponential of the input argument.

### Returns

Returns  $e^x$ .

## Description

Calculate the base  $e$  exponential of the input argument  $x$ ,  $e^x$ .



### Note:

- ▶ For accuracy information for this function see the CUDA C++ Programming Guide, Appendix E.1, Table 6.
- ▶ This function is affected by the `--use_fast_math` compiler flag. See the CUDA C++ Programming Guide, Appendix E.2, Table 8 for a complete list of functions affected.

## `__device__ float expm1f (float x)`

Calculate the base  $e$  exponential of the input argument, minus 1.

## Returns

Returns  $e^x - 1$ .

## Description

Calculate the base  $e$  exponential of the input argument  $x$ , minus 1.



### Note:

For accuracy information for this function see the CUDA C++ Programming Guide, Appendix E.1, Table 6.

## `__device__ float fabsf (float x)`

Calculate the absolute value of its argument.

## Returns

Returns the absolute value of its argument.

- ▶ `fabsf( ±∞ )` returns  $+\infty$ .
- ▶ `fabsf( ±0 )` returns 0.

## Description

Calculate the absolute value of the input argument  $x$ .



### Note:

For accuracy information for this function see the CUDA C++ Programming Guide, Appendix E.1, Table 6.

## `__device__ float fdimf (float x, float y)`

Compute the positive difference between  $x$  and  $y$ .

### Returns

Returns the positive difference between  $x$  and  $y$ .

- ▶ `fdimf(x, y)` returns  $x - y$  if  $x > y$ .
- ▶ `fdimf(x, y)` returns  $+0$  if  $x \leq y$ .

### Description

Compute the positive difference between  $x$  and  $y$ . The positive difference is  $x - y$  when  $x > y$  and  $+0$  otherwise.



#### Note:

For accuracy information for this function see the CUDA C++ Programming Guide, Appendix E.1, Table 6.

## `__device__ float fdividef (float x, float y)`

Divide two floating-point values.

### Returns

Returns  $x / y$ .

### Description

Compute  $x$  divided by  $y$ . If `--use_fast_math` is specified, use `__fdividef()` for higher performance, otherwise use normal division.



#### Note:

- ▶ For accuracy information for this function see the CUDA C++ Programming Guide, Appendix E.1, Table 6.
- ▶ This function is affected by the `--use_fast_math` compiler flag. See the CUDA C++ Programming Guide, Appendix E.2, Table 8 for a complete list of functions affected.

## \_\_device\_\_ float floorf (float x)

Calculate the largest integer less than or equal to  $x$ .

### Returns

Returns  $\lfloor x \rfloor$  expressed as a floating-point number.

- ▶ `floorf(  $\pm\infty$  )` returns  $\pm\infty$ .
- ▶ `floorf(  $\pm 0$  )` returns  $\pm 0$ .

### Description

Calculate the largest integer value which is less than or equal to  $x$ .



#### Note:

For accuracy information for this function see the CUDA C++ Programming Guide, Appendix E.1, Table 6.

## \_\_device\_\_ float fmaf (float x, float y, float z)

Compute  $x \times y + z$  as a single operation.

### Returns

Returns the rounded value of  $x \times y + z$  as a single operation.

- ▶ `fmaf(  $\pm\infty$ ,  $\pm 0$ ,  $z$  )` returns NaN.
- ▶ `fmaf(  $\pm 0$ ,  $\pm\infty$ ,  $z$  )` returns NaN.
- ▶ `fmaf( $x$ ,  $y$ ,  $-\infty$ )` returns NaN if  $x \times y$  is an exact  $+\infty$ .
- ▶ `fmaf( $x$ ,  $y$ ,  $+\infty$ )` returns NaN if  $x \times y$  is an exact  $-\infty$ .

### Description

Compute the value of  $x \times y + z$  as a single ternary operation. After computing the value to infinite precision, the value is rounded once.



#### Note:

For accuracy information for this function see the CUDA C++ Programming Guide, Appendix E.1, Table 6.

## `__device__ float fmaxf (float x, float y)`

Determine the maximum numeric value of the arguments.

### Returns

Returns the maximum numeric values of the arguments  $x$  and  $y$ .

- ▶ If both arguments are NaN, returns NaN.
- ▶ If one argument is NaN, returns the numeric argument.

### Description

Determines the maximum numeric value of the arguments  $x$  and  $y$ . Treats NaN arguments as missing data. If one argument is a NaN and the other is legitimate numeric value, the numeric value is chosen.

**Note:**

For accuracy information for this function see the CUDA C++ Programming Guide, Appendix E.1, Table 6.

## `__device__ float fminf (float x, float y)`

Determine the minimum numeric value of the arguments.

### Returns

Returns the minimum numeric value of the arguments  $x$  and  $y$ .

- ▶ If both arguments are NaN, returns NaN.
- ▶ If one argument is NaN, returns the numeric argument.

### Description

Determines the minimum numeric value of the arguments  $x$  and  $y$ . Treats NaN arguments as missing data. If one argument is a NaN and the other is legitimate numeric value, the numeric value is chosen.

**Note:**

For accuracy information for this function see the CUDA C++ Programming Guide, Appendix E.1, Table 6.

## `__device__ float fmodf (float x, float y)`

Calculate the floating-point remainder of  $x / y$ .

### Returns

- ▶ Returns the floating-point remainder of  $x / y$ .
- ▶ `fmodf( ±0, y)` returns  $±0$  if  $y$  is not zero.
- ▶ `fmodf(x, ±∞)` returns  $x$  if  $x$  is finite.
- ▶ `fmodf(x, y)` returns NaN if  $x$  is  $±∞$  or  $y$  is zero.
- ▶ If either argument is NaN, NaN is returned.

### Description

Calculate the floating-point remainder of  $x / y$ . The floating-point remainder of the division operation  $x / y$  calculated by this function is exactly the value  $x - n*y$ , where  $n$  is  $x / y$  with its fractional part truncated. The computed value will have the same sign as  $x$ , and its magnitude will be less than the magnitude of  $y$ .



#### Note:

For accuracy information for this function see the CUDA C++ Programming Guide, Appendix E.1, Table 6.

## `__device__ float frexpf (float x, int *nptr)`

Extract mantissa and exponent of a floating-point value.

### Returns

Returns the fractional component  $m$ .

- ▶ `frexpf(0, nptr)` returns 0 for the fractional component and zero for the integer component.
- ▶ `frexpf( ±0, nptr)` returns  $±0$  and stores zero in the location pointed to by `nptr`.
- ▶ `frexpf( ±∞, nptr)` returns  $±∞$  and stores an unspecified value in the location to which `nptr` points.
- ▶ `frexpf(NaN, y)` returns a NaN and stores an unspecified value in the location to which `nptr` points.

### Description

Decomposes the floating-point value  $x$  into a component  $m$  for the normalized fraction element and another term  $n$  for the exponent. The absolute value of  $m$  will be greater than or equal to

0.5 and less than 1.0 or it will be equal to 0;  $x = m \cdot 2^n$ . The integer exponent  $n$  will be stored in the location to which `nptr` points.

**Note:**

For accuracy information for this function see the CUDA C++ Programming Guide, Appendix E.1, Table 6.

## \_\_device\_\_ float hypotf (float x, float y)

Calculate the square root of the sum of squares of two arguments.

### Returns

Returns the length of the hypotenuse  $\sqrt{x^2 + y^2}$ . If the correct value would overflow, returns  $+\infty$ . If the correct value would underflow, returns 0.

### Description

Calculates the length of the hypotenuse of a right triangle whose two sides have lengths  $x$  and  $y$  without undue overflow or underflow.

**Note:**

For accuracy information for this function see the CUDA C++ Programming Guide, Appendix E.1, Table 6.

## \_\_device\_\_ int ilogbf (float x)

Compute the unbiased integer exponent of the argument.

### Returns

- ▶ If successful, returns the unbiased exponent of the argument.
- ▶ `ilogbf(0)` returns `INT_MIN`.
- ▶ `ilogbf(NaN)` returns `INT_MIN`.
- ▶ `ilogbf(x)` returns `INT_MAX` if  $x$  is  $\infty$  or the correct value is greater than `INT_MAX`.
- ▶ `ilogbf(x)` returns `INT_MIN` if the correct value is less than `INT_MIN`.
- ▶ Note: above behavior does not take into account `FP_ILOGB0` nor `FP_ILOGBNAN`.

### Description

Calculates the unbiased integer exponent of the input argument  $x$ .

**Note:**

For accuracy information for this function see the CUDA C++ Programming Guide, Appendix E.1, Table 6.

## `__device__ __RETURN_TYPE isfinite (float a)`

Determine whether argument is finite.

### Returns

- ▶ With Visual Studio 2013 host compiler: `__RETURN_TYPE` is 'bool'. Returns true if and only if `a` is a finite value.
- ▶ With other host compilers: `__RETURN_TYPE` is 'int'. Returns a nonzero value if and only if `a` is a finite value.

### Description

Determine whether the floating-point value `a` is a finite value (zero, subnormal, or normal and not infinity or NaN).

## `__device__ __RETURN_TYPE isinf (float a)`

Determine whether argument is infinite.

### Returns

- ▶ With Visual Studio 2013 host compiler: `__RETURN_TYPE` is 'bool'. Returns true if and only if `a` is an infinite value.
- ▶ With other host compilers: `__RETURN_TYPE` is 'int'. Returns a nonzero value if and only if `a` is an infinite value.

### Description

Determine whether the floating-point value `a` is an infinite value (positive or negative).

## `__device__ __RETURN_TYPE isnan (float a)`

Determine whether argument is a NaN.

### Returns

- ▶ With Visual Studio 2013 host compiler: `__RETURN_TYPE` is 'bool'. Returns true if and only if `a` is a NaN value.



- ▶ With other host compilers: `__RETURN_TYPE` is 'int'. Returns a nonzero value if and only if `a` is a NaN value.

## Description

Determine whether the floating-point value `a` is a NaN.

## `__device__ float j0f (float x)`

Calculate the value of the Bessel function of the first kind of order 0 for the input argument.

## Returns

Returns the value of the Bessel function of the first kind of order 0.

- ▶ `j0f( ±∞ )` returns `+0`.
- ▶ `j0f(NaN)` returns NaN.

## Description

Calculate the value of the Bessel function of the first kind of order 0 for the input argument  $x$ ,  $J_0(x)$ .



### Note:

For accuracy information for this function see the CUDA C++ Programming Guide, Appendix E.1, Table 6.

## `__device__ float j1f (float x)`

Calculate the value of the Bessel function of the first kind of order 1 for the input argument.

## Returns

Returns the value of the Bessel function of the first kind of order 1.

- ▶ `j1f( ±0 )` returns `±0`.
- ▶ `j1f( ±∞ )` returns `±0`.
- ▶ `j1f(NaN)` returns NaN.

## Description

Calculate the value of the Bessel function of the first kind of order 1 for the input argument  $x$ ,  $J_1(x)$ .

**Note:**

For accuracy information for this function see the CUDA C++ Programming Guide, Appendix E.1, Table 6.

## \_\_device\_\_ float jnf (int n, float x)

Calculate the value of the Bessel function of the first kind of order  $n$  for the input argument.

### Returns

Returns the value of the Bessel function of the first kind of order  $n$ .

- ▶ `jnf(n, NaN)` returns NaN.
- ▶ `jnf(n, x)` returns NaN for  $n < 0$ .
- ▶ `jnf(n, +∞)` returns +0.

### Description

Calculate the value of the Bessel function of the first kind of order  $n$  for the input argument  $x$ ,  $J_n(x)$ .

**Note:**

For accuracy information for this function see the CUDA C++ Programming Guide, Appendix E.1, Table 6.

## \_\_device\_\_ float ldexpf (float x, int exp)

Calculate the value of  $x \cdot 2^{\text{exp}}$ .

### Returns

- ▶ `ldexpf(x)` returns  $\pm \infty$  if the correctly calculated value is outside the single floating-point range.

### Description

Calculate the value of  $x \cdot 2^{\text{exp}}$  of the input arguments  $x$  and `exp`.

**Note:**

For accuracy information for this function see the CUDA C++ Programming Guide, Appendix E.1, Table 6.

## \_\_device\_\_ float lgammaf (float x)

Calculate the natural logarithm of the absolute value of the gamma function of the input argument.

### Returns

- ▶ `lgammaf(1)` returns +0.
- ▶ `lgammaf(2)` returns +0.
- ▶ `lgammaf(x)` returns  $\pm \infty$  if the correctly calculated value is outside the single floating-point range.
- ▶ `lgammaf(x)` returns  $+\infty$  if  $x \leq 0$  and  $x$  is an integer.
- ▶ `lgammaf(-∞)` returns  $-\infty$ .
- ▶ `lgammaf(+∞)` returns  $+\infty$ .

### Description

Calculate the natural logarithm of the absolute value of the gamma function of the input argument  $x$ , namely the value of  $\log_e \left| \int_0^\infty e^{-t} t^{x-1} dt \right|$ .



#### Note:

For accuracy information for this function see the CUDA C++ Programming Guide, Appendix E.1, Table 6.

## \_\_device\_\_ long long int llrintf (float x)

Round input to nearest integer value.

### Returns

Returns rounded integer value.

### Description

Round  $x$  to the nearest integer value, with halfway cases rounded to the nearest even integer value. If the result is outside the range of the return type, the result is undefined.

## \_\_device\_\_ long long int llroundf (float x)

Round to nearest integer value.

### Returns

Returns rounded integer value.

## Description

Round  $x$  to the nearest integer value, with halfway cases rounded away from zero. If the result is outside the range of the return type, the result is undefined.



### Note:

This function may be slower than alternate rounding methods. See [llrintf\(\)](#).

## \_\_device\_\_ float log10f (float x)

Calculate the base 10 logarithm of the input argument.

## Returns

- ▶  $\log_{10}f(\pm 0)$  returns  $-\infty$ .
- ▶  $\log_{10}f(1)$  returns  $+0$ .
- ▶  $\log_{10}f(x)$  returns NaN for  $x < 0$ .
- ▶  $\log_{10}f(+\infty)$  returns  $+\infty$ .

## Description

Calculate the base 10 logarithm of the input argument  $x$ .



### Note:

For accuracy information for this function see the CUDA C++ Programming Guide, Appendix E.1, Table 6.

## \_\_device\_\_ float log1pf (float x)

Calculate the value of  $\log_e(1+x)$ .

## Returns

- ▶  $\log_{1pf}(\pm 0)$  returns  $\pm 0$ .
- ▶  $\log_{1pf}(-1)$  returns  $-\infty$ .
- ▶  $\log_{1pf}(x)$  returns NaN for  $x < -1$ .
- ▶  $\log_{1pf}(+\infty)$  returns  $+\infty$ .

## Description

Calculate the value of  $\log_e(1+x)$  of the input argument  $x$ .

**Note:**

For accuracy information for this function see the CUDA C++ Programming Guide, Appendix E.1, Table 6.

## `__device__ float log2f (float x)`

Calculate the base 2 logarithm of the input argument.

### Returns

- ▶  $\log_2(\pm 0)$  returns  $-\infty$ .
- ▶  $\log_2(1)$  returns  $+0$ .
- ▶  $\log_2(x)$  returns NaN for  $x < 0$ .
- ▶  $\log_2(+\infty)$  returns  $+\infty$ .

### Description

Calculate the base 2 logarithm of the input argument  $x$ .

**Note:**

For accuracy information for this function see the CUDA C++ Programming Guide, Appendix E.1, Table 6.

## `__device__ float logbf (float x)`

Calculate the floating-point representation of the exponent of the input argument.

### Returns

- ▶  $\log_b \pm 0$  returns  $-\infty$
- ▶  $\log_b + \infty$  returns  $+\infty$

### Description

Calculate the floating-point representation of the exponent of the input argument  $x$ .

**Note:**

For accuracy information for this function see the CUDA C++ Programming Guide, Appendix E.1, Table 6.

## \_\_device\_\_ float logf (float x)

Calculate the natural logarithm of the input argument.

### Returns

- ▶  $\text{logf}(\pm 0)$  returns  $-\infty$ .
- ▶  $\text{logf}(1)$  returns  $+0$ .
- ▶  $\text{logf}(x)$  returns NaN for  $x < 0$ .
- ▶  $\text{logf}(+\infty)$  returns  $+\infty$ .

### Description

Calculate the natural logarithm of the input argument  $x$ .



#### Note:

For accuracy information for this function see the CUDA C++ Programming Guide, Appendix E.1, Table 6.

## \_\_device\_\_ long int lrintf (float x)

Round input to nearest integer value.

### Returns

Returns rounded integer value.

### Description

Round  $x$  to the nearest integer value, with halfway cases rounded to the nearest even integer value. If the result is outside the range of the return type, the result is undefined.

## \_\_device\_\_ long int lroundf (float x)

Round to nearest integer value.

### Returns

Returns rounded integer value.

### Description

Round  $x$  to the nearest integer value, with halfway cases rounded away from zero. If the result is outside the range of the return type, the result is undefined.

**Note:**

This function may be slower than alternate rounding methods. See [lrintf\(\)](#).

## \_\_device\_\_ float max (float a, float b)

Calculate the maximum value of the input `float` arguments.

### Description

Calculate the maximum value of the arguments `a` and `b`. Behavior is equivalent to [fmaxf\(\)](#) function.

Note, this is different from `std::` specification

## \_\_device\_\_ float min (float a, float b)

Calculate the minimum value of the input `float` arguments.

### Description

Calculate the minimum value of the arguments `a` and `b`. Behavior is equivalent to [fminf\(\)](#) function.

Note, this is different from `std::` specification

## \_\_device\_\_ float modff (float x, float \*iptr)

Break down the input argument into fractional and integral parts.

### Returns

- ▶ `modff( ±x, iptr)` returns a result with the same sign as `x`.
- ▶ `modff( ±∞, iptr)` returns `±0` and stores `±∞` in the object pointed to by `iptr`.
- ▶ `modff(NaN, iptr)` stores a NaN in the object pointed to by `iptr` and returns a NaN.

### Description

Break down the argument `x` into fractional and integral parts. The integral part is stored in the argument `iptr`. Fractional and integral parts are given the same sign as the argument `x`.

**Note:**

For accuracy information for this function see the CUDA C++ Programming Guide, Appendix E.1, Table 6.

## \_\_device\_\_ float nanf (const char \*tagp)

Returns "Not a Number" value.

### Returns

- ▶ `nanf(tagp)` returns NaN.

### Description

Return a representation of a quiet NaN. Argument `tagp` selects one of the possible representations.



#### Note:

For accuracy information for this function see the CUDA C++ Programming Guide, Appendix E.1, Table 6.

## \_\_device\_\_ float nearbyintf (float x)

Round the input argument to the nearest integer.

### Returns

- ▶ `nearbyintf(±0)` returns  $\pm 0$ .
- ▶ `nearbyintf(±∞)` returns  $\pm \infty$ .

### Description

Round argument `x` to an integer value in single precision floating-point format.



#### Note:

For accuracy information for this function see the CUDA C++ Programming Guide, Appendix E.1, Table 6.

## \_\_device\_\_ float nextafterf (float x, float y)

Return next representable single-precision floating-point value after argument `x` in the direction of `y`.

### Returns

- ▶ `nextafterf(x, y) = y` if `x` equals `y`
- ▶ `nextafterf(x, y) = NaN` if either `x` or `y` are NaN



## Description

Calculate the next representable single-precision floating-point value following  $x$  in the direction of  $y$ . For example, if  $y$  is greater than  $x$ , [nextafterf\(\)](#) returns the smallest representable number greater than  $x$ .



### Note:

For accuracy information for this function see the CUDA C++ Programming Guide, Appendix E.1, Table 6.

## `__device__ float norm3df (float a, float b, float c)`

Calculate the square root of the sum of squares of three coordinates of the argument.

## Returns

Returns the length of the 3D  $\sqrt{p.x^2 + p.y^2 + p.z^2}$ . If the correct value would overflow, returns  $+\infty$ . If the correct value would underflow, returns 0.

## Description

Calculates the length of three dimensional vector  $p$  in Euclidean space without undue overflow or underflow.



### Note:

For accuracy information for this function see the CUDA C++ Programming Guide, Appendix E.1, Table 6.

## `__device__ float norm4df (float a, float b, float c, float d)`

Calculate the square root of the sum of squares of four coordinates of the argument.

## Returns

Returns the length of the 4D vector  $\sqrt{p.x^2 + p.y^2 + p.z^2 + p.t^2}$ . If the correct value would overflow, returns  $+\infty$ . If the correct value would underflow, returns 0.

## Description

Calculates the length of four dimensional vector  $p$  in Euclidean space without undue overflow or underflow.

**Note:**

For accuracy information for this function see the CUDA C++ Programming Guide, Appendix E.1, Table 6.

## \_\_device\_\_ float normcdf (float y)

Calculate the standard normal cumulative distribution function.

### Returns

- ▶ `normcdf(+∞)` returns 1
- ▶ `normcdf(-∞)` returns +0

### Description

Calculate the cumulative distribution function of the standard normal distribution for input argument  $y$ ,  $\Phi(y)$ .

**Note:**

For accuracy information for this function see the CUDA C++ Programming Guide, Appendix E.1, Table 6.

## \_\_device\_\_ float normcdfinv (float y)

Calculate the inverse of the standard normal cumulative distribution function.

### Returns

- ▶ `normcdfinv(0)` returns  $-\infty$ .
- ▶ `normcdfinv(1)` returns  $+\infty$ .
- ▶ `normcdfinv(x)` returns NaN if  $x$  is not in the interval  $[0,1]$ .

### Description

Calculate the inverse of the standard normal cumulative distribution function for input argument  $y$ ,  $\Phi^{-1}(y)$ . The function is defined for input values in the interval  $(0, 1)$ .

**Note:**

For accuracy information for this function see the CUDA C++ Programming Guide, Appendix E.1, Table 6.

## \_\_device\_\_ float normf (int dim, const float \*a)

Calculate the square root of the sum of squares of any number of coordinates.

### Returns

Returns the length of the vector  $\sqrt{p.1^2 + p.2^2 + \dots + p.\text{dim}^2}$ . If the correct value would overflow, returns  $+\infty$ . If the correct value would underflow, returns 0.

### Description

Calculates the length of a vector  $p$ , dimension of which is passed as an argument without undue overflow or underflow.



#### Note:

For accuracy information for this function see the CUDA C++ Programming Guide, Appendix E.1, Table 6.

## \_\_device\_\_ float powf (float x, float y)

Calculate the value of first argument to the power of second argument.


### Returns

- ▶  $\text{powf}(\pm 0, y)$  returns  $\pm \infty$  for  $y$  an integer less than 0.
- ▶  $\text{powf}(\pm 0, y)$  returns  $\pm 0$  for  $y$  an odd integer greater than 0.
- ▶  $\text{powf}(\pm 0, y)$  returns +0 for  $y > 0$  and not an odd integer.
- ▶  $\text{powf}(-1, \pm \infty)$  returns 1.
- ▶  $\text{powf}(+1, y)$  returns 1 for any  $y$ , even a NaN.
- ▶  $\text{powf}(x, \pm 0)$  returns 1 for any  $x$ , even a NaN.
- ▶  $\text{powf}(x, y)$  returns a NaN for finite  $x < 0$  and finite non-integer  $y$ .
- ▶  $\text{powf}(x, -\infty)$  returns  $+\infty$  for  $|x| < 1$ .
- ▶  $\text{powf}(x, -\infty)$  returns +0 for  $|x| > 1$ .
- ▶  $\text{powf}(x, +\infty)$  returns +0 for  $|x| < 1$ .
- ▶  $\text{powf}(x, +\infty)$  returns  $+\infty$  for  $|x| > 1$ .
- ▶  $\text{powf}(-\infty, y)$  returns -0 for  $y$  an odd integer less than 0.
- ▶  $\text{powf}(-\infty, y)$  returns +0 for  $y < 0$  and not an odd integer.
- ▶  $\text{powf}(-\infty, y)$  returns  $-\infty$  for  $y$  an odd integer greater than 0.
- ▶  $\text{powf}(-\infty, y)$  returns  $+\infty$  for  $y > 0$  and not an odd integer.
- ▶  $\text{powf}(+\infty, y)$  returns +0 for  $y < 0$ .

- ▶ `powf(+∞, y)` returns  $+∞$  for  $y > 0$ .

## Description

Calculate the value of  $x$  to the power of  $y$ .

 **Note:**  
For accuracy information for this function see the CUDA C++ Programming Guide, Appendix E.1, Table 6.

## `__device__ float rcbrtf (float x)`


Calculate reciprocal cube root function.

## Returns

- ▶ `rcbrt(±0)` returns  $±∞$ .
- ▶ `rcbrt(±∞)` returns  $±0$ .

## Description

Calculate reciprocal cube root function of  $x$ .

 **Note:**  
For accuracy information for this function see the CUDA C++ Programming Guide, Appendix E.1, Table 6.

## `__device__ float remainderf (float x, float y)`

Compute single-precision floating-point remainder.

## Returns

- ▶ `remainderf(x, 0)` returns NaN.
- ▶ `remainderf(±∞, y)` returns NaN.
- ▶ `remainderf(x, ±∞)` returns  $x$  for finite  $x$ .

## Description

Compute single-precision floating-point remainder  $r$  of dividing  $x$  by  $y$  for nonzero  $y$ . Thus  $r = x - ny$ . The value  $n$  is the integer value nearest  $\frac{x}{y}$ . In the case when  $|n - \frac{x}{y}| = \frac{1}{2}$ , the even  $n$  value is chosen.

**Note:**

For accuracy information for this function see the CUDA C++ Programming Guide, Appendix E.1, Table 6.

## \_\_device\_\_ float remquof (float x, float y, int \*quo)

Compute single-precision floating-point remainder and part of quotient.

### Returns

Returns the remainder.

- ▶ `remquof(x, 0, quo)` returns NaN.
- ▶ `remquof(±∞, y, quo)` returns NaN.
- ▶ `remquof(x, ±∞, quo)` returns `x`.

### Description

Compute a double-precision floating-point remainder in the same way as the [remainderf\(\)](#) function. Argument `quo` returns part of quotient upon division of `x` by `y`. Value `quo` has the same sign as  $\frac{x}{y}$  and may not be the exact quotient but agrees with the exact quotient in the low order 3 bits.

**Note:**

For accuracy information for this function see the CUDA C++ Programming Guide, Appendix E.1, Table 6.

## \_\_device\_\_ float rhypotf (float x, float y)

Calculate one over the square root of the sum of squares of two arguments.

### Returns

Returns one over the length of the hypotenuse  $\frac{1}{\sqrt{x^2 + y^2}}$ . If the square root would overflow, returns 0. If the square root would underflow, returns  $+\infty$ .

### Description

Calculates one over the length of the hypotenuse of a right triangle whose two sides have lengths `x` and `y` without undue overflow or underflow.

**Note:**

For accuracy information for this function see the CUDA C++ Programming Guide, Appendix E.1, Table 6.

## \_\_device\_\_ float rintf (float x)

Round input to nearest integer value in floating-point.

### Returns

Returns rounded integer value.

### Description

Round  $x$  to the nearest integer value in floating-point format, with halfway cases rounded to the nearest even integer value.

## \_\_device\_\_ float rnorm3df (float a, float b, float c)

Calculate one over the square root of the sum of squares of three coordinates of the argument.

### Returns

Returns one over the length of the 3D vector  $\frac{1}{\sqrt{p.x^2 + p.y^2 + p.z^2}}$ . If the square root would overflow, returns 0. If the square root would underflow, returns  $+\infty$ .

### Description

Calculates one over the length of three dimension vector  $p$  in Euclidean space without undue overflow or underflow.

**Note:**

For accuracy information for this function see the CUDA C++ Programming Guide, Appendix E.1, Table 6.

## `__device__ float rnorm4df (float a, float b, float c, float d)`

Calculate one over the square root of the sum of squares of four coordinates of the argument.

### Returns

Returns one over the length of the 3D vector  $\frac{1}{\sqrt{p.x^2 + p.y^2 + p.z^2 + p.z^2}}$ . If the square root would overflow, returns 0. If the square root would underflow, returns  $+\infty$ .

### Description

Calculates one over the length of four dimension vector  $p$  in Euclidean space without undue overflow or underflow.



#### Note:

For accuracy information for this function see the CUDA C++ Programming Guide, Appendix E.1, Table 6.

## `__device__ float rnormf (int dim, const float *a)`

Calculate the reciprocal of square root of the sum of squares of any number of coordinates.

### Returns

Returns one over the length of the vector  $\frac{1}{\sqrt{p.1^2 + p.2^2 + \dots + p.dim^2}}$ . If the square root would overflow, returns 0. If the square root would underflow, returns  $+\infty$ .

### Description

Calculates one over the length of vector  $p$ , dimension of which is passed as an argument, in Euclidean space without undue overflow or underflow.



#### Note:

For accuracy information for this function see the CUDA C++ Programming Guide, Appendix E.1, Table 6.

## \_\_device\_\_ float roundf (float x)

Round to nearest integer value in floating-point.

### Returns

Returns rounded integer value.

### Description

Round  $x$  to the nearest integer value in floating-point format, with halfway cases rounded away from zero.



#### Note:

This function may be slower than alternate rounding methods. See [rintf\(\)](#).

## \_\_device\_\_ float rsqrtf (float x)

Calculate the reciprocal of the square root of the input argument.

### Returns

Returns  $1/\sqrt{x}$ .

- ▶ `rsqrtf(+∞)` returns `+0`.
- ▶ `rsqrtf(±0)` returns `±∞`.
- ▶ `rsqrtf(x)` returns NaN if  $x$  is less than 0.

### Description

Calculate the reciprocal of the nonnegative square root of  $x$ ,  $1/\sqrt{x}$ .



#### Note:

For accuracy information for this function see the CUDA C++ Programming Guide, Appendix E.1, Table 6.

## \_\_device\_\_ float scalblnf (float x, long int n)

Scale floating-point input by integer power of two.

### Returns

Returns  $x * 2^n$ .



- ▶ `scalblnf( ±0 , n)` returns  $\pm 0$ .
- ▶ `scalblnf(x, 0)` returns  $x$ .
- ▶ `scalblnf( ±∞ , n)` returns  $\pm \infty$ .

### Description

Scale  $x$  by  $2^n$  by efficient manipulation of the floating-point exponent.

## `__device__ float scalbnf (float x, int n)`

Scale floating-point input by integer power of two.

### Returns

Returns  $x * 2^n$ .

- ▶ `scalbnf( ±0 , n)` returns  $\pm 0$ .
- ▶ `scalbnf(x, 0)` returns  $x$ .
- ▶ `scalbnf( ±∞ , n)` returns  $\pm \infty$ .

### Description

Scale  $x$  by  $2^n$  by efficient manipulation of the floating-point exponent.

## `__device__ __RETURN_TYPE signbit (float a)`

Return the sign bit of the input.

### Returns

Reports the sign bit of all values including infinities, zeros, and NaNs.

- ▶ With Visual Studio 2013 host compiler: `__RETURN_TYPE` is 'bool'. Returns true if and only if  $a$  is negative.
- ▶ With other host compilers: `__RETURN_TYPE` is 'int'. Returns a nonzero value if and only if  $a$  is negative.

### Description

Determine whether the floating-point value  $a$  is negative.

## `__device__ void sincosf (float x, float *sptr, float *cptr)`

Calculate the sine and cosine of the first input argument.

### Returns

- ▶ none

### Description

Calculate the sine and cosine of the first input argument  $x$  (measured in radians). The results for sine and cosine are written into the second argument, `sptr`, and, respectively, third argument, `cptr`.

### See also:

[sinf\(\)](#) and [cosf\(\)](#).



#### Note:

- ▶ For accuracy information for this function see the CUDA C++ Programming Guide, Appendix E.1, Table 6.
- ▶ This function is affected by the `--use_fast_math` compiler flag. See the CUDA C++ Programming Guide, Appendix E.2, Table 8 for a complete list of functions affected.

## `__device__ void sincospif (float x, float *sptr, float *cptr)`

Calculate the sine and cosine of the first input argument  $\times \pi$ .

### Returns

- ▶ none

### Description

Calculate the sine and cosine of the first input argument,  $x$  (measured in radians),  $\times \pi$ . The results for sine and cosine are written into the second argument, `sptr`, and, respectively, third argument, `cptr`.

### See also:

[sinpif\(\)](#) and [cospif\(\)](#).

**Note:**

For accuracy information for this function see the CUDA C++ Programming Guide, Appendix E.1, Table 6.

## `__device__ float` `sinf` (`float x`)

Calculate the sine of the input argument.

### Returns

- ▶ `sinf( ±0 )` returns  $\pm 0$ .
- ▶ `sinf( ±∞ )` returns NaN.

### Description

Calculate the sine of the input argument  $x$  (measured in radians).

**Note:**

- ▶ For accuracy information for this function see the CUDA C++ Programming Guide, Appendix E.1, Table 6.
- ▶ This function is affected by the `--use_fast_math` compiler flag. See the CUDA C++ Programming Guide, Appendix E.2, Table 8 for a complete list of functions affected.

## `__device__ float` `sinhf` (`float x`)

Calculate the hyperbolic sine of the input argument.

### Returns

- ▶ `sinhf( ±0 )` returns  $\pm 0$ .
- ▶ `sinhf( ±∞ )` returns  $\pm \infty$ .

### Description

Calculate the hyperbolic sine of the input argument  $x$ .

**Note:**

For accuracy information for this function see the CUDA C++ Programming Guide, Appendix E.1, Table 6.

## `__device__ float sinpif (float x)`

Calculate the sine of the input argument  $\times \pi$ .

### Returns

- ▶ `sinpif( ±0 )` returns  $\pm 0$ .
- ▶ `sinpif( ±∞ )` returns NaN.

### Description

Calculate the sine of  $x \times \pi$  (measured in radians), where  $x$  is the input argument.



#### Note:

For accuracy information for this function see the CUDA C++ Programming Guide, Appendix E.1, Table 6.

## `__device__ float sqrtf (float x)`

Calculate the square root of the input argument.

### Returns

Returns  $\sqrt{x}$ .

- ▶ `sqrtf( ±0 )` returns  $\pm 0$ .
- ▶ `sqrtf( +∞ )` returns  $+\infty$ .
- ▶ `sqrtf(x)` returns NaN if  $x$  is less than 0.

### Description

Calculate the nonnegative square root of  $x$ ,  $\sqrt{x}$ .



#### Note:

For accuracy information for this function see the CUDA C++ Programming Guide, Appendix E.1, Table 6.

## `__device__ float tanf (float x)`

Calculate the tangent of the input argument.

### Returns

- ▶ `tanf( ±0 )` returns  $\pm 0$ .
- ▶ `tanf( ±∞ )` returns NaN.

### Description

Calculate the tangent of the input argument  $x$  (measured in radians).



#### Note:

- ▶ For accuracy information for this function see the CUDA C++ Programming Guide, Appendix E.1, Table 6.
- ▶ This function is affected by the `--use_fast_math` compiler flag. See the CUDA C++ Programming Guide, Appendix E.2, Table 8 for a complete list of functions affected.

## `__device__ float tanhf (float x)`

Calculate the hyperbolic tangent of the input argument.

### Returns

- ▶ `tanhf( ±0 )` returns  $\pm 0$ .

### Description

Calculate the hyperbolic tangent of the input argument  $x$ .



#### Note:

For accuracy information for this function see the CUDA C++ Programming Guide, Appendix E.1, Table 6.

## `__device__ float tgammaf (float x)`

Calculate the gamma function of the input argument.

### Returns

- ▶ `tgammaf( ±0 )` returns  $\pm \infty$ .

- ▶ `tgammaf(2)` returns  $+1$ .
- ▶ `tgammaf(x)` returns  $\pm \infty$  if the correctly calculated value is outside the single floating-point range.
- ▶ `tgammaf(x)` returns NaN if  $x < 0$  and  $x$  is an integer.
- ▶ `tgammaf(-∞)` returns NaN.
- ▶ `tgammaf(+∞)` returns  $+\infty$ .

## Description

Calculate the gamma function of the input argument  $x$ , namely the value of  $\int_0^{\infty} e^{-t} t^{x-1} dt$ .



### Note:

For accuracy information for this function see the CUDA C++ Programming Guide, Appendix E.1, Table 6.

## \_\_device\_\_ float truncf (float x)

Truncate input argument to the integral part.

### Returns

Returns truncated integer value.

### Description

Round  $x$  to the nearest integer value that does not exceed  $x$  in magnitude.

## \_\_device\_\_ float y0f (float x)

Calculate the value of the Bessel function of the second kind of order 0 for the input argument.

### Returns

Returns the value of the Bessel function of the second kind of order 0.

- ▶ `y0f(0)` returns  $-\infty$ .
- ▶ `y0f(x)` returns NaN for  $x < 0$ .
- ▶ `y0f(+∞)` returns  $+0$ .
- ▶ `y0f(NaN)` returns NaN.

### Description

Calculate the value of the Bessel function of the second kind of order 0 for the input argument  $x$ ,  $Y_0(x)$ .

**Note:**

For accuracy information for this function see the CUDA C++ Programming Guide, Appendix E.1, Table 6.

## `__device__ float y1f (float x)`

Calculate the value of the Bessel function of the second kind of order 1 for the input argument.

### Returns

Returns the value of the Bessel function of the second kind of order 1.

- ▶ `y1f(0)` returns  $-\infty$ .
- ▶ `y1f(x)` returns NaN for  $x < 0$ .
- ▶ `y1f(+∞)` returns +0.
- ▶ `y1f(NaN)` returns NaN.

### Description

Calculate the value of the Bessel function of the second kind of order 1 for the input argument  $x$ ,  $Y_1(x)$ .

**Note:**

For accuracy information for this function see the CUDA C++ Programming Guide, Appendix E.1, Table 6.

## `__device__ float ynf (int n, float x)`

Calculate the value of the Bessel function of the second kind of order  $n$  for the input argument.

### Returns

Returns the value of the Bessel function of the second kind of order  $n$ .

- ▶ `ynf(n, x)` returns NaN for  $n < 0$ .
- ▶ `ynf(n, 0)` returns  $-\infty$ .
- ▶ `ynf(n, x)` returns NaN for  $x < 0$ .
- ▶ `ynf(n, +∞)` returns +0.
- ▶ `ynf(n, NaN)` returns NaN.

## Description

Calculate the value of the Bessel function of the second kind of order  $n$  for the input argument  $x$ ,  $Y_n(x)$ .



### Note:

For accuracy information for this function see the CUDA C++ Programming Guide, Appendix E.1, Table 6.

## 1.5. Double Precision Mathematical Functions

This section describes double precision mathematical functions. To use these functions you do not need to include any additional header files in your program.

### `__device__ double acos (double x)`

Calculate the arc cosine of the input argument.

### Returns

Result will be in radians, in the interval  $[0, \pi]$  for  $x$  inside  $[-1, +1]$ .

- ▶ `acos(1)` returns `+0`.
- ▶ `acos(x)` returns NaN for  $x$  outside  $[-1, +1]$ .

## Description

Calculate the principal value of the arc cosine of the input argument  $x$ .



### Note:

For accuracy information for this function see the CUDA C++ Programming Guide, Appendix E.1, Table 7.

### `__device__ double acosh (double x)`

Calculate the nonnegative arc hyperbolic cosine of the input argument.

### Returns

Result will be in the interval  $[0, +\infty]$ .



- ▶ `acosh(1)` returns 0.
- ▶ `acosh(x)` returns NaN for  $x$  in the interval  $[-\infty, 1)$ .

### Description

Calculate the nonnegative arc hyperbolic cosine of the input argument  $x$ .



#### Note:

For accuracy information for this function see the CUDA C++ Programming Guide, Appendix E.1, Table 7.

## \_\_device\_\_ double asin (double x)

Calculate the arc sine of the input argument.

### Returns

Result will be in radians, in the interval  $[-\pi/2, +\pi/2]$  for  $x$  inside  $[-1, +1]$ .

- ▶ `asin(0)` returns +0.
- ▶ `asin(x)` returns NaN for  $x$  outside  $[-1, +1]$ .

### Description

Calculate the principal value of the arc sine of the input argument  $x$ .



#### Note:

For accuracy information for this function see the CUDA C++ Programming Guide, Appendix E.1, Table 7.

## \_\_device\_\_ double asinh (double x)

Calculate the arc hyperbolic sine of the input argument.

### Returns

- ▶ `asinh(0)` returns 1.

### Description

Calculate the arc hyperbolic sine of the input argument  $x$ .



#### Note:

For accuracy information for this function see the CUDA C++ Programming Guide, Appendix E.1, Table 7.

## `__device__ double atan (double x)`

Calculate the arc tangent of the input argument.

### Returns

Result will be in radians, in the interval  $[-\pi/2, +\pi/2]$ .

- ▶ `atan(0)` returns +0.

### Description

Calculate the principal value of the arc tangent of the input argument  $x$ .



#### Note:

For accuracy information for this function see the CUDA C++ Programming Guide, Appendix E.1, Table 7.

## `__device__ double atan2 (double y, double x)`

Calculate the arc tangent of the ratio of first and second input arguments.

### Returns

Result will be in radians, in the interval  $[-\pi, +\pi]$ .

- ▶ `atan2(0, 1)` returns +0.

### Description

Calculate the principal value of the arc tangent of the ratio of first and second input arguments  $y/x$ . The quadrant of the result is determined by the signs of inputs  $y$  and  $x$ .



#### Note:

For accuracy information for this function see the CUDA C++ Programming Guide, Appendix E.1, Table 7.

## \_\_device\_\_ double atanh (double x)

Calculate the arc hyperbolic tangent of the input argument.

### Returns

- ▶  $\text{atanh}(\pm 0)$  returns  $\pm 0$ .
- ▶  $\text{atanh}(\pm 1)$  returns  $\pm \infty$ .
- ▶  $\text{atanh}(x)$  returns NaN for  $x$  outside interval  $[-1, 1]$ .

### Description

Calculate the arc hyperbolic tangent of the input argument  $x$ .



#### Note:

For accuracy information for this function see the CUDA C++ Programming Guide, Appendix E.1, Table 7.

## \_\_device\_\_ double cbrt (double x)

Calculate the cube root of the input argument.

### Returns

Returns  $x^{1/3}$ .

- ▶  $\text{cbrt}(\pm 0)$  returns  $\pm 0$ .
- ▶  $\text{cbrt}(\pm \infty)$  returns  $\pm \infty$ .

### Description

Calculate the cube root of  $x$ ,  $x^{1/3}$ .



#### Note:

For accuracy information for this function see the CUDA C++ Programming Guide, Appendix E.1, Table 7.

## \_\_device\_\_ double ceil (double x)

Calculate ceiling of the input argument.

### Returns

Returns  $\lceil x \rceil$  expressed as a floating-point number.

- ▶ `ceil( ±0 )` returns  $±0$ .
- ▶ `ceil( ±∞ )` returns  $±∞$ .

### Description

Compute the smallest integer value not less than  $x$ .

## `__device__ double copysign (double x, double y)`

Create value with given magnitude, copying sign of second value.

### Returns

Returns a value with the magnitude of  $x$  and the sign of  $y$ .

### Description

Create a floating-point value with the magnitude  $x$  and the sign of  $y$ .

## `__device__ double cos (double x)`

Calculate the cosine of the input argument.

### Returns

- ▶ `cos( ±0 )` returns 1.
- ▶ `cos( ±∞ )` returns NaN.

### Description

Calculate the cosine of the input argument  $x$  (measured in radians).



#### Note:

For accuracy information for this function see the CUDA C++ Programming Guide, Appendix E.1, Table 7.

## `__device__ double cosh (double x)`

Calculate the hyperbolic cosine of the input argument.

### Returns

- ▶ `cosh(0)` returns 1.
- ▶ `cosh( ±∞ )` returns  $+∞$ .

## Description

Calculate the hyperbolic cosine of the input argument  $x$ .



### Note:

For accuracy information for this function see the CUDA C++ Programming Guide, Appendix E.1, Table 7.

## `__device__ double cospi (double x)`

Calculate the cosine of the input argument  $x \times \pi$ .

## Returns

- ▶ `cospi( ±0 )` returns 1.
- ▶ `cospi( ±∞ )` returns NaN.

## Description

Calculate the cosine of  $x \times \pi$  (measured in radians), where  $x$  is the input argument.



### Note:

For accuracy information for this function see the CUDA C++ Programming Guide, Appendix E.1, Table 7.

## `__device__ double cyl_bessel_i0 (double x)`

Calculate the value of the regular modified cylindrical Bessel function of order 0 for the input argument.

## Returns

Returns the value of the regular modified cylindrical Bessel function of order 0.

## Description

Calculate the value of the regular modified cylindrical Bessel function of order 0 for the input argument  $x$ ,  $I_0(x)$ .



### Note:

For accuracy information for this function see the CUDA C++ Programming Guide, Appendix E.1, Table 7.

## `__device__ double cyl_bessel_i1 (double x)`

Calculate the value of the regular modified cylindrical Bessel function of order 1 for the input argument.

### Returns

Returns the value of the regular modified cylindrical Bessel function of order 1.

### Description

Calculate the value of the regular modified cylindrical Bessel function of order 1 for the input argument  $x$ ,  $I_1(x)$ .



#### Note:

For accuracy information for this function see the CUDA C++ Programming Guide, Appendix E.1, Table 7.

## `__device__ double erf (double x)`

Calculate the error function of the input argument.

### Returns

- ▶  $\text{erf}(\pm 0)$  returns  $\pm 0$ .
- ▶  $\text{erf}(\pm \infty)$  returns  $\pm 1$ .

### Description

Calculate the value of the error function for the input argument  $x$ ,  $\frac{2}{\sqrt{\pi}} \int_0^x e^{-t^2} dt$ .



#### Note:

For accuracy information for this function see the CUDA C++ Programming Guide, Appendix E.1, Table 7.

## \_\_device\_\_ double erfc (double x)

Calculate the complementary error function of the input argument.

### Returns

- ▶  $\text{erfc}(-\infty)$  returns 2.
- ▶  $\text{erfc}(+\infty)$  returns +0.

### Description

Calculate the complementary error function of the input argument  $x$ ,  $1 - \text{erf}(x)$ .



#### Note:

For accuracy information for this function see the CUDA C++ Programming Guide, Appendix E.1, Table 7.

## \_\_device\_\_ double erfcinv (double y)

Calculate the inverse complementary error function of the input argument.

### Returns

- ▶  $\text{erfcinv}(0)$  returns  $+\infty$ .
- ▶  $\text{erfcinv}(2)$  returns  $-\infty$ .

### Description

Calculate the inverse complementary error function of the input argument  $y$ , for  $y$  in the interval  $[0, 2]$ . The inverse complementary error function find the value  $x$  that satisfies the equation  $y = \text{erfc}(x)$ , for  $0 \leq y \leq 2$ , and  $-\infty \leq x \leq \infty$ .



#### Note:

For accuracy information for this function see the CUDA C++ Programming Guide, Appendix E.1, Table 7.

## \_\_device\_\_ double erfcx (double x)

Calculate the scaled complementary error function of the input argument.

### Returns

- ▶  $\text{erfcx}(-\infty)$  returns  $+\infty$

- ▶ `erfcx(+∞)` returns +0
- ▶ `erfcx(x)` returns  $+∞$  if the correctly calculated value is outside the double floating-point range.

## Description

Calculate the scaled complementary error function of the input argument  $x$ ,  $e^{x^2} \cdot \text{erfc}(x)$ .



### Note:

For accuracy information for this function see the CUDA C++ Programming Guide, Appendix E.1, Table 7.

## \_\_device\_\_ double erfinv (double y)

Calculate the inverse error function of the input argument.

## Returns

- ▶ `erfinv(1)` returns  $+∞$ .
- ▶ `erfinv(-1)` returns  $-∞$ .

## Description

Calculate the inverse error function of the input argument  $y$ , for  $y$  in the interval  $[-1, 1]$ . The inverse error function finds the value  $x$  that satisfies the equation  $y = \text{erf}(x)$ , for  $-1 \leq y \leq 1$ , and  $-∞ \leq x \leq ∞$ .



### Note:

For accuracy information for this function see the CUDA C++ Programming Guide, Appendix E.1, Table 7.

## \_\_device\_\_ double exp (double x)

Calculate the base  $e$  exponential of the input argument.

## Returns

Returns  $e^x$ .

## Description

Calculate the base  $e$  exponential of the input argument  $x$ .



**Note:**

For accuracy information for this function see the CUDA C++ Programming Guide, Appendix E.1, Table 7.

**\_\_device\_\_ double exp10 (double x)**

Calculate the base 10 exponential of the input argument.

**Returns**

Returns  $10^x$ .

**Description**

Calculate the base 10 exponential of the input argument  $x$ .

**Note:**

For accuracy information for this function see the CUDA C++ Programming Guide, Appendix E.1, Table 7.

**\_\_device\_\_ double exp2 (double x)**

Calculate the base 2 exponential of the input argument.

**Returns**

Returns  $2^x$ .

**Description**

Calculate the base 2 exponential of the input argument  $x$ .

**Note:**

For accuracy information for this function see the CUDA C++ Programming Guide, Appendix E.1, Table 7.

**\_\_device\_\_ double expm1 (double x)**

Calculate the base  $e$  exponential of the input argument, minus 1.

**Returns**

Returns  $e^x - 1$ .

## Description

Calculate the base  $e$  exponential of the input argument  $x$ , minus 1.



### Note:

For accuracy information for this function see the CUDA C++ Programming Guide, Appendix E.1, Table 7.

## \_\_device\_\_ double fabs (double x)

Calculate the absolute value of the input argument.

### Returns

Returns the absolute value of the input argument.

- ▶ `fabs( ±∞ )` returns  $+\infty$ .
- ▶ `fabs( ±0 )` returns 0.

## Description

Calculate the absolute value of the input argument  $x$ .



### Note:

For accuracy information for this function see the CUDA C++ Programming Guide, Appendix E.1, Table 7.

## \_\_device\_\_ double fdim (double x, double y)

Compute the positive difference between  $x$  and  $y$ .

### Returns

Returns the positive difference between  $x$  and  $y$ .

- ▶ `fdim(x, y)` returns  $x - y$  if  $x > y$ .
- ▶ `fdim(x, y)` returns  $+0$  if  $x \leq y$ .

## Description

Compute the positive difference between  $x$  and  $y$ . The positive difference is  $x - y$  when  $x > y$  and  $+0$  otherwise.

**Note:**

For accuracy information for this function see the CUDA C++ Programming Guide, Appendix E.1, Table 6.

## \_\_device\_\_ double floor (double x)

Calculate the largest integer less than or equal to  $x$ .

### Returns

Returns  $\lfloor x \rfloor$  expressed as a floating-point number.

- ▶  $\text{floor}(\pm\infty)$  returns  $\pm\infty$ .
- ▶  $\text{floor}(\pm 0)$  returns  $\pm 0$ .

### Description

Calculates the largest integer value which is less than or equal to  $x$ .

**Note:**

For accuracy information for this function see the CUDA C++ Programming Guide, Appendix E.1, Table 7.

## \_\_device\_\_ double fma (double x, double y, double z)

Compute  $x \times y + z$  as a single operation.

### Returns

Returns the rounded value of  $x \times y + z$  as a single operation.

- ▶  $\text{fma}(\pm\infty, \pm 0, z)$  returns NaN.
- ▶  $\text{fma}(\pm 0, \pm\infty, z)$  returns NaN.
- ▶  $\text{fma}(x, y, -\infty)$  returns NaN if  $x \times y$  is an exact  $+\infty$ .
- ▶  $\text{fma}(x, y, +\infty)$  returns NaN if  $x \times y$  is an exact  $-\infty$ .

### Description

Compute the value of  $x \times y + z$  as a single ternary operation. After computing the value to infinite precision, the value is rounded once.

**Note:**

For accuracy information for this function see the CUDA C++ Programming Guide, Appendix E.1, Table 7.

## `__device__ double fmax (double, double)`

Determine the maximum numeric value of the arguments.

### Returns

Returns the maximum numeric values of the arguments  $x$  and  $y$ .

- ▶ If both arguments are NaN, returns NaN.
- ▶ If one argument is NaN, returns the numeric argument.

### Description

Determines the maximum numeric value of the arguments  $x$  and  $y$ . Treats NaN arguments as missing data. If one argument is a NaN and the other is legitimate numeric value, the numeric value is chosen.



#### Note:

For accuracy information for this function see the CUDA C++ Programming Guide, Appendix E.1, Table 7.

## `__device__ double fmin (double x, double y)`

Determine the minimum numeric value of the arguments.

### Returns

Returns the minimum numeric value of the arguments  $x$  and  $y$ .

- ▶ If both arguments are NaN, returns NaN.
- ▶ If one argument is NaN, returns the numeric argument.

### Description

Determines the minimum numeric value of the arguments  $x$  and  $y$ . Treats NaN arguments as missing data. If one argument is a NaN and the other is legitimate numeric value, the numeric value is chosen.



#### Note:

For accuracy information for this function see the CUDA C++ Programming Guide, Appendix E.1, Table 7.

## `__device__ double fmod (double x, double y)`

Calculate the double-precision floating-point remainder of  $x / y$ .

### Returns

- ▶ Returns the floating-point remainder of  $x / y$ .
- ▶ `fmod( ±0 , y)` returns  $±0$  if  $y$  is not zero.
- ▶ `fmod(x, ±∞)` returns  $x$  if  $x$  is finite.
- ▶ `fmod(x, y)` returns NaN if  $x$  is  $±∞$  or  $y$  is zero.
- ▶ If either argument is NaN, NaN is returned.

### Description

Calculate the double-precision floating-point remainder of  $x / y$ . The floating-point remainder of the division operation  $x / y$  calculated by this function is exactly the value  $x - n*y$ , where  $n$  is  $x / y$  with its fractional part truncated. The computed value will have the same sign as  $x$ , and its magnitude will be less than the magnitude of  $y$ .



#### Note:

For accuracy information for this function see the CUDA C++ Programming Guide, Appendix E.1, Table 7.

## `__device__ double frexp (double x, int *nptr)`

Extract mantissa and exponent of a floating-point value.

### Returns

Returns the fractional component  $m$ .

- ▶ `frexp(0, nptr)` returns 0 for the fractional component and zero for the integer component.
- ▶ `frexp( ±0 , nptr)` returns  $±0$  and stores zero in the location pointed to by `nptr`.
- ▶ `frexp( ±∞ , nptr)` returns  $±∞$  and stores an unspecified value in the location to which `nptr` points.
- ▶ `frexp(NaN, y)` returns a NaN and stores an unspecified value in the location to which `nptr` points.

### Description

Decompose the floating-point value  $x$  into a component  $m$  for the normalized fraction element and another term  $n$  for the exponent. The absolute value of  $m$  will be greater than or equal to

0.5 and less than 1.0 or it will be equal to 0;  $x = m \cdot 2^n$ . The integer exponent  $n$  will be stored in the location to which `nptr` points.

**Note:**

For accuracy information for this function see the CUDA C++ Programming Guide, Appendix E.1, Table 7.

## `__device__ double hypot (double x, double y)`

Calculate the square root of the sum of squares of two arguments.

### Returns

Returns the length of the hypotenuse  $\sqrt{x^2 + y^2}$ . If the correct value would overflow, returns  $+\infty$ . If the correct value would underflow, returns 0.

### Description

Calculate the length of the hypotenuse of a right triangle whose two sides have lengths  $x$  and  $y$  without undue overflow or underflow.

**Note:**

For accuracy information for this function see the CUDA C++ Programming Guide, Appendix E.1, Table 7.

## `__device__ int ilogb (double x)`

Compute the unbiased integer exponent of the argument.

### Returns

- ▶ If successful, returns the unbiased exponent of the argument.
- ▶ `ilogb(0)` returns `INT_MIN`.
- ▶ `ilogb(NaN)` returns `INT_MIN`.
- ▶ `ilogb(x)` returns `INT_MAX` if  $x$  is  $\infty$  or the correct value is greater than `INT_MAX`.
- ▶ `ilogb(x)` returns `INT_MIN` if the correct value is less than `INT_MIN`.
- ▶ Note: above behavior does not take into account `FP_ILOGB0` nor `FP_ILOGBNAN`.

### Description

Calculates the unbiased integer exponent of the input argument  $x$ .

**Note:**

For accuracy information for this function see the CUDA C++ Programming Guide, Appendix E.1, Table 7.

## `__device__ __RETURN_TYPE isfinite (double a)`

Determine whether argument is finite.

### Returns

- ▶ With Visual Studio 2013 host compiler: `__RETURN_TYPE` is 'bool'. Returns true if and only if `a` is a finite value.
- ▶ With other host compilers: `__RETURN_TYPE` is 'int'. Returns a nonzero value if and only if `a` is a finite value.

### Description

Determine whether the floating-point value `a` is a finite value (zero, subnormal, or normal and not infinity or NaN).

## `__device__ __RETURN_TYPE isinf (double a)`

Determine whether argument is infinite.

### Returns

- ▶ With Visual Studio 2013 host compiler: Returns true if and only if `a` is a infinite value.
- ▶ With other host compilers: Returns a nonzero value if and only if `a` is a infinite value.

### Description

Determine whether the floating-point value `a` is an infinite value (positive or negative).

## `__device__ __RETURN_TYPE isnan (double a)`

Determine whether argument is a NaN.

### Returns

- ▶ With Visual Studio 2013 host compiler: `__RETURN_TYPE` is 'bool'. Returns true if and only if `a` is a NaN value.
- ▶ With other host compilers: `__RETURN_TYPE` is 'int'. Returns a nonzero value if and only if `a` is a NaN value.

## Description

Determine whether the floating-point value  $a$  is a NaN.

## `__device__ double j0 (double x)`

Calculate the value of the Bessel function of the first kind of order 0 for the input argument.

## Returns

Returns the value of the Bessel function of the first kind of order 0.

- ▶  $j_0(\pm\infty)$  returns +0.
- ▶  $j_0(\text{NaN})$  returns NaN.

## Description

Calculate the value of the Bessel function of the first kind of order 0 for the input argument  $x$ ,  $J_0(x)$ .



### Note:

For accuracy information for this function see the CUDA C++ Programming Guide, Appendix E.1, Table 7.

## `__device__ double j1 (double x)`

Calculate the value of the Bessel function of the first kind of order 1 for the input argument.

## Returns

Returns the value of the Bessel function of the first kind of order 1.

- ▶  $j_1(\pm 0)$  returns  $\pm 0$ .
- ▶  $j_1(\pm\infty)$  returns  $\pm 0$ .
- ▶  $j_1(\text{NaN})$  returns NaN.

## Description

Calculate the value of the Bessel function of the first kind of order 1 for the input argument  $x$ ,  $J_1(x)$ .



### Note:

For accuracy information for this function see the CUDA C++ Programming Guide, Appendix E.1, Table 7.



## \_\_device\_\_ double jn (int n, double x)

Calculate the value of the Bessel function of the first kind of order  $n$  for the input argument.

### Returns

Returns the value of the Bessel function of the first kind of order  $n$ .

- ▶  $j_n(n, \text{NaN})$  returns NaN.
- ▶  $j_n(n, x)$  returns NaN for  $n < 0$ .
- ▶  $j_n(n, +\infty)$  returns +0.

### Description

Calculate the value of the Bessel function of the first kind of order  $n$  for the input argument  $x$ ,  $J_n(x)$ .



#### Note:

For accuracy information for this function see the CUDA C++ Programming Guide, Appendix E.1, Table 7.

## \_\_device\_\_ double ldexp (double x, int exp)

Calculate the value of  $x \cdot 2^{\text{exp}}$ .

### Returns

- ▶  $\text{ldexp}(x)$  returns  $\pm \infty$  if the correctly calculated value is outside the double floating-point range.

### Description

Calculate the value of  $x \cdot 2^{\text{exp}}$  of the input arguments  $x$  and  $\text{exp}$ .



#### Note:

For accuracy information for this function see the CUDA C++ Programming Guide, Appendix E.1, Table 7.

## \_\_device\_\_ double lgamma (double x)

Calculate the natural logarithm of the absolute value of the gamma function of the input argument.

### Returns

- ▶ `lgamma(1)` returns +0.
- ▶ `lgamma(2)` returns +0.
- ▶ `lgamma(x)` returns  $\pm \infty$  if the correctly calculated value is outside the double floating-point range.
- ▶ `lgamma(x)` returns  $+\infty$  if  $x \leq 0$  and  $x$  is an integer.
- ▶ `lgamma(-∞)` returns  $-\infty$ .
- ▶ `lgamma(+∞)` returns  $+\infty$ .

### Description

Calculate the natural logarithm of the absolute value of the gamma function of the input argument  $x$ , namely the value of  $\log_e \left| \int_0^\infty e^{-t} t^{x-1} dt \right|$



#### Note:

For accuracy information for this function see the CUDA C++ Programming Guide, Appendix E.1, Table 7.

## \_\_device\_\_ long long int llrint (double x)

Round input to nearest integer value.

### Returns

Returns rounded integer value.

### Description

Round  $x$  to the nearest integer value, with halfway cases rounded to the nearest even integer value. If the result is outside the range of the return type, the result is undefined.

## \_\_device\_\_ long long int llround (double x)

Round to nearest integer value.

### Returns

Returns rounded integer value.

## Description

Round  $x$  to the nearest integer value, with halfway cases rounded away from zero. If the result is outside the range of the return type, the result is undefined.



### Note:

This function may be slower than alternate rounding methods. See [llrint\(\)](#).

## \_\_device\_\_ double log (double x)

Calculate the base  $e$  logarithm of the input argument.

### Returns

- ▶  $\log(\pm 0)$  returns  $-\infty$ .
- ▶  $\log(1)$  returns  $+0$ .
- ▶  $\log(x)$  returns NaN for  $x < 0$ .
- ▶  $\log(+\infty)$  returns  $+\infty$ .

## Description

Calculate the base  $e$  logarithm of the input argument  $x$ .



### Note:

For accuracy information for this function see the CUDA C++ Programming Guide, Appendix E.1, Table 7.

## \_\_device\_\_ double log10 (double x)

Calculate the base 10 logarithm of the input argument.

### Returns

- ▶  $\log_{10}(\pm 0)$  returns  $-\infty$ .
- ▶  $\log_{10}(1)$  returns  $+0$ .
- ▶  $\log_{10}(x)$  returns NaN for  $x < 0$ .
- ▶  $\log_{10}(+\infty)$  returns  $+\infty$ .

## Description

Calculate the base 10 logarithm of the input argument  $x$ .

**Note:**

For accuracy information for this function see the CUDA C++ Programming Guide, Appendix E.1, Table 7.

## \_\_device\_\_ double log1p (double x)

Calculate the value of  $\log_e(1+x)$ .

### Returns

- ▶  $\log1p(\pm 0)$  returns  $\pm 0$ .
- ▶  $\log1p(-1)$  returns  $-\infty$ .
- ▶  $\log1p(x)$  returns NaN for  $x < -1$ .
- ▶  $\log1p(+\infty)$  returns  $+\infty$ .

### Description

Calculate the value of  $\log_e(1+x)$  of the input argument  $x$ .

**Note:**

For accuracy information for this function see the CUDA C++ Programming Guide, Appendix E.1, Table 7.

## \_\_device\_\_ double log2 (double x)

Calculate the base 2 logarithm of the input argument.

### Returns

- ▶  $\log2(\pm 0)$  returns  $-\infty$ .
- ▶  $\log2(1)$  returns +0.
- ▶  $\log2(x)$  returns NaN for  $x < 0$ .
- ▶  $\log2(+\infty)$  returns  $+\infty$ .

### Description

Calculate the base 2 logarithm of the input argument  $x$ .

**Note:**

For accuracy information for this function see the CUDA C++ Programming Guide, Appendix E.1, Table 7.

## `__device__ double logb (double x)`

Calculate the floating-point representation of the exponent of the input argument.

### Returns

- ▶  $\text{logb } \pm 0$  returns  $-\infty$
- ▶  $\text{logb } \pm \infty$  returns  $+\infty$

### Description

Calculate the floating-point representation of the exponent of the input argument  $x$ .



#### Note:

For accuracy information for this function see the CUDA C++ Programming Guide, Appendix E.1, Table 7.

## `__device__ long int lrint (double x)`

Round input to nearest integer value.

### Returns

Returns rounded integer value.

### Description

Round  $x$  to the nearest integer value, with halfway cases rounded to the nearest even integer value. If the result is outside the range of the return type, the result is undefined.

## `__device__ long int lround (double x)`

Round to nearest integer value.

### Returns

Returns rounded integer value.

### Description

Round  $x$  to the nearest integer value, with halfway cases rounded away from zero. If the result is outside the range of the return type, the result is undefined.

**Note:**

This function may be slower than alternate rounding methods. See [lrint\(\)](#).

**\_\_device\_\_ double max (double a, float b)**

Calculate the maximum value of the input `double` and `float` arguments.

**Description**

Convert `float` argument `b` to `double`, followed by [fmax\(\)](#).

Note, this is different from `std::` specification

**\_\_device\_\_ double max (float a, double b)**

Calculate the maximum value of the input `float` and `double` arguments.

**Description**

Convert `float` argument `a` to `double`, followed by [fmax\(\)](#).

Note, this is different from `std::` specification

**\_\_device\_\_ double max (double a, double b)**

Calculate the maximum value of the input `float` arguments.

**Description**

Calculate the maximum value of the arguments `a` and `b`. Behavior is equivalent to [fmax\(\)](#) function.

Note, this is different from `std::` specification

**\_\_device\_\_ double min (double a, float b)**

Calculate the minimum value of the input `double` and `float` arguments.

**Description**

Convert `float` argument `b` to `double`, followed by [fmin\(\)](#).

Note, this is different from `std::` specification

## `__device__ double min (float a, double b)`

Calculate the minimum value of the input `float` and `double` arguments.

### Description

Convert `float` argument `a` to `double`, followed by [fmin\(\)](#).

Note, this is different from `std::` specification

## `__device__ double min (double a, double b)`

Calculate the minimum value of the input `float` arguments.

### Description

Calculate the minimum value of the arguments `a` and `b`. Behavior is equivalent to [fmin\(\)](#) function.

Note, this is different from `std::` specification

## `__device__ double modf (double x, double *iptr)`

Break down the input argument into fractional and integral parts.

### Returns

- ▶ `modf( ±x , iptr)` returns a result with the same sign as `x`.
- ▶ `modf( ±∞ , iptr)` returns `±0` and stores `±∞` in the object pointed to by `iptr`.
- ▶ `modf(NaN, iptr)` stores a NaN in the object pointed to by `iptr` and returns a NaN.

### Description

Break down the argument `x` into fractional and integral parts. The integral part is stored in the argument `iptr`. Fractional and integral parts are given the same sign as the argument `x`.



#### Note:

For accuracy information for this function see the CUDA C++ Programming Guide, Appendix E.1, Table 7.

## \_\_device\_\_ double nan (const char \*tagp)

Returns "Not a Number" value.

### Returns

- ▶ `nan(tagp)` returns NaN.

### Description

Return a representation of a quiet NaN. Argument `tagp` selects one of the possible representations.



#### Note:

For accuracy information for this function see the CUDA C++ Programming Guide, Appendix E.1, Table 7.

## \_\_device\_\_ double nearbyint (double x)

Round the input argument to the nearest integer.

### Returns

- ▶ `nearbyint(±0)` returns  $\pm 0$ .
- ▶ `nearbyint(±∞)` returns  $\pm \infty$ .

### Description

Round argument `x` to an integer value in double precision floating-point format.



#### Note:

For accuracy information for this function see the CUDA C++ Programming Guide, Appendix E.1, Table 7.

## \_\_device\_\_ double nextafter (double x, double y)

Return next representable double-precision floating-point value after argument `x` in the direction of `y`.

### Returns

- ▶ `nextafter(x, y) = y` if `x` equals `y`
- ▶ `nextafter(x, y) = NaN` if either `x` or `y` are NaN



## Description

Calculate the next representable double-precision floating-point value following  $x$  in the direction of  $y$ . For example, if  $y$  is greater than  $x$ , [nextafter\(\)](#) returns the smallest representable number greater than  $x$ .



### Note:

For accuracy information for this function see the CUDA C++ Programming Guide, Appendix E.1, Table 7.

## `__device__ double norm (int dim, const double *t)`

Calculate the square root of the sum of squares of any number of coordinates.

### Returns

Returns the length of the dim-D vector  $\sqrt{p.1^2 + p.2^2 + \dots + p.dim^2}$ . If the correct value would overflow, returns  $+\infty$ . If the correct value would underflow, returns 0. If two of the input arguments is 0, returns remaining argument

## Description

Calculate the length of a vector  $p$ , dimension of which is passed as an argument without undue overflow or underflow.



### Note:

For accuracy information for this function see the CUDA C++ Programming Guide, Appendix E.1, Table 7.

## `__device__ double norm3d (double a, double b, double c)`

Calculate the square root of the sum of squares of three coordinates of the argument.

### Returns

Returns the length of 3D vector  $\sqrt{p.x^2 + p.y^2 + p.z^2}$ . If the correct value would overflow, returns  $+\infty$ . If the correct value would underflow, returns 0.

## Description

Calculate the length of three dimensional vector  $p$  in Euclidean space without undue overflow or underflow.



### Note:

For accuracy information for this function see the CUDA C++ Programming Guide, Appendix E.1, Table 7.

## `__device__ double norm4d (double a, double b, double c, double d)`

Calculate the square root of the sum of squares of four coordinates of the argument.

## Returns

Returns the length of 4D vector  $\sqrt{p.x^2+p.y^2+p.z^2+p.t^2}$ . If the correct value would overflow, returns  $+\infty$ . If the correct value would underflow, returns 0.

## Description

Calculate the length of four dimensional vector  $p$  in Euclidean space without undue overflow or underflow.



### Note:

For accuracy information for this function see the CUDA C++ Programming Guide, Appendix E.1, Table 7.

## `__device__ double normcdf (double y)`

Calculate the standard normal cumulative distribution function.

## Returns

- ▶ `normcdf( +∞ )` returns 1
- ▶ `normcdf( -∞ )` returns +0

## Description

Calculate the cumulative distribution function of the standard normal distribution for input argument  $y$ ,  $\Phi(y)$ .

**Note:**

For accuracy information for this function see the CUDA C++ Programming Guide, Appendix E.1, Table 7.

## \_\_device\_\_ double normcdfinv (double y)

Calculate the inverse of the standard normal cumulative distribution function.

### Returns

- ▶ normcdfinv(0) returns  $-\infty$ .
- ▶ normcdfinv(1) returns  $+\infty$ .
- ▶ normcdfinv(x) returns NaN if x is not in the interval [0,1].

### Description

Calculate the inverse of the standard normal cumulative distribution function for input argument y,  $\Phi^{-1}(y)$ . The function is defined for input values in the interval (0, 1).

**Note:**

For accuracy information for this function see the CUDA C++ Programming Guide, Appendix E.1, Table 7.

## \_\_device\_\_ double pow (double x, double y)

Calculate the value of first argument to the power of second argument.

### Returns

- ▶ pow(  $\pm 0$  , y) returns  $\pm \infty$  for y an integer less than 0.
- ▶ pow(  $\pm 0$  , y) returns  $\pm 0$  for y an odd integer greater than 0.
- ▶ pow(  $\pm 0$  , y) returns +0 for y > 0 and not an odd integer.
- ▶ pow(-1,  $\pm \infty$ ) returns 1.
- ▶ pow(+1, y) returns 1 for any y, even a NaN.
- ▶ pow(x,  $\pm 0$ ) returns 1 for any x, even a NaN.
- ▶ pow(x, y) returns a NaN for finite x < 0 and finite non-integer y.
- ▶ pow(x,  $-\infty$ ) returns  $+\infty$  for  $|x| < 1$ .
- ▶ pow(x,  $-\infty$ ) returns +0 for  $|x| > 1$ .
- ▶ pow(x,  $+\infty$ ) returns +0 for  $|x| < 1$ .

- ▶  $\text{pow}(x, +\infty)$  returns  $+\infty$  for  $|x| > 1$ .
- ▶  $\text{pow}(-\infty, y)$  returns  $-0$  for  $y$  an odd integer less than 0.
- ▶  $\text{pow}(-\infty, y)$  returns  $+0$  for  $y < 0$  and not an odd integer.
- ▶  $\text{pow}(-\infty, y)$  returns  $-\infty$  for  $y$  an odd integer greater than 0.
- ▶  $\text{pow}(-\infty, y)$  returns  $+\infty$  for  $y > 0$  and not an odd integer.
- ▶  $\text{pow}(+\infty, y)$  returns  $+0$  for  $y < 0$ .
- ▶  $\text{pow}(+\infty, y)$  returns  $+\infty$  for  $y > 0$ .

## Description

Calculate the value of  $x$  to the power of  $y$ .



### Note:

For accuracy information for this function see the CUDA C++ Programming Guide, Appendix E.1, Table 7.

## \_\_device\_\_ double rcbrt (double x)

Calculate reciprocal cube root function.

## Returns

- ▶  $\text{rcbrt}(\pm 0)$  returns  $\pm \infty$ .
- ▶  $\text{rcbrt}(\pm \infty)$  returns  $\pm 0$ .

## Description

Calculate reciprocal cube root function of  $x$ .



### Note:

For accuracy information for this function see the CUDA C++ Programming Guide, Appendix E.1, Table 7.

## \_\_device\_\_ double remainder (double x, double y)

Compute double-precision floating-point remainder.

## Returns

- ▶  $\text{remainder}(x, 0)$  returns NaN.
- ▶  $\text{remainder}(\pm \infty, y)$  returns NaN.

- ▶ `remainder(x, ±∞)` returns `x` for finite `x`.

### Description

Compute double-precision floating-point remainder `r` of dividing `x` by `y` for nonzero `y`. Thus  $r = x - ny$ . The value `n` is the integer value nearest  $\frac{x}{y}$ . In the case when  $|n - \frac{x}{y}| = \frac{1}{2}$ , the even `n` value is chosen.



#### Note:

For accuracy information for this function see the CUDA C++ Programming Guide, Appendix E.1, Table 7.

## `__device__ double remquo (double x, double y, int *quo)`

Compute double-precision floating-point remainder and part of quotient.

### Returns

Returns the remainder.

- ▶ `remquo(x, 0, quo)` returns NaN.
- ▶ `remquo(±∞, y, quo)` returns NaN.
- ▶ `remquo(x, ±∞, quo)` returns `x`.

### Description

Compute a double-precision floating-point remainder in the same way as the [remainder\(\)](#) function. Argument `quo` returns part of quotient upon division of `x` by `y`. Value `quo` has the same sign as  $\frac{x}{y}$  and may not be the exact quotient but agrees with the exact quotient in the low order 3 bits.



#### Note:

For accuracy information for this function see the CUDA C++ Programming Guide, Appendix E.1, Table 7.

## `__device__ double rhypot (double x, double y)`

Calculate one over the square root of the sum of squares of two arguments.

### Returns

Returns one over the length of the hypotenuse  $\frac{1}{\sqrt{x^2 + y^2}}$ . If the square root would overflow, returns 0. If the square root would underflow, returns  $+\infty$ .

### Description

Calculate one over the length of the hypotenuse of a right triangle whose two sides have lengths  $x$  and  $y$  without undue overflow or underflow.



#### Note:

For accuracy information for this function see the CUDA C++ Programming Guide, Appendix E.1, Table 7.

## `__device__ double rint (double x)`

Round to nearest integer value in floating-point.

### Returns

Returns rounded integer value.

### Description

Round  $x$  to the nearest integer value in floating-point format, with halfway cases rounded to the nearest even integer value.

## `__device__ double rnorm (int dim, const double *t)`

Calculate the reciprocal of square root of the sum of squares of any number of coordinates.

### Returns

Returns one over the length of the vector  $\frac{1}{\sqrt{p.1^2 + p.2^2 + \dots + p.dim^2}}$ . If the square root would overflow, returns 0. If the square root would underflow, returns  $+\infty$ .

### Description

Calculates one over the length of vector  $p$ , dimension of which is passed as an argument, in Euclidean space without undue overflow or underflow.

**Note:**

For accuracy information for this function see the CUDA C++ Programming Guide, Appendix E.1, Table 7.

## `__device__ double rnorm3d (double a, double b, double c)`

Calculate one over the square root of the sum of squares of three coordinates of the argument.

### Returns

Returns one over the length of the 3D vector  $\frac{1}{\sqrt{p.x^2+p.y^2+p.z^2}}$ . If the square root would overflow, returns 0. If the square root would underflow, returns  $+\infty$ .

### Description

Calculate one over the length of three dimensional vector  $p$  in Euclidean space undue overflow or underflow.

**Note:**

For accuracy information for this function see the CUDA C++ Programming Guide, Appendix E.1, Table 7.

## `__device__ double rnorm4d (double a, double b, double c, double d)`

Calculate one over the square root of the sum of squares of four coordinates of the argument.

### Returns

Returns one over the length of the 3D vector  $\frac{1}{\sqrt{p.x^2+p.y^2+p.z^2+p.t^2}}$ . If the square root would overflow, returns 0. If the square root would underflow, returns  $+\infty$ .

### Description

Calculate one over the length of four dimensional vector  $p$  in Euclidean space undue overflow or underflow.

**Note:**

For accuracy information for this function see the CUDA C++ Programming Guide, Appendix E.1, Table 7.

## \_\_device\_\_ double round (double x)

Round to nearest integer value in floating-point.

### Returns

Returns rounded integer value.

### Description

Round  $x$  to the nearest integer value in floating-point format, with halfway cases rounded away from zero.

**Note:**

This function may be slower than alternate rounding methods. See [rint\(\)](#).

## \_\_device\_\_ double rsqrt (double x)

Calculate the reciprocal of the square root of the input argument.

### Returns

Returns  $1/\sqrt{x}$ .

- ▶ `rsqrt(+∞)` returns `+0`.
- ▶ `rsqrt(±0)` returns  $\pm\infty$ .
- ▶ `rsqrt(x)` returns NaN if  $x$  is less than 0.

### Description

Calculate the reciprocal of the nonnegative square root of  $x$ ,  $1/\sqrt{x}$ .

**Note:**

For accuracy information for this function see the CUDA C++ Programming Guide, Appendix E.1, Table 7.



## `__device__ double scalbln (double x, long int n)`

Scale floating-point input by integer power of two.

### Returns

Returns  $x * 2^n$ .

- ▶ `scalbln( ±0 , n)` returns  $±0$ .
- ▶ `scalbln(x, 0)` returns  $x$ .
- ▶ `scalbln( ±∞ , n)` returns  $±∞$ .

### Description

Scale  $x$  by  $2^n$  by efficient manipulation of the floating-point exponent.

## `__device__ double scalbn (double x, int n)`

Scale floating-point input by integer power of two.

### Returns

Returns  $x * 2^n$ .

- ▶ `scalbn( ±0 , n)` returns  $±0$ .
- ▶ `scalbn(x, 0)` returns  $x$ .
- ▶ `scalbn( ±∞ , n)` returns  $±∞$ .

### Description

Scale  $x$  by  $2^n$  by efficient manipulation of the floating-point exponent.

## `__device__ __RETURN_TYPE signbit (double a)`

Return the sign bit of the input.

### Returns

Reports the sign bit of all values including infinities, zeros, and NaNs.

- ▶ With Visual Studio 2013 host compiler: `__RETURN_TYPE` is 'bool'. Returns true if and only if  $a$  is negative.
- ▶ With other host compilers: `__RETURN_TYPE` is 'int'. Returns a nonzero value if and only if  $a$  is negative.

### Description

Determine whether the floating-point value  $a$  is negative.

## `__device__ double sin (double x)`

Calculate the sine of the input argument.

### Returns

- ▶ `sin( ±0 )` returns `±0`.
- ▶ `sin( ±∞ )` returns NaN.

### Description

Calculate the sine of the input argument `x` (measured in radians).

**Note:**

For accuracy information for this function see the CUDA C++ Programming Guide, Appendix E.1, Table 7.

## `__device__ void sincos (double x, double *sptr, double *cptr)`

Calculate the sine and cosine of the first input argument.

### Returns

- ▶ none

### Description

Calculate the sine and cosine of the first input argument `x` (measured in radians). The results for sine and cosine are written into the second argument, `sptr`, and, respectively, third argument, `cptr`.

**See also:**

[sin\(\)](#) and [cos\(\)](#).

**Note:**

For accuracy information for this function see the CUDA C++ Programming Guide, Appendix E.1, Table 7.

## `__device__ void sincospi (double x, double *sptr, double *cptr)`

Calculate the sine and cosine of the first input argument  $\times \pi$ .

### Returns

- ▶ none

### Description

Calculate the sine and cosine of the first input argument,  $x$  (measured in radians),  $\times \pi$ . The results for sine and cosine are written into the second argument, `sptr`, and, respectively, third argument, `cptr`.

### See also:

[sinpi\(\)](#) and [cospi\(\)](#).



#### Note:

For accuracy information for this function see the CUDA C++ Programming Guide, Appendix E.1, Table 7.

## `__device__ double sinh (double x)`

Calculate the hyperbolic sine of the input argument.

### Returns

- ▶ `sinh( ±0 )` returns  $\pm 0$ .
- ▶ `sinh( ±∞ )` returns  $\pm \infty$ .

### Description

Calculate the hyperbolic sine of the input argument  $x$ .



#### Note:

For accuracy information for this function see the CUDA C++ Programming Guide, Appendix E.1, Table 7.

## `__device__ double sinpi (double x)`

Calculate the sine of the input argument  $\times \pi$ .

### Returns

- ▶ `sinpi( ±0 )` returns  $\pm 0$ .
- ▶ `sinpi( ±∞ )` returns NaN.

### Description

Calculate the sine of  $x \times \pi$  (measured in radians), where  $x$  is the input argument.



#### Note:

For accuracy information for this function see the CUDA C++ Programming Guide, Appendix E.1, Table 7.

## `__device__ double sqrt (double x)`

Calculate the square root of the input argument.

### Returns

Returns  $\sqrt{x}$ .

- ▶ `sqrt( ±0 )` returns  $\pm 0$ .
- ▶ `sqrt( +∞ )` returns  $+\infty$ .
- ▶ `sqrt(x)` returns NaN if  $x$  is less than 0.

### Description

Calculate the nonnegative square root of  $x$ ,  $\sqrt{x}$ .



#### Note:

For accuracy information for this function see the CUDA C++ Programming Guide, Appendix E.1, Table 7.

## \_\_device\_\_ double tan (double x)

Calculate the tangent of the input argument.

### Returns

- ▶  $\tan(\pm 0)$  returns  $\pm 0$ .
- ▶  $\tan(\pm \infty)$  returns NaN.

### Description

Calculate the tangent of the input argument  $x$  (measured in radians).



#### Note:

For accuracy information for this function see the CUDA C++ Programming Guide, Appendix E.1, Table 7.

## \_\_device\_\_ double tanh (double x)

Calculate the hyperbolic tangent of the input argument.

### Returns

- ▶  $\tanh(\pm 0)$  returns  $\pm 0$ .

### Description

Calculate the hyperbolic tangent of the input argument  $x$ .



#### Note:

For accuracy information for this function see the CUDA C++ Programming Guide, Appendix E.1, Table 7.

## \_\_device\_\_ double tgamma (double x)

Calculate the gamma function of the input argument.

### Returns

- ▶  $tgamma(\pm 0)$  returns  $\pm \infty$ .
- ▶  $tgamma(2)$  returns +1.
- ▶  $tgamma(x)$  returns  $\pm \infty$  if the correctly calculated value is outside the double floating-point range.

- ▶ `tgamma(x)` returns NaN if  $x < 0$  and  $x$  is an integer.
- ▶ `tgamma(-∞)` returns NaN.
- ▶ `tgamma(+∞)` returns  $+\infty$ .

### Description

Calculate the gamma function of the input argument  $x$ , namely the value of  $\int_0^{\infty} e^{-t} t^{x-1} dt$ .



#### Note:

For accuracy information for this function see the CUDA C++ Programming Guide, Appendix E.1, Table 7.

## \_\_device\_\_ double trunc (double x)

Truncate input argument to the integral part.

### Returns

Returns truncated integer value.

### Description

Round  $x$  to the nearest integer value that does not exceed  $x$  in magnitude.

## \_\_device\_\_ double y0 (double x)

Calculate the value of the Bessel function of the second kind of order 0 for the input argument.

### Returns

Returns the value of the Bessel function of the second kind of order 0.

- ▶ `y0(0)` returns  $-\infty$ .
- ▶ `y0(x)` returns NaN for  $x < 0$ .
- ▶ `y0(+∞)` returns  $+0$ .
- ▶ `y0(NaN)` returns NaN.

### Description

Calculate the value of the Bessel function of the second kind of order 0 for the input argument  $x$ ,  $Y_0(x)$ .



#### Note:

For accuracy information for this function see the CUDA C++ Programming Guide, Appendix E.1, Table 7.

## `__device__ double y1 (double x)`

Calculate the value of the Bessel function of the second kind of order 1 for the input argument.

### Returns

Returns the value of the Bessel function of the second kind of order 1.

- ▶ `y1(0)` returns  $-\infty$ .
- ▶ `y1(x)` returns NaN for  $x < 0$ .
- ▶ `y1(+∞)` returns +0.
- ▶ `y1(NaN)` returns NaN.

### Description

Calculate the value of the Bessel function of the second kind of order 1 for the input argument  $x$ ,  $Y_1(x)$ .



#### Note:

For accuracy information for this function see the CUDA C++ Programming Guide, Appendix E.1, Table 7.

## `__device__ double yn (int n, double x)`

Calculate the value of the Bessel function of the second kind of order  $n$  for the input argument.

### Returns

Returns the value of the Bessel function of the second kind of order  $n$ .

- ▶ `yn(n, x)` returns NaN for  $n < 0$ .
- ▶ `yn(n, 0)` returns  $-\infty$ .
- ▶ `yn(n, x)` returns NaN for  $x < 0$ .
- ▶ `yn(n, +∞)` returns +0.
- ▶ `yn(n, NaN)` returns NaN.

### Description

Calculate the value of the Bessel function of the second kind of order  $n$  for the input argument  $x$ ,  $Y_n(x)$ .

**Note:**

For accuracy information for this function see the CUDA C++ Programming Guide, Appendix E.1, Table 7.

## 1.6. Integer Mathematical Functions

This section describes integer mathematical functions. To use these functions you do not need to include any additional header files in your program.

### `__device__ int abs (int a)`

Calculate the absolute value of the input `int` argument.

#### Description

Calculate the absolute value of the input argument `a`.

### `__device__ long int labs (long int a)`

Calculate the absolute value of the input `long int` argument.

#### Description

Calculate the absolute value of the input argument `a`.

### `__device__ long long int llabs (long long int a)`

Calculate the absolute value of the input `long long int` argument.

#### Description

Calculate the absolute value of the input argument `a`.

### `__device__ long long int llmax (long long int a, long long int b)`

Calculate the maximum value of the input `long long int` arguments.

#### Description

Calculate the maximum value of the arguments `a` and `b`.



## `__device__ long long int llmin (long long int a, long long int b)`

Calculate the minimum value of the input `long long int` arguments.

### Description

Calculate the minimum value of the arguments `a` and `b`.

## `__device__ unsigned long long int max (unsigned long long int a, long long int b)`

Calculate the maximum value of the input `unsigned long long int` and `long long int` arguments.

### Description

Calculate the maximum value of the arguments `a` and `b`, perform integer promotion first.

## `__device__ unsigned long long int max (long long int a, unsigned long long int b)`

Calculate the maximum value of the input `long long int` and `unsigned long long int` arguments.

### Description

Calculate the maximum value of the arguments `a` and `b`, perform integer promotion first.

## `__device__ unsigned long long int max (unsigned long long int a, unsigned long long int b)`

Calculate the maximum value of the input `unsigned long long int` arguments.

### Description

Calculate the maximum value of the arguments `a` and `b`.

## `__device__ long long int max (long long int a, long long int b)`

Calculate the maximum value of the input `long long int` arguments.

### Description

Calculate the maximum value of the arguments `a` and `b`.

## `__device__ unsigned long int max (unsigned long int a, long int b)`

Calculate the maximum value of the input `unsigned long int` and `long int` arguments.

### Description

Calculate the maximum value of the arguments `a` and `b`, perform integer promotion first.

## `__device__ unsigned long int max (long int a, unsigned long int b)`

Calculate the maximum value of the input `long int` and `unsigned long int` arguments.

### Description

Calculate the maximum value of the arguments `a` and `b`, perform integer promotion first.

## `__device__ unsigned long int max (unsigned long int a, unsigned long int b)`

Calculate the maximum value of the input `unsigned long int` arguments.

### Description

Calculate the maximum value of the arguments `a` and `b`.

## `__device__ long int max (long int a, long int b)`

Calculate the maximum value of the input `long int` arguments.

### Description

Calculate the maximum value of the arguments `a` and `b`.

## `__device__ unsigned int max (unsigned int a, int b)`

Calculate the maximum value of the input `unsigned int` and `int` arguments.

### Description

Calculate the maximum value of the arguments `a` and `b`, perform integer promotion first.

## `__device__ unsigned int max (int a, unsigned int b)`

Calculate the maximum value of the input `int` and `unsigned int` arguments.

### Description

Calculate the maximum value of the arguments `a` and `b`, perform integer promotion first.

## `__device__ unsigned int max (unsigned int a, unsigned int b)`

Calculate the maximum value of the input `unsigned int` arguments.

### Description

Calculate the maximum value of the arguments `a` and `b`.

## `__device__ int max (int a, int b)`

Calculate the maximum value of the input `int` arguments.

### Description

Calculate the maximum value of the arguments `a` and `b`.

## `__device__ unsigned long long int min (unsigned long long int a, long long int b)`

Calculate the minimum value of the input `unsigned long long int` and `long long int` arguments.

### Description

Calculate the minimum value of the arguments `a` and `b`, perform integer promotion first.

## `__device__ unsigned long long int min (long long int a, unsigned long long int b)`

Calculate the minimum value of the input `long long int` and `unsigned long long int` arguments.

### Description

Calculate the minimum value of the arguments `a` and `b`, perform integer promotion first.

## `__device__ unsigned long long int min (unsigned long long int a, unsigned long long int b)`

Calculate the minimum value of the input `unsigned long long int` arguments.

### Description

Calculate the minimum value of the arguments `a` and `b`.

## `__device__ long long int min (long long int a, long long int b)`

Calculate the minimum value of the input `long long int` arguments.

### Description

Calculate the minimum value of the arguments `a` and `b`.

## `__device__ unsigned long int min (unsigned long int a, long int b)`

Calculate the minimum value of the input `unsigned long int` and `long int` arguments.

### Description

Calculate the minimum value of the arguments `a` and `b`, perform integer promotion first.

## `__device__ unsigned long int min (long int a, unsigned long int b)`

Calculate the minimum value of the input `long int` and `unsigned long int` arguments.

### Description

Calculate the minimum value of the arguments `a` and `b`, perform integer promotion first.

## `__device__ unsigned long int min (unsigned long int a, unsigned long int b)`

Calculate the minimum value of the input `unsigned long int` arguments.

### Description

Calculate the minimum value of the arguments `a` and `b`.

## `__device__ long int min (long int a, long int b)`

Calculate the minimum value of the input `long int` arguments.

### Description

Calculate the minimum value of the arguments `a` and `b`.

## `__device__ unsigned int min (unsigned int a, int b)`

Calculate the minimum value of the input `unsigned int` and `int` arguments.

### Description

Calculate the minimum value of the arguments `a` and `b`, perform integer promotion first.

## `__device__ unsigned int min (int a, unsigned int b)`

Calculate the minimum value of the input `int` and `unsigned int` arguments.

### Description

Calculate the minimum value of the arguments `a` and `b`, perform integer promotion first.

## `__device__ unsigned int min (unsigned int a, unsigned int b)`

Calculate the minimum value of the input `unsigned int` arguments.

### Description

Calculate the minimum value of the arguments `a` and `b`.

## `__device__ int min (int a, int b)`

Calculate the minimum value of the input `int` arguments.

### Description

Calculate the minimum value of the arguments `a` and `b`.

`__device__ unsigned long long int ullmax (unsigned long long int a, unsigned long long int b)`

Calculate the maximum value of the input unsigned long long int arguments.

#### Description

Calculate the maximum value of the arguments a and b.

`__device__ unsigned long long int ullmin (unsigned long long int a, unsigned long long int b)`

Calculate the minimum value of the input unsigned long long int arguments.

#### Description

Calculate the minimum value of the arguments a and b.

`__device__ unsigned int umax (unsigned int a, unsigned int b)`

Calculate the maximum value of the input unsigned int arguments.

#### Description

Calculate the maximum value of the arguments a and b.

`__device__ unsigned int umin (unsigned int a, unsigned int b)`

Calculate the minimum value of the input unsigned int arguments.

#### Description

Calculate the minimum value of the arguments a and b.

## 1.7. Single Precision Intrinsic

This section describes single precision intrinsic functions that are only supported in device code. To use these functions you do not need to include any additional header files in your program.

## `__device__ float __cosf (float x)`

Calculate the fast approximate cosine of the input argument.

### Returns

Returns the approximate cosine of  $x$ .

### Description

Calculate the fast approximate cosine of the input argument  $x$ , measured in radians.



#### Note:

- ▶ For accuracy information for this function see the CUDA C++ Programming Guide, Appendix E.2, Table 9.
- ▶ Input and output in the denormal range is flushed to sign preserving 0.0.

## `__device__ float __exp10f (float x)`

Calculate the fast approximate base 10 exponential of the input argument.

### Returns

Returns an approximation to  $10^x$ .

### Description

Calculate the fast approximate base 10 exponential of the input argument  $x$ ,  $10^x$ .



#### Note:

- ▶ For accuracy information for this function see the CUDA C++ Programming Guide, Appendix E.2, Table 9.
- ▶ Most input and output values around denormal range are flushed to sign preserving 0.0.

## `__device__ float __expf (float x)`

Calculate the fast approximate base  $e$  exponential of the input argument.

### Returns

Returns an approximation to  $e^x$ .

## Description

Calculate the fast approximate base  $e$  exponential of the input argument  $x$ ,  $e^x$ .



### Note:

- ▶ For accuracy information for this function see the CUDA C++ Programming Guide, Appendix E.2, Table 9.
- ▶ Most input and output values around denormal range are flushed to sign preserving 0.0.

## `__device__ float __fadd_rd (float x, float y)`

Add two floating-point values in round-down mode.

## Returns

Returns  $x + y$ .

## Description

Compute the sum of  $x$  and  $y$  in round-down (to negative infinity) mode.



### Note:

- ▶ For accuracy information for this function see the CUDA C++ Programming Guide, Appendix E.1, Table 6.
- ▶ This operation will never be merged into a single multiply-add instruction.

## `__device__ float __fadd_rn (float x, float y)`

Add two floating-point values in round-to-nearest-even mode.

## Returns

Returns  $x + y$ .

## Description

Compute the sum of  $x$  and  $y$  in round-to-nearest-even rounding mode.



### Note:

- ▶ For accuracy information for this function see the CUDA C++ Programming Guide, Appendix E.1, Table 6.



- ▶ This operation will never be merged into a single multiply-add instruction.

## `__device__ float __fadd_ru (float x, float y)`

Add two floating-point values in round-up mode.

### Returns

Returns  $x + y$ .

### Description

Compute the sum of  $x$  and  $y$  in round-up (to positive infinity) mode.



#### Note:

- ▶ For accuracy information for this function see the CUDA C++ Programming Guide, Appendix E.1, Table 6.
- ▶ This operation will never be merged into a single multiply-add instruction.

## `__device__ float __fadd_rz (float x, float y)`

Add two floating-point values in round-towards-zero mode.

### Returns

Returns  $x + y$ .

### Description

Compute the sum of  $x$  and  $y$  in round-towards-zero mode.



#### Note:

- ▶ For accuracy information for this function see the CUDA C++ Programming Guide, Appendix E.1, Table 6.
- ▶ This operation will never be merged into a single multiply-add instruction.

## `__device__ float __fdiv_rd (float x, float y)`

Divide two floating-point values in round-down mode.

### Returns

Returns  $x / y$ .

## Description

Divide two floating-point values  $x$  by  $y$  in round-down (to negative infinity) mode.



### Note:

For accuracy information for this function see the CUDA C++ Programming Guide, Appendix E.1, Table 6.

## `__device__ float __fdiv_rn (float x, float y)`

Divide two floating-point values in round-to-nearest-even mode.

## Returns

Returns  $x / y$ .

## Description

Divide two floating-point values  $x$  by  $y$  in round-to-nearest-even mode.



### Note:

For accuracy information for this function see the CUDA C++ Programming Guide, Appendix E.1, Table 6.

## `__device__ float __fdiv_ru (float x, float y)`

Divide two floating-point values in round-up mode.

## Returns

Returns  $x / y$ .

## Description

Divide two floating-point values  $x$  by  $y$  in round-up (to positive infinity) mode.



### Note:

For accuracy information for this function see the CUDA C++ Programming Guide, Appendix E.1, Table 6.

## `__device__ float __fdiv_rz (float x, float y)`

Divide two floating-point values in round-towards-zero mode.

### Returns

Returns  $x / y$ .

### Description

Divide two floating-point values  $x$  by  $y$  in round-towards-zero mode.



#### Note:

For accuracy information for this function see the CUDA C++ Programming Guide, Appendix E.1, Table 6.

## `__device__ float __fdividef (float x, float y)`

Calculate the fast approximate division of the input arguments.

### Returns

Returns  $x / y$ .

- ▶ `__fdividef(∞, y)` returns NaN for  $2^{126} < y < 2^{128}$ .
- ▶ `__fdividef(x, y)` returns 0 for  $2^{126} < y < 2^{128}$  and  $x \neq \infty$ .

### Description

Calculate the fast approximate division of  $x$  by  $y$ .



#### Note:

For accuracy information for this function see the CUDA C++ Programming Guide, Appendix E.2, Table 9.

`__device__ float __fmaf_ieee_rd (float x, float y, float z)`

Compute fused multiply-add operation in round-down mode, ignore `-ftz=true` compiler flag.

#### Description

Behavior is the same as `__fmaf_rd(x, y, z)`, the difference is in handling denormalized inputs and outputs: `-ftz` compiler flag has no effect.

`__device__ float __fmaf_ieee_rn (float x, float y, float z)`

Compute fused multiply-add operation in round-to-nearest-even mode, ignore `-ftz=true` compiler flag.

#### Description

Behavior is the same as `__fmaf_rn(x, y, z)`, the difference is in handling denormalized inputs and outputs: `-ftz` compiler flag has no effect.

`__device__ float __fmaf_ieee_ru (float x, float y, float z)`

Compute fused multiply-add operation in round-up mode, ignore `-ftz=true` compiler flag.

#### Description

Behavior is the same as `__fmaf_ru(x, y, z)`, the difference is in handling denormalized inputs and outputs: `-ftz` compiler flag has no effect.

`__device__ float __fmaf_ieee_rz (float x, float y, float z)`

Compute fused multiply-add operation in round-towards-zero mode, ignore `-ftz=true` compiler flag.

#### Description

Behavior is the same as `__fmaf_rz(x, y, z)`, the difference is in handling denormalized inputs and outputs: `-ftz` compiler flag has no effect.

## `__device__ float __fmaf_rd (float x, float y, float z)`

Compute  $x \times y + z$  as a single operation, in round-down mode.

### Returns

Returns the rounded value of  $x \times y + z$  as a single operation.

- ▶ `fmaf( ±∞ , ±0 , z)` returns NaN.
- ▶ `fmaf( ±0 , ±∞ , z)` returns NaN.
- ▶ `fmaf(x, y, -∞)` returns NaN if  $x \times y$  is an exact  $+\infty$ .
- ▶ `fmaf(x, y, +∞)` returns NaN if  $x \times y$  is an exact  $-\infty$ .

### Description

Computes the value of  $x \times y + z$  as a single ternary operation, rounding the result once in round-down (to negative infinity) mode.



#### Note:

For accuracy information for this function see the CUDA C++ Programming Guide, Appendix E.1, Table 6.

## `__device__ float __fmaf_rn (float x, float y, float z)`

Compute  $x \times y + z$  as a single operation, in round-to-nearest-even mode.

### Returns

Returns the rounded value of  $x \times y + z$  as a single operation.

- ▶ `fmaf( ±∞ , ±0 , z)` returns NaN.
- ▶ `fmaf( ±0 , ±∞ , z)` returns NaN.
- ▶ `fmaf(x, y, -∞)` returns NaN if  $x \times y$  is an exact  $+\infty$ .
- ▶ `fmaf(x, y, +∞)` returns NaN if  $x \times y$  is an exact  $-\infty$ .

### Description

Computes the value of  $x \times y + z$  as a single ternary operation, rounding the result once in round-to-nearest-even mode.



#### Note:

For accuracy information for this function see the CUDA C++ Programming Guide, Appendix E.1, Table 6.

## `__device__ float __fmaf_ru(float x, float y, float z)`

Compute  $x \times y + z$  as a single operation, in round-up mode.

### Returns

Returns the rounded value of  $x \times y + z$  as a single operation.

- ▶ `fmaf( ±∞ , ±0 , z)` returns NaN.
- ▶ `fmaf( ±0 , ±∞ , z)` returns NaN.
- ▶ `fmaf(x, y, -∞)` returns NaN if  $x \times y$  is an exact  $+\infty$ .
- ▶ `fmaf(x, y, +∞)` returns NaN if  $x \times y$  is an exact  $-\infty$ .

### Description

Computes the value of  $x \times y + z$  as a single ternary operation, rounding the result once in round-up (to positive infinity) mode.



#### Note:

For accuracy information for this function see the CUDA C++ Programming Guide, Appendix E.1, Table 6.

## `__device__ float __fmaf_rz(float x, float y, float z)`

Compute  $x \times y + z$  as a single operation, in round-towards-zero mode.

### Returns

Returns the rounded value of  $x \times y + z$  as a single operation.

- ▶ `fmaf( ±∞ , ±0 , z)` returns NaN.
- ▶ `fmaf( ±0 , ±∞ , z)` returns NaN.
- ▶ `fmaf(x, y, -∞)` returns NaN if  $x \times y$  is an exact  $+\infty$ .
- ▶ `fmaf(x, y, +∞)` returns NaN if  $x \times y$  is an exact  $-\infty$ .

### Description

Computes the value of  $x \times y + z$  as a single ternary operation, rounding the result once in round-towards-zero mode.



#### Note:

For accuracy information for this function see the CUDA C++ Programming Guide, Appendix E.1, Table 6.

## `__device__ float __fmul_rd (float x, float y)`

Multiply two floating-point values in round-down mode.

### Returns

Returns  $x * y$ .

### Description

Compute the product of  $x$  and  $y$  in round-down (to negative infinity) mode.



#### Note:

- ▶ For accuracy information for this function see the CUDA C++ Programming Guide, Appendix E.1, Table 6.
- ▶ This operation will never be merged into a single multiply-add instruction.

## `__device__ float __fmul_rn (float x, float y)`

Multiply two floating-point values in round-to-nearest-even mode.

### Returns

Returns  $x * y$ .

### Description

Compute the product of  $x$  and  $y$  in round-to-nearest-even mode.



#### Note:

- ▶ For accuracy information for this function see the CUDA C++ Programming Guide, Appendix E.1, Table 6.
- ▶ This operation will never be merged into a single multiply-add instruction.

## `__device__ float __fmul_ru (float x, float y)`

Multiply two floating-point values in round-up mode.

### Returns

Returns  $x * y$ .

## Description

Compute the product of  $x$  and  $y$  in round-up (to positive infinity) mode.



### Note:

- ▶ For accuracy information for this function see the CUDA C++ Programming Guide, Appendix E.1, Table 6.
- ▶ This operation will never be merged into a single multiply-add instruction.

## `__device__ float __fmul_rz (float x, float y)`

Multiply two floating-point values in round-towards-zero mode.

## Returns

Returns  $x * y$ .

## Description

Compute the product of  $x$  and  $y$  in round-towards-zero mode.



### Note:

- ▶ For accuracy information for this function see the CUDA C++ Programming Guide, Appendix E.1, Table 6.
- ▶ This operation will never be merged into a single multiply-add instruction.

## `__device__ float __frcp_rd (float x)`

Compute  $\frac{1}{x}$  in round-down mode.

## Returns

Returns  $\frac{1}{x}$ .

## Description

Compute the reciprocal of  $x$  in round-down (to negative infinity) mode.



### Note:

For accuracy information for this function see the CUDA C++ Programming Guide, Appendix E.1, Table 6.



## `__device__ float __frcp_rn (float x)`

Compute  $\frac{1}{x}$  in round-to-nearest-even mode.

### Returns

Returns  $\frac{1}{x}$ .

### Description

Compute the reciprocal of  $x$  in round-to-nearest-even mode.

**Note:**

For accuracy information for this function see the CUDA C++ Programming Guide, Appendix E.1, Table 6.

## `__device__ float __frcp_ru (float x)`

Compute  $\frac{1}{x}$  in round-up mode.

### Returns

Returns  $\frac{1}{x}$ .

### Description

Compute the reciprocal of  $x$  in round-up (to positive infinity) mode.

**Note:**

For accuracy information for this function see the CUDA C++ Programming Guide, Appendix E.1, Table 6.

## `__device__ float __frcp_rz (float x)`

Compute  $\frac{1}{x}$  in round-towards-zero mode.

### Returns

Returns  $\frac{1}{x}$ .

## Description

Compute the reciprocal of  $x$  in round-towards-zero mode.



### Note:

For accuracy information for this function see the CUDA C++ Programming Guide, Appendix E.1, Table 6.

## `__device__ float __frsqrt_rn (float x)`

Compute  $1/\sqrt{x}$  in round-to-nearest-even mode.

## Returns

Returns  $1/\sqrt{x}$ .

## Description

Compute the reciprocal square root of  $x$  in round-to-nearest-even mode.



### Note:

For accuracy information for this function see the CUDA C++ Programming Guide, Appendix E.1, Table 6.

## `__device__ float __fsqrt_rd (float x)`

Compute  $\sqrt{x}$  in round-down mode.

## Returns

Returns  $\sqrt{x}$ .

## Description

Compute the square root of  $x$  in round-down (to negative infinity) mode.



### Note:

For accuracy information for this function see the CUDA C++ Programming Guide, Appendix E.1, Table 6.

## `__device__ float __fsqrt_rn (float x)`

Compute  $\sqrt{x}$  in round-to-nearest-even mode.

### Returns

Returns  $\sqrt{x}$ .

### Description

Compute the square root of  $x$  in round-to-nearest-even mode.

**Note:**

For accuracy information for this function see the CUDA C++ Programming Guide, Appendix E.1, Table 6.

## `__device__ float __fsqrt_ru (float x)`

Compute  $\sqrt{x}$  in round-up mode.

### Returns

Returns  $\sqrt{x}$ .

### Description

Compute the square root of  $x$  in round-up (to positive infinity) mode.

**Note:**

For accuracy information for this function see the CUDA C++ Programming Guide, Appendix E.1, Table 6.

## `__device__ float __fsqrt_rz (float x)`

Compute  $\sqrt{x}$  in round-towards-zero mode.

### Returns

Returns  $\sqrt{x}$ .

## Description

Compute the square root of  $x$  in round-towards-zero mode.



### Note:

For accuracy information for this function see the CUDA C++ Programming Guide, Appendix E.1, Table 6.

## `__device__ float __fsub_rd (float x, float y)`

Subtract two floating-point values in round-down mode.

## Returns

Returns  $x - y$ .

## Description

Compute the difference of  $x$  and  $y$  in round-down (to negative infinity) mode.



### Note:

- ▶ For accuracy information for this function see the CUDA C++ Programming Guide, Appendix E.1, Table 6.
- ▶ This operation will never be merged into a single multiply-add instruction.

## `__device__ float __fsub_rn (float x, float y)`

Subtract two floating-point values in round-to-nearest-even mode.

## Returns

Returns  $x - y$ .

## Description

Compute the difference of  $x$  and  $y$  in round-to-nearest-even rounding mode.



### Note:

- ▶ For accuracy information for this function see the CUDA C++ Programming Guide, Appendix E.1, Table 6.
- ▶ This operation will never be merged into a single multiply-add instruction.

## `__device__ float __fsub_ru (float x, float y)`

Subtract two floating-point values in round-up mode.

### Returns

Returns  $x - y$ .

### Description

Compute the difference of  $x$  and  $y$  in round-up (to positive infinity) mode.



#### Note:

- ▶ For accuracy information for this function see the CUDA C++ Programming Guide, Appendix E.1, Table 6.
- ▶ This operation will never be merged into a single multiply-add instruction.

## `__device__ float __fsub_rz (float x, float y)`

Subtract two floating-point values in round-towards-zero mode.

### Returns

Returns  $x - y$ .

### Description

Compute the difference of  $x$  and  $y$  in round-towards-zero mode.



#### Note:

- ▶ For accuracy information for this function see the CUDA C++ Programming Guide, Appendix E.1, Table 6.
- ▶ This operation will never be merged into a single multiply-add instruction.

## `__device__ float __log10f (float x)`

Calculate the fast approximate base 10 logarithm of the input argument.

### Returns

Returns an approximation to  $\log_{10}(x)$ .

## Description

Calculate the fast approximate base 10 logarithm of the input argument  $x$ .



### Note:

- ▶ For accuracy information for this function see the CUDA C++ Programming Guide, Appendix E.2, Table 9.
- ▶ Most input and output values around denormal range are flushed to sign preserving 0.0.

## \_\_device\_\_ float \_\_log2f (float x)

Calculate the fast approximate base 2 logarithm of the input argument.

## Returns

Returns an approximation to  $\log_2(x)$ .

## Description

Calculate the fast approximate base 2 logarithm of the input argument  $x$ .



### Note:

- ▶ For accuracy information for this function see the CUDA C++ Programming Guide, Appendix E.2, Table 9.
- ▶ Input and output in the denormal range is flushed to sign preserving 0.0.

## \_\_device\_\_ float \_\_logf (float x)

Calculate the fast approximate base  $e$  logarithm of the input argument.

## Returns

Returns an approximation to  $\log_e(x)$ .

## Description

Calculate the fast approximate base  $e$  logarithm of the input argument  $x$ .



### Note:

- ▶ For accuracy information for this function see the CUDA C++ Programming Guide, Appendix E.2, Table 9.

- ▶ Most input and output values around denormal range are flushed to sign preserving 0.0.

## `__device__ float __powf (float x, float y)`

Calculate the fast approximate of  $x^y$ .

### Returns

Returns an approximation to  $x^y$ .

### Description

Calculate the fast approximate of  $x$ , the first input argument, raised to the power of  $y$ , the second input argument,  $x^y$ .



#### Note:

- ▶ For accuracy information for this function see the CUDA C++ Programming Guide, Appendix E.2, Table 9.
- ▶ Most input and output values around denormal range are flushed to sign preserving 0.0.

## `__device__ float __saturatef (float x)`

Clamp the input argument to  $[+0.0, 1.0]$ .

### Returns

- ▶ `__saturatef(x)` returns 0 if  $x < 0$ .
- ▶ `__saturatef(x)` returns 1 if  $x > 1$ .
- ▶ `__saturatef(x)` returns  $x$  if  $0 \leq x \leq 1$ .
- ▶ `__saturatef(NaN)` returns 0.

### Description

Clamp the input argument  $x$  to be within the interval  $[+0.0, 1.0]$ .

## `__device__ void __sincosf (float x, float *sptr, float *cptr)`

Calculate the fast approximate of sine and cosine of the first input argument.

### Returns

- ▶ none

## Description

Calculate the fast approximate of sine and cosine of the first input argument  $x$  (measured in radians). The results for sine and cosine are written into the second argument, `sptx`, and, respectively, third argument, `cptx`.



### Note:

- ▶ For accuracy information for this function see the CUDA C++ Programming Guide, Appendix E.2, Table 9.
- ▶ Denorm input/output is flushed to sign preserving 0.0.

## `__device__ float __sinf (float x)`

Calculate the fast approximate sine of the input argument.

## Returns

Returns the approximate sine of  $x$ .

## Description

Calculate the fast approximate sine of the input argument  $x$ , measured in radians.



### Note:

- ▶ For accuracy information for this function see the CUDA C++ Programming Guide, Appendix E.2, Table 9.
- ▶ Input and output in the denormal range is flushed to sign preserving 0.0.

## `__device__ float __tanf (float x)`

Calculate the fast approximate tangent of the input argument.

## Returns

Returns the approximate tangent of  $x$ .

## Description

Calculate the fast approximate tangent of the input argument  $x$ , measured in radians.



### Note:



- ▶ For accuracy information for this function see the CUDA C++ Programming Guide, Appendix E.2, Table 9.
- ▶ The result is computed as the fast divide of `__sinf()` by `__cosf()`. Denormal input and output are flushed to sign-preserving 0.0 at each step of the computation.

## 1.8. Double Precision Intrinsic

This section describes double precision intrinsic functions that are only supported in device code. To use these functions you do not need to include any additional header files in your program.

### `__device__ double __dadd_rd (double x, double y)`

Add two floating-point values in round-down mode.

#### Returns

Returns  $x + y$ .

#### Description

Adds two floating-point values  $x$  and  $y$  in round-down (to negative infinity) mode.



#### Note:

- ▶ For accuracy information for this function see the CUDA C++ Programming Guide, Appendix E.1, Table 7.
- ▶ This operation will never be merged into a single multiply-add instruction.

### `__device__ double __dadd_rn (double x, double y)`

Add two floating-point values in round-to-nearest-even mode.

#### Returns

Returns  $x + y$ .

#### Description

Adds two floating-point values  $x$  and  $y$  in round-to-nearest-even mode.



#### Note:

- ▶ For accuracy information for this function see the CUDA C++ Programming Guide, Appendix E.1, Table 7.
- ▶ This operation will never be merged into a single multiply-add instruction.

## `__device__ double __dadd_ru (double x, double y)`

Add two floating-point values in round-up mode.

### Returns

Returns  $x + y$ .

### Description

Adds two floating-point values  $x$  and  $y$  in round-up (to positive infinity) mode.



#### Note:

- ▶ For accuracy information for this function see the CUDA C++ Programming Guide, Appendix E.1, Table 7.
- ▶ This operation will never be merged into a single multiply-add instruction.

## `__device__ double __dadd_rz (double x, double y)`

Add two floating-point values in round-towards-zero mode.

### Returns

Returns  $x + y$ .

### Description

Adds two floating-point values  $x$  and  $y$  in round-towards-zero mode.



#### Note:

- ▶ For accuracy information for this function see the CUDA C++ Programming Guide, Appendix E.1, Table 7.
- ▶ This operation will never be merged into a single multiply-add instruction.

## `__device__ double __ddiv_rd (double x, double y)`

Divide two floating-point values in round-down mode.

### Returns

Returns  $x / y$ .

### Description

Divides two floating-point values  $x$  by  $y$  in round-down (to negative infinity) mode.



#### Note:

- ▶ For accuracy information for this function see the CUDA C++ Programming Guide, Appendix E.1, Table 7.
- ▶ Requires compute capability  $\geq 2.0$ .

## `__device__ double __ddiv_rn (double x, double y)`

Divide two floating-point values in round-to-nearest-even mode.

### Returns

Returns  $x / y$ .

### Description

Divides two floating-point values  $x$  by  $y$  in round-to-nearest-even mode.



#### Note:

- ▶ For accuracy information for this function see the CUDA C++ Programming Guide, Appendix E.1, Table 7.
- ▶ Requires compute capability  $\geq 2.0$ .

## `__device__ double __ddiv_ru (double x, double y)`

Divide two floating-point values in round-up mode.

### Returns

Returns  $x / y$ .

## Description

Divides two floating-point values  $x$  by  $y$  in round-up (to positive infinity) mode.



### Note:

- ▶ For accuracy information for this function see the CUDA C++ Programming Guide, Appendix E.1, Table 7.
- ▶ Requires compute capability  $\geq 2.0$ .

## `__device__ double __ddiv_rz (double x, double y)`

Divide two floating-point values in round-towards-zero mode.

## Returns

Returns  $x / y$ .

## Description

Divides two floating-point values  $x$  by  $y$  in round-towards-zero mode.



### Note:

- ▶ For accuracy information for this function see the CUDA C++ Programming Guide, Appendix E.1, Table 7.
- ▶ Requires compute capability  $\geq 2.0$ .

## `__device__ double __dmul_rd (double x, double y)`

Multiply two floating-point values in round-down mode.

## Returns

Returns  $x * y$ .

## Description

Multiplies two floating-point values  $x$  and  $y$  in round-down (to negative infinity) mode.



### Note:

- ▶ For accuracy information for this function see the CUDA C++ Programming Guide, Appendix E.1, Table 7.

- ▶ This operation will never be merged into a single multiply-add instruction.

## `__device__ double __dmul_rn (double x, double y)`

Multiply two floating-point values in round-to-nearest-even mode.

### Returns

Returns  $x * y$ .

### Description

Multiplies two floating-point values  $x$  and  $y$  in round-to-nearest-even mode.



#### Note:

- ▶ For accuracy information for this function see the CUDA C++ Programming Guide, Appendix E.1, Table 7.
- ▶ This operation will never be merged into a single multiply-add instruction.

## `__device__ double __dmul_ru (double x, double y)`

Multiply two floating-point values in round-up mode.

### Returns

Returns  $x * y$ .

### Description

Multiplies two floating-point values  $x$  and  $y$  in round-up (to positive infinity) mode.



#### Note:

- ▶ For accuracy information for this function see the CUDA C++ Programming Guide, Appendix E.1, Table 7.
- ▶ This operation will never be merged into a single multiply-add instruction.

## `__device__ double __dmul_rz (double x, double y)`

Multiply two floating-point values in round-towards-zero mode.

### Returns

Returns  $x * y$ .

## Description

Multiplies two floating-point values  $x$  and  $y$  in round-towards-zero mode.



### Note:

- ▶ For accuracy information for this function see the CUDA C++ Programming Guide, Appendix E.1, Table 7.
- ▶ This operation will never be merged into a single multiply-add instruction.

## `__device__ double __drcp_rd (double x)`

Compute  $\frac{1}{x}$  in round-down mode.

## Returns

Returns  $\frac{1}{x}$ .

## Description

Compute the reciprocal of  $x$  in round-down (to negative infinity) mode.



### Note:

- ▶ For accuracy information for this function see the CUDA C++ Programming Guide, Appendix E.1, Table 7.
- ▶ Requires compute capability  $\geq 2.0$ .

## `__device__ double __drcp_rn (double x)`

Compute  $\frac{1}{x}$  in round-to-nearest-even mode.

## Returns

Returns  $\frac{1}{x}$ .

## Description

Compute the reciprocal of  $x$  in round-to-nearest-even mode.



### Note:

- ▶ For accuracy information for this function see the CUDA C++ Programming Guide, Appendix E.1, Table 7.
- ▶ Requires compute capability  $\geq 2.0$ .

## `__device__ double __drcp_ru (double x)`

Compute  $\frac{1}{x}$  in round-up mode.

### Returns

Returns  $\frac{1}{x}$ .

### Description

Compute the reciprocal of  $x$  in round-up (to positive infinity) mode.



#### Note:

- ▶ For accuracy information for this function see the CUDA C++ Programming Guide, Appendix E.1, Table 7.
- ▶ Requires compute capability  $\geq 2.0$ .

## `__device__ double __drcp_rz (double x)`

Compute  $\frac{1}{x}$  in round-towards-zero mode.

### Returns

Returns  $\frac{1}{x}$ .

### Description

Compute the reciprocal of  $x$  in round-towards-zero mode.



#### Note:

- ▶ For accuracy information for this function see the CUDA C++ Programming Guide, Appendix E.1, Table 7.
- ▶ Requires compute capability  $\geq 2.0$ .

## `__device__ double __dsqrt_rd (double x)`

Compute  $\sqrt{x}$  in round-down mode.

### Returns

Returns  $\sqrt{x}$ .

### Description

Compute the square root of  $x$  in round-down (to negative infinity) mode.

**Note:**

- ▶ For accuracy information for this function see the CUDA C++ Programming Guide, Appendix E.1, Table 7.
- ▶ Requires compute capability  $\geq 2.0$ .

## `__device__ double __dsqrt_rn (double x)`

Compute  $\sqrt{x}$  in round-to-nearest-even mode.

### Returns

Returns  $\sqrt{x}$ .

### Description

Compute the square root of  $x$  in round-to-nearest-even mode.

**Note:**

- ▶ For accuracy information for this function see the CUDA C++ Programming Guide, Appendix E.1, Table 7.
- ▶ Requires compute capability  $\geq 2.0$ .

## `__device__ double __dsqrt_ru (double x)`

Compute  $\sqrt{x}$  in round-up mode.

### Returns

Returns  $\sqrt{x}$ .



## Description

Compute the square root of  $x$  in round-up (to positive infinity) mode.



### Note:

- ▶ For accuracy information for this function see the CUDA C++ Programming Guide, Appendix E.1, Table 7.
- ▶ Requires compute capability  $\geq 2.0$ .

## `__device__ double __dsqrt_rz (double x)`

Compute  $\sqrt{x}$  in round-towards-zero mode.

## Returns

Returns  $\sqrt{x}$ .

## Description

Compute the square root of  $x$  in round-towards-zero mode.



### Note:

- ▶ For accuracy information for this function see the CUDA C++ Programming Guide, Appendix E.1, Table 7.
- ▶ Requires compute capability  $\geq 2.0$ .

## `__device__ double __dsub_rd (double x, double y)`

Subtract two floating-point values in round-down mode.

## Returns

Returns  $x - y$ .

## Description

Subtracts two floating-point values  $x$  and  $y$  in round-down (to negative infinity) mode.



### Note:

- ▶ For accuracy information for this function see the CUDA C++ Programming Guide, Appendix E.1, Table 7.

- ▶ This operation will never be merged into a single multiply-add instruction.

## `__device__ double __dsub_rn (double x, double y)`

Subtract two floating-point values in round-to-nearest-even mode.

### Returns

Returns  $x - y$ .

### Description

Subtracts two floating-point values  $x$  and  $y$  in round-to-nearest-even mode.



#### Note:

- ▶ For accuracy information for this function see the CUDA C++ Programming Guide, Appendix E.1, Table 7.
- ▶ This operation will never be merged into a single multiply-add instruction.

## `__device__ double __dsub_ru (double x, double y)`

Subtract two floating-point values in round-up mode.

### Returns

Returns  $x - y$ .

### Description

Subtracts two floating-point values  $x$  and  $y$  in round-up (to positive infinity) mode.



#### Note:

- ▶ For accuracy information for this function see the CUDA C++ Programming Guide, Appendix E.1, Table 7.
- ▶ This operation will never be merged into a single multiply-add instruction.

## `__device__ double __dsub_rz (double x, double y)`

Subtract two floating-point values in round-towards-zero mode.

### Returns

Returns  $x - y$ .

## Description

Subtracts two floating-point values  $x$  and  $y$  in round-towards-zero mode.



### Note:

- ▶ For accuracy information for this function see the CUDA C++ Programming Guide, Appendix E.1, Table 7.
- ▶ This operation will never be merged into a single multiply-add instruction.

## `__device__ double __fma_rd (double x, double y, double z)`

Compute  $x \times y + z$  as a single operation in round-down mode.

### Returns

Returns the rounded value of  $x \times y + z$  as a single operation.

- ▶ `fmaf( ±∞, ±0, z)` returns NaN.
- ▶ `fmaf( ±0, ±∞, z)` returns NaN.
- ▶ `fmaf(x, y, -∞)` returns NaN if  $x \times y$  is an exact  $+\infty$
- ▶ `fmaf(x, y, +∞)` returns NaN if  $x \times y$  is an exact  $-\infty$

## Description

Computes the value of  $x \times y + z$  as a single ternary operation, rounding the result once in round-down (to negative infinity) mode.



### Note:

For accuracy information for this function see the CUDA C++ Programming Guide, Appendix E.1, Table 7.

## `__device__ double __fma_rn (double x, double y, double z)`

Compute  $x \times y + z$  as a single operation in round-to-nearest-even mode.

### Returns

Returns the rounded value of  $x \times y + z$  as a single operation.

- ▶ `fmaf( ±∞, ±0, z)` returns NaN.

- ▶ `fmaf( ±0, ±∞, z)` returns NaN.
- ▶ `fmaf(x, y, -∞)` returns NaN if  $x \times y$  is an exact  $+\infty$
- ▶ `fmaf(x, y, +∞)` returns NaN if  $x \times y$  is an exact  $-\infty$

## Description

Computes the value of  $x \times y + z$  as a single ternary operation, rounding the result once in round-to-nearest-even mode.



### Note:

For accuracy information for this function see the CUDA C++ Programming Guide, Appendix E.1, Table 7.

## `__device__ double __fma_ru (double x, double y, double z)`

Compute  $x \times y + z$  as a single operation in round-up mode.

## Returns

Returns the rounded value of  $x \times y + z$  as a single operation.

- ▶ `fmaf( ±∞, ±0, z)` returns NaN.
- ▶ `fmaf( ±0, ±∞, z)` returns NaN.
- ▶ `fmaf(x, y, -∞)` returns NaN if  $x \times y$  is an exact  $+\infty$
- ▶ `fmaf(x, y, +∞)` returns NaN if  $x \times y$  is an exact  $-\infty$

## Description

Computes the value of  $x \times y + z$  as a single ternary operation, rounding the result once in round-up (to positive infinity) mode.



### Note:

For accuracy information for this function see the CUDA C++ Programming Guide, Appendix E.1, Table 7.

## `__device__ double __fma_rz (double x, double y, double z)`

Compute  $x \times y + z$  as a single operation in round-towards-zero mode.

### Returns

Returns the rounded value of  $x \times y + z$  as a single operation.

- ▶ `fmaf( ±∞, ±0, z)` returns NaN.
- ▶ `fmaf( ±0, ±∞, z)` returns NaN.
- ▶ `fmaf(x, y, -∞)` returns NaN if  $x \times y$  is an exact  $+\infty$
- ▶ `fmaf(x, y, +∞)` returns NaN if  $x \times y$  is an exact  $-\infty$

### Description

Computes the value of  $x \times y + z$  as a single ternary operation, rounding the result once in round-towards-zero mode.



#### Note:

For accuracy information for this function see the CUDA C++ Programming Guide, Appendix E.1, Table 7.

## 1.9. Integer Ininsics

This section describes integer intrinsic functions that are only supported in device code. To use these functions you do not need to include any additional header files in your program.

### `__device__ unsigned int __brev (unsigned int x)`

Reverse the bit order of a 32-bit unsigned integer.

### Returns

Returns the bit-reversed value of  $x$ . i.e. bit  $N$  of the return value corresponds to bit  $31-N$  of  $x$ .

### Description

Reverses the bit order of the 32-bit unsigned integer  $x$ .

## `__device__ unsigned long long int __brevll (unsigned long long int x)`

Reverse the bit order of a 64-bit unsigned integer.

### Returns

Returns the bit-reversed value of  $x$ . i.e. bit  $N$  of the return value corresponds to bit  $63-N$  of  $x$ .

### Description

Reverses the bit order of the 64-bit unsigned integer  $x$ .

## `__device__ unsigned int __byte_perm (unsigned int x, unsigned int y, unsigned int s)`

Return selected bytes from two 32-bit unsigned integers.

### Returns

The returned value  $r$  is computed to be:  $result[n] := input[selector[n]]$  where  $result[n]$  is the  $n$ th byte of  $r$ .

### Description

`byte_perm(x,y,s)` returns a 32-bit integer consisting of four bytes from eight input bytes provided in the two input integers  $x$  and  $y$ , as specified by a selector,  $s$ .

The input bytes are indexed as follows:  $input[0] = x<7:0>$   $input[1] = x<15:8>$   $input[2] = x<23:16>$   $input[3] = x<31:24>$   $input[4] = y<7:0>$   $input[5] = y<15:8>$   $input[6] = y<23:16>$   $input[7] = y<31:24>$   
 The selector indices are as follows (the upper 16-bits of the selector are not used):  $selector[0] = s<2:0>$   $selector[1] = s<6:4>$   $selector[2] = s<10:8>$   $selector[3] = s<14:12>$

## `__device__ int __clz (int x)`

Return the number of consecutive high-order zero bits in a 32-bit integer.

### Returns

Returns a value between 0 and 32 inclusive representing the number of zero bits.

### Description

Count the number of consecutive leading zero bits, starting at the most significant bit (bit 31) of  $x$ .

## `__device__ int __clzll (long long int x)`

Count the number of consecutive high-order zero bits in a 64-bit integer.

### Returns

Returns a value between 0 and 64 inclusive representing the number of zero bits.

### Description

Count the number of consecutive leading zero bits, starting at the most significant bit (bit 63) of  $x$ .

## `__device__ int __ffs (int x)`

Find the position of the least significant bit set to 1 in a 32-bit integer.

### Returns

Returns a value between 0 and 32 inclusive representing the position of the first bit set.

- ▶ `__ffs(0)` returns 0.

### Description

Find the position of the first (least significant) bit set to 1 in  $x$ , where the least significant bit position is 1.

## `__device__ int __ffsll (long long int x)`

Find the position of the least significant bit set to 1 in a 64-bit integer.

### Returns

Returns a value between 0 and 64 inclusive representing the position of the first bit set.

- ▶ `__ffsll(0)` returns 0.

### Description

Find the position of the first (least significant) bit set to 1 in  $x$ , where the least significant bit position is 1.

## `__device__ unsigned int __funnelshift_l (unsigned int lo, unsigned int hi, unsigned int shift)`

Concatenate `hi : lo`, shift left by `shift & 31` bits, return the most significant 32 bits.

### Returns

Returns the most significant 32 bits of the shifted 64-bit value.

### Description

Shift the 64-bit value formed by concatenating argument `lo` and `hi` left by the amount specified by the argument `shift`. Argument `lo` holds bits 31:0 and argument `hi` holds bits 63:32 of the 64-bit source value. The source is shifted left by the wrapped value of `shift` (`shift & 31`). The most significant 32-bits of the result are returned.

## `__device__ unsigned int __funnelshift_lc (unsigned int lo, unsigned int hi, unsigned int shift)`

Concatenate `hi : lo`, shift left by `min(shift, 32)` bits, return the most significant 32 bits.

### Returns

Returns the most significant 32 bits of the shifted 64-bit value.

### Description

Shift the 64-bit value formed by concatenating argument `lo` and `hi` left by the amount specified by the argument `shift`. Argument `lo` holds bits 31:0 and argument `hi` holds bits 63:32 of the 64-bit source value. The source is shifted left by the clamped value of `shift` (`min(shift, 32)`). The most significant 32-bits of the result are returned.

## `__device__ unsigned int __funnelshift_r (unsigned int lo, unsigned int hi, unsigned int shift)`

Concatenate `hi : lo`, shift right by `shift & 31` bits, return the least significant 32 bits.

### Returns

Returns the least significant 32 bits of the shifted 64-bit value.

### Description

Shift the 64-bit value formed by concatenating argument `lo` and `hi` right by the amount specified by the argument `shift`. Argument `lo` holds bits 31:0 and argument `hi` holds bits



63:32 of the 64-bit source value. The source is shifted right by the wrapped value of `shift` (`shift & 31`). The least significant 32-bits of the result are returned.

**\_\_device\_\_ unsigned int \_\_funnelshift\_rc (unsigned int lo, unsigned int hi, unsigned int shift)**

Concatenate `hi : lo`, shift right by `min(shift, 32)` bits, return the least significant 32 bits.

### Returns

Returns the least significant 32 bits of the shifted 64-bit value.

### Description

Shift the 64-bit value formed by concatenating argument `lo` and `hi` right by the amount specified by the argument `shift`. Argument `lo` holds bits 31:0 and argument `hi` holds bits 63:32 of the 64-bit source value. The source is shifted right by the clamped value of `shift` (`min(shift, 32)`). The least significant 32-bits of the result are returned.

**\_\_device\_\_ int \_\_hadd (int, int)**

Compute average of signed input arguments, avoiding overflow in the intermediate sum.

### Returns

Returns a signed integer value representing the signed average value of the two inputs.

### Description

Compute average of signed input arguments `x` and `y` as  $(x + y) \gg 1$ , avoiding overflow in the intermediate sum.

**\_\_device\_\_ int \_\_mul24 (int x, int y)**

Calculate the least significant 32 bits of the product of the least significant 24 bits of two integers.

### Returns

Returns the least significant 32 bits of the product `x * y`.

### Description

Calculate the least significant 32 bits of the product of the least significant 24 bits of `x` and `y`. The high order 8 bits of `x` and `y` are ignored.

## `__device__ long long int __mul64hi (long long int x, long long int y)`

Calculate the most significant 64 bits of the product of the two 64-bit integers.

### Returns

Returns the most significant 64 bits of the product  $x * y$ .

### Description

Calculate the most significant 64 bits of the 128-bit product  $x * y$ , where  $x$  and  $y$  are 64-bit integers.

## `__device__ int __mulhi (int x, int y)`

Calculate the most significant 32 bits of the product of the two 32-bit integers.

### Returns

Returns the most significant 32 bits of the product  $x * y$ .

### Description

Calculate the most significant 32 bits of the 64-bit product  $x * y$ , where  $x$  and  $y$  are 32-bit integers.

## `__device__ int __popc (unsigned int x)`

Count the number of bits that are set to 1 in a 32-bit integer.

### Returns

Returns a value between 0 and 32 inclusive representing the number of set bits.

### Description

Count the number of bits that are set to 1 in  $x$ .

## `__device__ int __popc ll (unsigned long long int x)`

Count the number of bits that are set to 1 in a 64-bit integer.

### Returns

Returns a value between 0 and 64 inclusive representing the number of set bits.

### Description

Count the number of bits that are set to 1 in  $x$ .

### `__device__ int __rhadd (int, int)`

Compute rounded average of signed input arguments, avoiding overflow in the intermediate sum.

### Returns

Returns a signed integer value representing the signed rounded average value of the two inputs.

### Description

Compute average of signed input arguments  $x$  and  $y$  as  $(x + y + 1) >> 1$ , avoiding overflow in the intermediate sum.

### `__device__ unsigned int __sad (int x, int y, unsigned int z)`

Calculate  $|x - y| + z$ , the sum of absolute difference.

### Returns

Returns  $|x - y| + z$ .

### Description

Calculate  $|x - y| + z$ , the 32-bit sum of the third argument  $z$  plus and the absolute value of the difference between the first argument,  $x$ , and second argument,  $y$ .

Inputs  $x$  and  $y$  are signed 32-bit integers, input  $z$  is a 32-bit unsigned integer.

### `__device__ unsigned int __uhadd (unsigned int, unsigned int)`

Compute average of unsigned input arguments, avoiding overflow in the intermediate sum.

### Returns

Returns an unsigned integer value representing the unsigned average value of the two inputs.

### Description

Compute average of unsigned input arguments  $x$  and  $y$  as  $(x + y) \gg 1$ , avoiding overflow in the intermediate sum.

### `__device__ unsigned int __umul24 (unsigned int x, unsigned int y)`

Calculate the least significant 32 bits of the product of the least significant 24 bits of two unsigned integers.

### Returns

Returns the least significant 32 bits of the product  $x * y$ .

### Description

Calculate the least significant 32 bits of the product of the least significant 24 bits of  $x$  and  $y$ . The high order 8 bits of  $x$  and  $y$  are ignored.

### `__device__ unsigned long long int __umul64hi (unsigned long long int x, unsigned long long int y)`

Calculate the most significant 64 bits of the product of the two 64 unsigned bit integers.

### Returns

Returns the most significant 64 bits of the product  $x * y$ .

### Description

Calculate the most significant 64 bits of the 128-bit product  $x * y$ , where  $x$  and  $y$  are 64-bit unsigned integers.

### `__device__ unsigned int __umulhi (unsigned int x, unsigned int y)`

Calculate the most significant 32 bits of the product of the two 32-bit unsigned integers.

### Returns

Returns the most significant 32 bits of the product  $x * y$ .

### Description

Calculate the most significant 32 bits of the 64-bit product  $x * y$ , where  $x$  and  $y$  are 32-bit unsigned integers.

### `__device__ unsigned int __urhadd (unsigned int, unsigned int)`

Compute rounded average of unsigned input arguments, avoiding overflow in the intermediate sum.

### Returns

Returns an unsigned integer value representing the unsigned rounded average value of the two inputs.

### Description

Compute average of unsigned input arguments  $x$  and  $y$  as  $(x + y + 1) >> 1$ , avoiding overflow in the intermediate sum.

### `__device__ unsigned int __usad (unsigned int x, unsigned int y, unsigned int z)`

Calculate  $|x - y| + z$ , the sum of absolute difference.

### Returns

Returns  $|x - y| + z$ .

### Description

Calculate  $|x - y| + z$ , the 32-bit sum of the third argument  $z$  plus and the absolute value of the difference between the first argument,  $x$ , and second argument,  $y$ .

Inputs  $x$ ,  $y$ , and  $z$  are unsigned 32-bit integers.

## 1.10. Type Casting Ininsics

This section describes type casting intrinsic functions that are only supported in device code. To use these functions you do not need to include any additional header files in your program.

## `__device__ float __double2float_rd (double x)`

Convert a double to a float in round-down mode.

### Returns

Returns converted value.

### Description

Convert the double-precision floating-point value  $x$  to a single-precision floating-point value in round-down (to negative infinity) mode.

## `__device__ float __double2float_rn (double x)`

Convert a double to a float in round-to-nearest-even mode.

### Returns

Returns converted value.

### Description

Convert the double-precision floating-point value  $x$  to a single-precision floating-point value in round-to-nearest-even mode.

## `__device__ float __double2float_ru (double x)`

Convert a double to a float in round-up mode.

### Returns

Returns converted value.

### Description

Convert the double-precision floating-point value  $x$  to a single-precision floating-point value in round-up (to positive infinity) mode.

## `__device__ float __double2float_rz (double x)`

Convert a double to a float in round-towards-zero mode.

### Returns

Returns converted value.

### Description

Convert the double-precision floating-point value  $x$  to a single-precision floating-point value in round-towards-zero mode.

`__device__ int __double2hiint (double x)`

Reinterpret high 32 bits in a double as a signed integer.

### Returns

Returns reinterpreted value.

### Description

Reinterpret the high 32 bits in the double-precision floating-point value  $x$  as a signed integer.

`__device__ int __double2int_rd (double x)`

Convert a double to a signed int in round-down mode.

### Returns

Returns converted value.

### Description

Convert the double-precision floating-point value  $x$  to a signed integer value in round-down (to negative infinity) mode.

`__device__ int __double2int_rn (double x)`

Convert a double to a signed int in round-to-nearest-even mode.

### Returns

Returns converted value.

### Description

Convert the double-precision floating-point value  $x$  to a signed integer value in round-to-nearest-even mode.

## `__device__ int __double2int_ru (double x)`

Convert a double to a signed int in round-up mode.

### Returns

Returns converted value.

### Description

Convert the double-precision floating-point value  $x$  to a signed integer value in round-up (to positive infinity) mode.

## `__device__ int __double2int_rz (double)`

Convert a double to a signed int in round-towards-zero mode.

### Returns

Returns converted value.

### Description

Convert the double-precision floating-point value  $x$  to a signed integer value in round-towards-zero mode.

## `__device__ long long int __double2ll_rd (double x)`

Convert a double to a signed 64-bit int in round-down mode.

### Returns

Returns converted value.

### Description

Convert the double-precision floating-point value  $x$  to a signed 64-bit integer value in round-down (to negative infinity) mode.

## `__device__ long long int __double2ll_rn (double x)`

Convert a double to a signed 64-bit int in round-to-nearest-even mode.

### Returns

Returns converted value.



### Description

Convert the double-precision floating-point value  $x$  to a signed 64-bit integer value in round-to-nearest-even mode.

`__device__ long long int __double2ll_ru (double x)`

Convert a double to a signed 64-bit int in round-up mode.

### Returns

Returns converted value.

### Description

Convert the double-precision floating-point value  $x$  to a signed 64-bit integer value in round-up (to positive infinity) mode.

`__device__ long long int __double2ll_rz (double)`

Convert a double to a signed 64-bit int in round-towards-zero mode.

### Returns

Returns converted value.

### Description

Convert the double-precision floating-point value  $x$  to a signed 64-bit integer value in round-towards-zero mode.

`__device__ int __double2loint (double x)`

Reinterpret low 32 bits in a double as a signed integer.

### Returns

Returns reinterpreted value.

### Description

Reinterpret the low 32 bits in the double-precision floating-point value  $x$  as a signed integer.

## `__device__ unsigned int __double2uint_rd (double x)`

Convert a double to an unsigned int in round-down mode.

### Returns

Returns converted value.

### Description

Convert the double-precision floating-point value  $x$  to an unsigned integer value in round-down (to negative infinity) mode.

## `__device__ unsigned int __double2uint_rn (double x)`

Convert a double to an unsigned int in round-to-nearest-even mode.

### Returns

Returns converted value.

### Description

Convert the double-precision floating-point value  $x$  to an unsigned integer value in round-to-nearest-even mode.

## `__device__ unsigned int __double2uint_ru (double x)`

Convert a double to an unsigned int in round-up mode.

### Returns

Returns converted value.

### Description

Convert the double-precision floating-point value  $x$  to an unsigned integer value in round-up (to positive infinity) mode.

## `__device__ unsigned int __double2uint_rz (double)`

Convert a double to an unsigned int in round-towards-zero mode.

### Returns

Returns converted value.

### Description

Convert the double-precision floating-point value  $x$  to an unsigned integer value in round-towards-zero mode.

`__device__ unsigned long long int __double2ull_rd(double x)`

Convert a double to an unsigned 64-bit int in round-down mode.

### Returns

Returns converted value.

### Description

Convert the double-precision floating-point value  $x$  to an unsigned 64-bit integer value in round-down (to negative infinity) mode.

`__device__ unsigned long long int __double2ull_rn(double x)`

Convert a double to an unsigned 64-bit int in round-to-nearest-even mode.

### Returns

Returns converted value.

### Description

Convert the double-precision floating-point value  $x$  to an unsigned 64-bit integer value in round-to-nearest-even mode.

`__device__ unsigned long long int __double2ull_ru(double x)`

Convert a double to an unsigned 64-bit int in round-up mode.

### Returns

Returns converted value.

### Description

Convert the double-precision floating-point value  $x$  to an unsigned 64-bit integer value in round-up (to positive infinity) mode.

## `__device__ unsigned long long int __double2ull_rz (double)`

Convert a double to an unsigned 64-bit int in round-towards-zero mode.

### Returns

Returns converted value.

### Description

Convert the double-precision floating-point value  $x$  to an unsigned 64-bit integer value in round-towards-zero mode.

## `__device__ long long int __double_as_longlong (double x)`

Reinterpret bits in a double as a 64-bit signed integer.

### Returns

Returns reinterpreted value.

### Description

Reinterpret the bits in the double-precision floating-point value  $x$  as a signed 64-bit integer.

## `__device__ int __float2int_rd (float x)`

Convert a float to a signed integer in round-down mode.

### Returns

Returns converted value.

### Description

Convert the single-precision floating-point value  $x$  to a signed integer in round-down (to negative infinity) mode.

## `__device__ int __float2int_rn (float x)`

Convert a float to a signed integer in round-to-nearest-even mode.

### Returns

Returns converted value.

### Description

Convert the single-precision floating-point value  $x$  to a signed integer in round-to-nearest-even mode.

`__device__ int __float2int_ru (float)`

Convert a float to a signed integer in round-up mode.

### Returns

Returns converted value.

### Description

Convert the single-precision floating-point value  $x$  to a signed integer in round-up (to positive infinity) mode.

`__device__ int __float2int_rz (float x)`

Convert a float to a signed integer in round-towards-zero mode.

### Returns

Returns converted value.

### Description

Convert the single-precision floating-point value  $x$  to a signed integer in round-towards-zero mode.

`__device__ long long int __float2ll_rd (float x)`

Convert a float to a signed 64-bit integer in round-down mode.

### Returns

Returns converted value.

### Description

Convert the single-precision floating-point value  $x$  to a signed 64-bit integer in round-down (to negative infinity) mode.

## `__device__ long long int __float2ll_rn (float x)`

Convert a float to a signed 64-bit integer in round-to-nearest-even mode.

### Returns

Returns converted value.

### Description

Convert the single-precision floating-point value  $x$  to a signed 64-bit integer in round-to-nearest-even mode.

## `__device__ long long int __float2ll_ru (float x)`

Convert a float to a signed 64-bit integer in round-up mode.

### Returns

Returns converted value.

### Description

Convert the single-precision floating-point value  $x$  to a signed 64-bit integer in round-up (to positive infinity) mode.

## `__device__ long long int __float2ll_rz (float x)`

Convert a float to a signed 64-bit integer in round-towards-zero mode.

### Returns

Returns converted value.

### Description

Convert the single-precision floating-point value  $x$  to a signed 64-bit integer in round-towards-zero mode.

## `__device__ unsigned int __float2uint_rd (float x)`

Convert a float to an unsigned integer in round-down mode.

### Returns

Returns converted value.

### Description

Convert the single-precision floating-point value  $x$  to an unsigned integer in round-down (to negative infinity) mode.

`__device__ unsigned int __float2uint_rn (float x)`

Convert a float to an unsigned integer in round-to-nearest-even mode.

### Returns

Returns converted value.

### Description

Convert the single-precision floating-point value  $x$  to an unsigned integer in round-to-nearest-even mode.

`__device__ unsigned int __float2uint_ru (float x)`

Convert a float to an unsigned integer in round-up mode.

### Returns

Returns converted value.

### Description

Convert the single-precision floating-point value  $x$  to an unsigned integer in round-up (to positive infinity) mode.

`__device__ unsigned int __float2uint_rz (float x)`

Convert a float to an unsigned integer in round-towards-zero mode.

### Returns

Returns converted value.

### Description

Convert the single-precision floating-point value  $x$  to an unsigned integer in round-towards-zero mode.

`__device__ unsigned long long int __float2ull_rd (float x)`

Convert a float to an unsigned 64-bit integer in round-down mode.

#### Returns

Returns converted value.

#### Description

Convert the single-precision floating-point value  $x$  to an unsigned 64-bit integer in round-down (to negative infinity) mode.

`__device__ unsigned long long int __float2ull_rn (float x)`

Convert a float to an unsigned 64-bit integer in round-to-nearest-even mode.

#### Returns

Returns converted value.

#### Description

Convert the single-precision floating-point value  $x$  to an unsigned 64-bit integer in round-to-nearest-even mode.

`__device__ unsigned long long int __float2ull_ru (float x)`

Convert a float to an unsigned 64-bit integer in round-up mode.

#### Returns

Returns converted value.

#### Description

Convert the single-precision floating-point value  $x$  to an unsigned 64-bit integer in round-up (to positive infinity) mode.



`__device__ unsigned long long int __float2ull_rz (float x)`

Convert a float to an unsigned 64-bit integer in round-towards-zero mode.

### Returns

Returns converted value.

### Description

Convert the single-precision floating-point value  $x$  to an unsigned 64-bit integer in round-towards-zero mode.

`__device__ int __float_as_int (float x)`

Reinterpret bits in a float as a signed integer.

### Returns

Returns reinterpreted value.

### Description

Reinterpret the bits in the single-precision floating-point value  $x$  as a signed integer.

`__device__ unsigned int __float_as_uint (float x)`

Reinterpret bits in a float as a unsigned integer.

### Returns

Returns reinterpreted value.

### Description

Reinterpret the bits in the single-precision floating-point value  $x$  as a unsigned integer.

`__device__ double __hiloint2double (int hi, int lo)`

Reinterpret high and low 32-bit integer values as a double.

### Returns

Returns reinterpreted value.

### Description

Reinterpret the integer value of `hi` as the high 32 bits of a double-precision floating-point value and the integer value of `lo` as the low 32 bits of the same double-precision floating-point value.

`__device__ double __int2double_rn (int x)`

Convert a signed int to a double.

### Returns

Returns converted value.

### Description

Convert the signed integer value `x` to a double-precision floating-point value.

`__device__ float __int2float_rd (int x)`

Convert a signed integer to a float in round-down mode.

### Returns

Returns converted value.

### Description

Convert the signed integer value `x` to a single-precision floating-point value in round-down (to negative infinity) mode.

`__device__ float __int2float_rn (int x)`

Convert a signed integer to a float in round-to-nearest-even mode.

### Returns

Returns converted value.

### Description

Convert the signed integer value `x` to a single-precision floating-point value in round-to-nearest-even mode.

## `__device__ float __int2float_ru (int x)`

Convert a signed integer to a float in round-up mode.

### Returns

Returns converted value.

### Description

Convert the signed integer value  $x$  to a single-precision floating-point value in round-up (to positive infinity) mode.

## `__device__ float __int2float_rz (int x)`

Convert a signed integer to a float in round-towards-zero mode.

### Returns

Returns converted value.

### Description

Convert the signed integer value  $x$  to a single-precision floating-point value in round-towards-zero mode.

## `__device__ float __int_as_float (int x)`

Reinterpret bits in an integer as a float.

### Returns

Returns reinterpreted value.

### Description

Reinterpret the bits in the signed integer value  $x$  as a single-precision floating-point value.

## `__device__ double __ll2double_rd (long long int x)`

Convert a signed 64-bit int to a double in round-down mode.

### Returns

Returns converted value.

### Description

Convert the signed 64-bit integer value  $x$  to a double-precision floating-point value in round-down (to negative infinity) mode.

`__device__ double __ll2double_rn (long long int x)`

Convert a signed 64-bit int to a double in round-to-nearest-even mode.

### Returns

Returns converted value.

### Description

Convert the signed 64-bit integer value  $x$  to a double-precision floating-point value in round-to-nearest-even mode.

`__device__ double __ll2double_ru (long long int x)`

Convert a signed 64-bit int to a double in round-up mode.

### Returns

Returns converted value.

### Description

Convert the signed 64-bit integer value  $x$  to a double-precision floating-point value in round-up (to positive infinity) mode.

`__device__ double __ll2double_rz (long long int x)`

Convert a signed 64-bit int to a double in round-towards-zero mode.

### Returns

Returns converted value.

### Description

Convert the signed 64-bit integer value  $x$  to a double-precision floating-point value in round-towards-zero mode.

## `__device__ float __ll2float_rd (long long int x)`

Convert a signed integer to a float in round-down mode.

### Returns

Returns converted value.

### Description

Convert the signed integer value  $x$  to a single-precision floating-point value in round-down (to negative infinity) mode.

## `__device__ float __ll2float_rn (long long int x)`

Convert a signed 64-bit integer to a float in round-to-nearest-even mode.

### Returns

Returns converted value.

### Description

Convert the signed 64-bit integer value  $x$  to a single-precision floating-point value in round-to-nearest-even mode.

## `__device__ float __ll2float_ru (long long int x)`

Convert a signed integer to a float in round-up mode.

### Returns

Returns converted value.

### Description

Convert the signed integer value  $x$  to a single-precision floating-point value in round-up (to positive infinity) mode.

## `__device__ float __ll2float_rz (long long int x)`

Convert a signed integer to a float in round-towards-zero mode.

### Returns

Returns converted value.

### Description

Convert the signed integer value  $x$  to a single-precision floating-point value in round-towards-zero mode.

`__device__ double __longlong_as_double (long long int x)`

Reinterpret bits in a 64-bit signed integer as a double.

### Returns

Returns reinterpreted value.

### Description

Reinterpret the bits in the 64-bit signed integer value  $x$  as a double-precision floating-point value.

`__device__ double __uint2double_rn (unsigned int x)`

Convert an unsigned int to a double.

### Returns

Returns converted value.

### Description

Convert the unsigned integer value  $x$  to a double-precision floating-point value.

`__device__ float __uint2float_rd (unsigned int x)`

Convert an unsigned integer to a float in round-down mode.

### Returns

Returns converted value.

### Description

Convert the unsigned integer value  $x$  to a single-precision floating-point value in round-down (to negative infinity) mode.

## `__device__ float __uint2float_rn (unsigned int x)`

Convert an unsigned integer to a float in round-to-nearest-even mode.

### Returns

Returns converted value.

### Description

Convert the unsigned integer value  $x$  to a single-precision floating-point value in round-to-nearest-even mode.

## `__device__ float __uint2float_ru (unsigned int x)`

Convert an unsigned integer to a float in round-up mode.

### Returns

Returns converted value.

### Description

Convert the unsigned integer value  $x$  to a single-precision floating-point value in round-up (to positive infinity) mode.

## `__device__ float __uint2float_rz (unsigned int x)`

Convert an unsigned integer to a float in round-towards-zero mode.

### Returns

Returns converted value.

### Description

Convert the unsigned integer value  $x$  to a single-precision floating-point value in round-towards-zero mode.

## `__device__ float __uint_as_float (unsigned int x)`

Reinterpret bits in an unsigned integer as a float.

### Returns

Returns reinterpreted value.

### Description

Reinterpret the bits in the unsigned integer value  $x$  as a single-precision floating-point value.

`__device__ double __ull2double_rd (unsigned long long int x)`

Convert an unsigned 64-bit int to a double in round-down mode.

### Returns

Returns converted value.

### Description

Convert the unsigned 64-bit integer value  $x$  to a double-precision floating-point value in round-down (to negative infinity) mode.

`__device__ double __ull2double_rn (unsigned long long int x)`

Convert an unsigned 64-bit int to a double in round-to-nearest-even mode.

### Returns

Returns converted value.

### Description

Convert the unsigned 64-bit integer value  $x$  to a double-precision floating-point value in round-to-nearest-even mode.

`__device__ double __ull2double_ru (unsigned long long int x)`

Convert an unsigned 64-bit int to a double in round-up mode.

### Returns

Returns converted value.

### Description

Convert the unsigned 64-bit integer value  $x$  to a double-precision floating-point value in round-up (to positive infinity) mode.



## `__device__ double __ull2double_rz (unsigned long long int x)`

Convert an unsigned 64-bit int to a double in round-towards-zero mode.

### Returns

Returns converted value.

### Description

Convert the unsigned 64-bit integer value  $x$  to a double-precision floating-point value in round-towards-zero mode.

## `__device__ float __ull2float_rd (unsigned long long int x)`

Convert an unsigned integer to a float in round-down mode.

### Returns

Returns converted value.

### Description

Convert the unsigned integer value  $x$  to a single-precision floating-point value in round-down (to negative infinity) mode.

## `__device__ float __ull2float_rn (unsigned long long int x)`

Convert an unsigned integer to a float in round-to-nearest-even mode.

### Returns

Returns converted value.

### Description

Convert the unsigned integer value  $x$  to a single-precision floating-point value in round-to-nearest-even mode.

`__device__ float __ull2float_ru (unsigned long long int x)`

Convert an unsigned integer to a float in round-up mode.

#### Returns

Returns converted value.

#### Description

Convert the unsigned integer value `x` to a single-precision floating-point value in round-up (to positive infinity) mode.

`__device__ float __ull2float_rz (unsigned long long int x)`

Convert an unsigned integer to a float in round-towards-zero mode.

#### Returns

Returns converted value.

#### Description

Convert the unsigned integer value `x` to a single-precision floating-point value in round-towards-zero mode.

## 1.11. SIMD Intrinsic

This section describes SIMD intrinsic functions that are only supported in device code. To use these functions you do not need to include any additional header files in your program.

`__device__ unsigned int __vabs2 (unsigned int a)`

Computes per-halfword absolute value.

#### Returns

Returns computed value.

#### Description

Splits 4 bytes of argument into 2 parts, each consisting of 2 bytes, then computes absolute value for each of parts. Partial results are recombined and returned as unsigned int.

## `__device__ unsigned int __vabs4 (unsigned int a)`

Computes per-byte absolute value.

### Returns

Returns computed value.

### Description

Splits argument by bytes. Computes absolute value of each byte. Partial results are recombined and returned as unsigned int.

## `__device__ unsigned int __vabsdiffs2 (unsigned int a, unsigned int b)`

Computes per-halfword sum of absolute difference of signed integer.

### Returns

Returns computed value.

### Description

Splits 4 bytes of each into 2 parts, each consisting of 2 bytes. For corresponding parts function computes absolute difference. Partial results are recombined and returned as unsigned int.

## `__device__ unsigned int __vabsdiffs4 (unsigned int a, unsigned int b)`

Computes per-byte absolute difference of signed integer.

### Returns

Returns computed value.

### Description

Splits 4 bytes of each into 4 parts, each consisting of 1 byte. For corresponding parts function computes absolute difference. Partial results are recombined and returned as unsigned int.

## `__device__ unsigned int __vabsdiffu2 (unsigned int a, unsigned int b)`

Performs per-halfword absolute difference of unsigned integer computation:  $|a - b|$ .

### Returns

Returns computed value.

### Description

Splits 4 bytes of each argument into 2 parts, each consisting of 2 bytes. For corresponding parts function computes absolute difference. Partial results are recombined and returned as unsigned int.

## `__device__ unsigned int __vabsdiffu4 (unsigned int a, unsigned int b)`

Computes per-byte absolute difference of unsigned integer.

### Returns

Returns computed value.

### Description

Splits 4 bytes of each argument into 4 parts, each consisting of 1 byte. For corresponding parts function computes absolute difference. Partial results are recombined and returned as unsigned int.

## `__device__ unsigned int __vabsss2 (unsigned int a)`

Computes per-halfword absolute value with signed saturation.

### Returns

Returns computed value.

### Description

Splits 4 bytes of argument into 2 parts, each consisting of 2 bytes, then computes absolute value with signed saturation for each of parts. Partial results are recombined and returned as unsigned int.

## `__device__ unsigned int __vabsss4 (unsigned int a)`

Computes per-byte absolute value with signed saturation.

### Returns

Returns computed value.

### Description

Splits 4 bytes of argument into 4 parts, each consisting of 1 byte, then computes absolute value with signed saturation for each of parts. Partial results are recombined and returned as unsigned int.

## `__device__ unsigned int __vadd2 (unsigned int a, unsigned int b)`

Performs per-halfword (un)signed addition, with wrap-around:  $a + b$ .

### Returns

Returns computed value.

### Description

Splits 4 bytes of each argument into 2 parts, each consisting of 2 bytes, then performs unsigned addition on corresponding parts. Partial results are recombined and returned as unsigned int.

## `__device__ unsigned int __vadd4 (unsigned int a, unsigned int b)`

Performs per-byte (un)signed addition.

### Returns

Returns computed value.

### Description

Splits 'a' into 4 bytes, then performs unsigned addition on each of these bytes with the corresponding byte from 'b', ignoring overflow. Partial results are recombined and returned as unsigned int.

## `__device__ unsigned int __vaddss2 (unsigned int a, unsigned int b)`

Performs per-halfword addition with signed saturation.

### Returns

Returns computed value.

### Description

Splits 4 bytes of each argument into 2 parts, each consisting of 2 bytes, then performs addition with signed saturation on corresponding parts. Partial results are recombined and returned as unsigned int.

## `__device__ unsigned int __vaddss4 (unsigned int a, unsigned int b)`

Performs per-byte addition with signed saturation.

### Returns

Returns computed value.

### Description

Splits 4 bytes of each argument into 4 parts, each consisting of 1 byte, then performs addition with signed saturation on corresponding parts. Partial results are recombined and returned as unsigned int.

## `__device__ unsigned int __vaddus2 (unsigned int a, unsigned int b)`

Performs per-halfword addition with unsigned saturation.

### Returns

Returns computed value.

### Description

Splits 4 bytes of each argument into 2 parts, each consisting of 2 bytes, then performs addition with unsigned saturation on corresponding parts.

## `__device__ unsigned int __vaddus4 (unsigned int a, unsigned int b)`

Performs per-byte addition with unsigned saturation.

### Returns

Returns computed value.

### Description

Splits 4 bytes of each argument into 4 parts, each consisting of 1 byte, then performs addition with unsigned saturation on corresponding parts.

## `__device__ unsigned int __vavgs2 (unsigned int a, unsigned int b)`

Performs per-halfword signed rounded average computation.

### Returns

Returns computed value.

### Description

Splits 4 bytes of each argument into 2 parts, each consisting of 2 bytes, then computes signed rounded average of corresponding parts. Partial results are recombined and returned as unsigned int.

## `__device__ unsigned int __vavgs4 (unsigned int a, unsigned int b)`

Computes per-byte signed rounded average.

### Returns

Returns computed value.

### Description

Splits 4 bytes of each argument into 4 parts, each consisting of 1 byte. then computes signed rounded average of corresponding parts. Partial results are recombined and returned as unsigned int.

## `__device__ unsigned int __vavgu2 (unsigned int a, unsigned int b)`

Performs per-halfword unsigned rounded average computation.

### Returns

Returns computed value.

### Description

Splits 4 bytes of each argument into 2 parts, each consisting of 2 bytes, then computes unsigned rounded average of corresponding parts. Partial results are recombined and returned as unsigned int.

## `__device__ unsigned int __vavgu4 (unsigned int a, unsigned int b)`

Performs per-byte unsigned rounded average.

### Returns

Returns computed value.

### Description

Splits 4 bytes of each argument into 4 parts, each consisting of 1 byte. then computes unsigned rounded average of corresponding parts. Partial results are recombined and returned as unsigned int.

## `__device__ unsigned int __vcmpeq2 (unsigned int a, unsigned int b)`

Performs per-halfword (un)signed comparison.

### Returns

Returns 0xffff computed value.

### Description

Splits 4 bytes of each argument into 2 parts, each consisting of 2 bytes. For corresponding parts result is ffff if they are equal, and 0000 otherwise. For example `__vcmpeq2(0x1234aba5, 0x1234aba6)` returns `0xffff0000`.



## `__device__ unsigned int __vcmpeq4 (unsigned int a, unsigned int b)`

Performs per-byte (un)signed comparison.

### Returns

Returns 0xff if a = b, else returns 0.

### Description

Splits 4 bytes of each argument into 4 parts, each consisting of 1 byte. For corresponding parts result is ff if they are equal, and 00 otherwise. For example `__vcmpeq4(0x1234aba5, 0x1234aba6)` returns 0xffff00.

## `__device__ unsigned int __vcmpges2 (unsigned int a, unsigned int b)`

Performs per-halfword signed comparison: a >= b ? 0xffff : 0.

### Returns

Returns 0xffff if a >= b, else returns 0.

### Description

Splits 4 bytes of each argument into 2 parts, each consisting of 2 bytes. For corresponding parts result is ffff if 'a' part >= 'b' part, and 0000 otherwise. For example `__vcmpges2(0x1234aba5, 0x1234aba6)` returns 0xffff0000.

## `__device__ unsigned int __vcmpges4 (unsigned int a, unsigned int b)`

Performs per-byte signed comparison.

### Returns

Returns 0xff if a >= b, else returns 0.

### Description

Splits 4 bytes of each argument into 4 parts, each consisting of 1 byte. For corresponding parts result is ff if 'a' part >= 'b' part, and 00 otherwise. For example `__vcmpges4(0x1234aba5, 0x1234aba6)` returns 0xffff00.

## \_\_device\_\_ unsigned int \_\_vcmpgeu2 (unsigned int a, unsigned int b)

Performs per-halfword unsigned comparison:  $a \geq b ? 0xffff : 0$ .

### Returns

Returns 0xffff if  $a \geq b$ , else returns 0.

### Description

Splits 4 bytes of each argument into 2 parts, each consisting of 2 bytes. For corresponding parts result is ffff if 'a' part  $\geq$  'b' part, and 0000 otherwise. For example `__vcmpgeu2(0x1234aba5, 0x1234aba6)` returns 0xffff0000.

## \_\_device\_\_ unsigned int \_\_vcmpgeu4 (unsigned int a, unsigned int b)

Performs per-byte unsigned comparison.

### Returns

Returns 0xff if  $a = b$ , else returns 0.

### Description

Splits 4 bytes of each argument into 4 parts, each consisting of 1 byte. For corresponding parts result is ff if 'a' part  $\geq$  'b' part, and 00 otherwise. For example `__vcmpgeu4(0x1234aba5, 0x1234aba6)` returns 0xffffff00.

## \_\_device\_\_ unsigned int \_\_vcmpgts2 (unsigned int a, unsigned int b)

Performs per-halfword signed comparison:  $a > b ? 0xffff : 0$ .

### Returns

Returns 0xffff if  $a > b$ , else returns 0.

### Description

Splits 4 bytes of each argument into 2 parts, each consisting of 2 bytes. For corresponding parts result is ffff if 'a' part  $>$  'b' part, and 0000 otherwise. For example `__vcmpgts2(0x1234aba5, 0x1234aba6)` returns 0x00000000.

## `__device__ unsigned int __vcmpgts4 (unsigned int a, unsigned int b)`

Performs per-byte signed comparison.

### Returns

Returns 0xff if  $a > b$ , else returns 0.

### Description

Splits 4 bytes of each argument into 4 parts, each consisting of 1 byte. For corresponding parts result is ff if 'a' part > 'b' part, and 00 otherwise. For example `__vcmpgts4(0x1234aba5, 0x1234aba6)` returns 0x00000000.

## `__device__ unsigned int __vcmpgtu2 (unsigned int a, unsigned int b)`

Performs per-halfword unsigned comparison:  $a > b ? 0xffff : 0$ .

### Returns

Returns 0xffff if  $a > b$ , else returns 0.

### Description

Splits 4 bytes of each argument into 2 parts, each consisting of 2 bytes. For corresponding parts result is ffff if 'a' part > 'b' part, and 0000 otherwise. For example `__vcmpgtu2(0x1234aba5, 0x1234aba6)` returns 0x00000000.

## `__device__ unsigned int __vcmpgtu4 (unsigned int a, unsigned int b)`

Performs per-byte unsigned comparison.

### Returns

Returns 0xff if  $a > b$ , else returns 0.

### Description

Splits 4 bytes of each argument into 4 parts, each consisting of 1 byte. For corresponding parts result is ff if 'a' part > 'b' part, and 00 otherwise. For example `__vcmpgtu4(0x1234aba5, 0x1234aba6)` returns 0x00000000.

## `__device__ unsigned int __vcmples2 (unsigned int a, unsigned int b)`

Performs per-halfword signed comparison:  $a \leq b ? 0xffff : 0$ .

### Returns

Returns 0xffff if  $a \leq b$ , else returns 0.

### Description

Splits 4 bytes of each argument into 2 parts, each consisting of 2 bytes. For corresponding parts result is ffff if 'a' part  $\leq$  'b' part, and 0000 otherwise. For example `__vcmples2(0x1234aba5, 0x1234aba6)` returns 0xffffffff.

## `__device__ unsigned int __vcmples4 (unsigned int a, unsigned int b)`

Performs per-byte signed comparison.

### Returns

Returns 0xff if  $a \leq b$ , else returns 0.

### Description

Splits 4 bytes of each argument into 4 parts, each consisting of 1 byte. For corresponding parts result is ff if 'a' part  $\leq$  'b' part, and 00 otherwise. For example `__vcmples4(0x1234aba5, 0x1234aba6)` returns 0xffffffff.

## `__device__ unsigned int __vcmplesu2 (unsigned int a, unsigned int b)`

Performs per-halfword unsigned comparison:  $a \leq b ? 0xffff : 0$ .

### Returns

Returns 0xffff if  $a \leq b$ , else returns 0.

### Description

Splits 4 bytes of each argument into 2 parts, each consisting of 2 bytes. For corresponding parts result is ffff if 'a' part  $\leq$  'b' part, and 0000 otherwise. For example `__vcmplesu2(0x1234aba5, 0x1234aba6)` returns 0xffffffff.

## `__device__ unsigned int __vcmpleu4 (unsigned int a, unsigned int b)`

Performs per-byte unsigned comparison.

### Returns

Returns 0xff if  $a \leq b$ , else returns 0.

### Description

Splits 4 bytes of each argument into 4 parts, each consisting of 1 byte. For corresponding parts result is ff if 'a' part  $\leq$  'b' part, and 00 otherwise. For example `__vcmpleu4(0x1234aba5, 0x1234aba6)` returns 0xffffffff.

## `__device__ unsigned int __vcmplts2 (unsigned int a, unsigned int b)`

Performs per-halfword signed comparison:  $a < b$  ? 0xffff : 0.

### Returns

Returns 0xffff if  $a < b$ , else returns 0.

### Description

Splits 4 bytes of each argument into 2 parts, each consisting of 2 bytes. For corresponding parts result is ffff if 'a' part  $<$  'b' part, and 0000 otherwise. For example `__vcmplts2(0x1234aba5, 0x1234aba6)` returns 0x0000ffff.

## `__device__ unsigned int __vcmplts4 (unsigned int a, unsigned int b)`

Performs per-byte signed comparison.

### Returns

Returns 0xff if  $a < b$ , else returns 0.

### Description

Splits 4 bytes of each argument into 4 parts, each consisting of 1 byte. For corresponding parts result is ff if 'a' part  $<$  'b' part, and 00 otherwise. For example `__vcmplts4(0x1234aba5, 0x1234aba6)` returns 0x000000ff.

## `__device__ unsigned int __vcmpltu2 (unsigned int a, unsigned int b)`

Performs per-halfword unsigned comparison:  $a < b ? 0xffff : 0$ .

### Returns

Returns 0xffff if  $a < b$ , else returns 0.

### Description

Splits 4 bytes of each argument into 2 parts, each consisting of 2 bytes. For corresponding parts result is ffff if 'a' part < 'b' part, and 0000 otherwise. For example `__vcmpltu2(0x1234aba5, 0x1234aba6)` returns 0x0000ffff.

## `__device__ unsigned int __vcmpltu4 (unsigned int a, unsigned int b)`

Performs per-byte unsigned comparison.

### Returns

Returns 0xff if  $a < b$ , else returns 0.

### Description

Splits 4 bytes of each argument into 4 parts, each consisting of 1 byte. For corresponding parts result is ff if 'a' part < 'b' part, and 00 otherwise. For example `__vcmpltu4(0x1234aba5, 0x1234aba6)` returns 0x000000ff.

## `__device__ unsigned int __vcmpne2 (unsigned int a, unsigned int b)`

Performs per-halfword (un)signed comparison:  $a != b ? 0xffff : 0$ .

### Returns

Returns 0xffff if  $a != b$ , else returns 0.

### Description

Splits 4 bytes of each argument into 2 parts, each consisting of 2 bytes. For corresponding parts result is ffff if 'a' part != 'b' part, and 0000 otherwise. For example `__vcmpltu2(0x1234aba5, 0x1234aba6)` returns 0x0000ffff.

## `__device__ unsigned int __vcmpne4 (unsigned int a, unsigned int b)`

Performs per-byte (un)signed comparison.

### Returns

Returns 0xff if a != b, else returns 0.

### Description

Splits 4 bytes of each argument into 4 parts, each consisting of 1 byte. For corresponding parts result is ff if 'a' part != 'b' part, and 00 otherwise. For example `__vcmplt4(0x1234aba5, 0x1234aba6)` returns `0x000000ff`.

## `__device__ unsigned int __vhaddu2 (unsigned int a, unsigned int b)`

Performs per-halfword unsigned average computation.

### Returns

Returns computed value.

### Description

Splits 4 bytes of each argument into 2 parts, each consisting of 2 bytes, then computes unsigned average of corresponding parts. Partial results are recombined and returned as unsigned int.

## `__device__ unsigned int __vhaddu4 (unsigned int a, unsigned int b)`

Computes per-byte unsigned average.

### Returns

Returns computed value.

### Description

Splits 4 bytes of each argument into 4 parts, each consisting of 1 byte. then computes unsigned average of corresponding parts. Partial results are recombined and returned as unsigned int.

## `__device__ unsigned int __vmaxs2 (unsigned int a, unsigned int b)`

Performs per-halfword signed maximum computation.

### Returns

Returns computed value.

### Description

Splits 4 bytes of each argument into 2 parts, each consisting of 2 bytes. For corresponding parts function computes signed maximum. Partial results are recombined and returned as unsigned int.

## `__device__ unsigned int __vmaxs4 (unsigned int a, unsigned int b)`

Computes per-byte signed maximum.

### Returns

Returns computed value.

### Description

Splits 4 bytes of each argument into 4 parts, each consisting of 1 byte. For corresponding parts function computes signed maximum. Partial results are recombined and returned as unsigned int.

## `__device__ unsigned int __vmaxu2 (unsigned int a, unsigned int b)`

Performs per-halfword unsigned maximum computation.

### Returns

Returns computed value.

### Description

Splits 4 bytes of each argument into 2 parts, each consisting of 2 bytes. For corresponding parts function computes unsigned maximum. Partial results are recombined and returned as unsigned int.



## `__device__ unsigned int __vmaxu4 (unsigned int a, unsigned int b)`

Computes per-byte unsigned maximum.

### Returns

Returns computed value.

### Description

Splits 4 bytes of each argument into 4 parts, each consisting of 1 byte. For corresponding parts function computes unsigned maximum. Partial results are recombined and returned as unsigned int.

## `__device__ unsigned int __vmins2 (unsigned int a, unsigned int b)`

Performs per-halfword signed minimum computation.

### Returns

Returns computed value.

### Description

Splits 4 bytes of each argument into 2 parts, each consisting of 2 bytes. For corresponding parts function computes signed minimum. Partial results are recombined and returned as unsigned int.

## `__device__ unsigned int __vmins4 (unsigned int a, unsigned int b)`

Computes per-byte signed minimum.

### Returns

Returns computed value.

### Description

Splits 4 bytes of each argument into 4 parts, each consisting of 1 byte. For corresponding parts function computes signed minimum. Partial results are recombined and returned as unsigned int.

## `__device__ unsigned int __vminu2 (unsigned int a, unsigned int b)`

Performs per-halfword unsigned minimum computation.

### Returns

Returns computed value.

### Description

Splits 4 bytes of each argument into 2 parts, each consisting of 2 bytes. For corresponding parts function computes unsigned minimum. Partial results are recombined and returned as unsigned int.

## `__device__ unsigned int __vminu4 (unsigned int a, unsigned int b)`

Computes per-byte unsigned minimum.

### Returns

Returns computed value.

### Description

Splits 4 bytes of each argument into 4 parts, each consisting of 1 byte. For corresponding parts function computes unsigned minimum. Partial results are recombined and returned as unsigned int.

## `__device__ unsigned int __vneg2 (unsigned int a)`

Computes per-halfword negation.

### Returns

Returns computed value.

### Description

Splits 4 bytes of argument into 2 parts, each consisting of 2 bytes. For each part function computes negation. Partial results are recombined and returned as unsigned int.

## `__device__ unsigned int __vneg4 (unsigned int a)`

Performs per-byte negation.

### Returns

Returns computed value.

### Description

Splits 4 bytes of argument into 4 parts, each consisting of 1 byte. For each part function computes negation. Partial results are recombined and returned as unsigned int.

## `__device__ unsigned int __vnegss2 (unsigned int a)`

Computes per-halfword negation with signed saturation.

### Returns

Returns computed value.

### Description

Splits 4 bytes of argument into 2 parts, each consisting of 2 bytes. For each part function computes negation. Partial results are recombined and returned as unsigned int.

## `__device__ unsigned int __vnegss4 (unsigned int a)`

Performs per-byte negation with signed saturation.

### Returns

Returns computed value.

### Description

Splits 4 bytes of argument into 4 parts, each consisting of 1 byte. For each part function computes negation. Partial results are recombined and returned as unsigned int.

## `__device__ unsigned int __vsads2 (unsigned int a, unsigned int b)`

Performs per-halfword sum of absolute difference of signed.

### Returns

Returns computed value.

### Description

Splits 4 bytes of each argument into 2 parts, each consisting of 2 bytes. For corresponding parts function computes absolute difference and sum it up. Partial results are recombined and returned as unsigned int.

**\_\_device\_\_ unsigned int \_\_vsads4 (unsigned int a, unsigned int b)**

Computes per-byte sum of abs difference of signed.

### Returns

Returns computed value.

### Description

Splits 4 bytes of each argument into 4 parts, each consisting of 1 byte. For corresponding parts function computes absolute difference and sum it up. Partial results are recombined and returned as unsigned int.

**\_\_device\_\_ unsigned int \_\_vsadu2 (unsigned int a, unsigned int b)**

Computes per-halfword sum of abs diff of unsigned.

### Returns

Returns computed value.

### Description

Splits 4 bytes of each argument into 2 parts, each consisting of 2 bytes. For corresponding parts function computes absolute differences and returns sum of those differences.

**\_\_device\_\_ unsigned int \_\_vsadu4 (unsigned int a, unsigned int b)**

Computes per-byte sum of abs difference of unsigned.

### Returns

Returns computed value.

### Description

Splits 4 bytes of each argument into 4 parts, each consisting of 1 byte. For corresponding parts function computes absolute differences and returns sum of those differences.

**\_\_device\_\_ unsigned int \_\_vseteq2 (unsigned int a, unsigned int b)**

Performs per-halfword (un)signed comparison.

### Returns

Returns 1 if a = b, else returns 0.

### Description

Splits 4 bytes of each argument into 2 parts, each consisting of 2 bytes. For corresponding parts function performs comparison 'a' part == 'b' part. If both equalities are satisfied, function returns 1.

**\_\_device\_\_ unsigned int \_\_vseteq4 (unsigned int a, unsigned int b)**

Performs per-byte (un)signed comparison.

### Returns

Returns 1 if a = b, else returns 0.

### Description

Splits 4 bytes of each argument into 4 parts, each consisting of 1 byte. For corresponding parts function performs comparison 'a' part == 'b' part. If both equalities are satisfied, function returns 1.

**\_\_device\_\_ unsigned int \_\_vsetges2 (unsigned int a, unsigned int b)**

Performs per-halfword signed comparison.

### Returns

Returns 1 if a >= b, else returns 0.

### Description

Splits 4 bytes of each argument into 2 parts, each consisting of 2 bytes. For corresponding parts function performs comparison 'a' part  $\geq$  'b' part. If both inequalities are satisfied, function returns 1.

**\_\_device\_\_ unsigned int \_\_vsetges4 (unsigned int a, unsigned int b)**

Performs per-byte signed comparison.

### Returns

Returns 1 if  $a \geq b$ , else returns 0.

### Description

Splits 4 bytes of each argument into 4 parts, each consisting of 1 byte. For corresponding parts function performs comparison 'a' part  $\geq$  'b' part. If both inequalities are satisfied, function returns 1.

**\_\_device\_\_ unsigned int \_\_vsetgeu2 (unsigned int a, unsigned int b)**

Performs per-halfword unsigned minimum unsigned comparison.

### Returns

Returns 1 if  $a \geq b$ , else returns 0.

### Description

Splits 4 bytes of each argument into 2 parts, each consisting of 2 bytes. For corresponding parts function performs comparison 'a' part  $\geq$  'b' part. If both inequalities are satisfied, function returns 1.

**\_\_device\_\_ unsigned int \_\_vsetgeu4 (unsigned int a, unsigned int b)**

Performs per-byte unsigned comparison.

### Returns

Returns 1 if  $a \geq b$ , else returns 0.

### Description

Splits 4 bytes of each argument into 4 parts, each consisting of 1 byte. For corresponding parts function performs comparison 'a' part  $\geq$  'b' part. If both inequalities are satisfied, function returns 1.

**\_\_device\_\_ unsigned int \_\_vsetgts2 (unsigned int a, unsigned int b)**

Performs per-halfword signed comparison.

### Returns

Returns 1 if  $a > b$ , else returns 0.

### Description

Splits 4 bytes of each argument into 2 parts, each consisting of 2 bytes. For corresponding parts function performs comparison 'a' part  $>$  'b' part. If both inequalities are satisfied, function returns 1.

**\_\_device\_\_ unsigned int \_\_vsetgts4 (unsigned int a, unsigned int b)**

Performs per-byte signed comparison.

### Returns

Returns 1 if  $a > b$ , else returns 0.

### Description

Splits 4 bytes of each argument into 4 parts, each consisting of 1 byte. For corresponding parts function performs comparison 'a' part  $>$  'b' part. If both inequalities are satisfied, function returns 1.

**\_\_device\_\_ unsigned int \_\_vsetgtu2 (unsigned int a, unsigned int b)**

Performs per-halfword unsigned comparison.

### Returns

Returns 1 if  $a > b$ , else returns 0.

### Description

Splits 4 bytes of each argument into 2 parts, each consisting of 2 bytes. For corresponding parts function performs comparison 'a' part > 'b' part. If both inequalities are satisfied, function returns 1.

**\_\_device\_\_ unsigned int \_\_vsetgtu4 (unsigned int a, unsigned int b)**

Performs per-byte unsigned comparison.

### Returns

Returns 1 if a > b, else returns 0.

### Description

Splits 4 bytes of each argument into 4 parts, each consisting of 1 byte. For corresponding parts function performs comparison 'a' part > 'b' part. If both inequalities are satisfied, function returns 1.

**\_\_device\_\_ unsigned int \_\_vsetles2 (unsigned int a, unsigned int b)**

Performs per-halfword unsigned minimum computation.

### Returns

Returns 1 if a <= b, else returns 0.

### Description

Splits 4 bytes of each argument into 2 parts, each consisting of 2 bytes. For corresponding parts function performs comparison 'a' part <= 'b' part. If both inequalities are satisfied, function returns 1.

**\_\_device\_\_ unsigned int \_\_vsetles4 (unsigned int a, unsigned int b)**

Performs per-byte signed comparison.

### Returns

Returns 1 if a <= b, else returns 0.



### Description

Splits 4 bytes of each argument into 4 parts, each consisting of 1 byte. For corresponding parts function performs comparison 'a' part <= 'b' part. If both inequalities are satisfied, function returns 1.

**\_\_device\_\_ unsigned int \_\_vsetleu2 (unsigned int a, unsigned int b)**

Performs per-halfword signed comparison.

### Returns

Returns 1 if a <= b, else returns 0.

### Description

Splits 4 bytes of each argument into 2 parts, each consisting of 2 bytes. For corresponding parts function performs comparison 'a' part <= 'b' part. If both inequalities are satisfied, function returns 1.

**\_\_device\_\_ unsigned int \_\_vsetleu4 (unsigned int a, unsigned int b)**

Performs per-byte unsigned comparison.

### Returns

Returns 1 if a <= b, else returns 0.

### Description

Splits 4 bytes of each argument into 4 part, each consisting of 1 byte. For corresponding parts function performs comparison 'a' part <= 'b' part. If both inequalities are satisfied, function returns 1.

**\_\_device\_\_ unsigned int \_\_vsetlts2 (unsigned int a, unsigned int b)**

Performs per-halfword signed comparison.

### Returns

Returns 1 if a < b, else returns 0.

### Description

Splits 4 bytes of each argument into 2 parts, each consisting of 2 bytes. For corresponding parts function performs comparison 'a' part <= 'b' part. If both inequalities are satisfied, function returns 1.

**\_\_device\_\_ unsigned int \_\_vsetlts4 (unsigned int a, unsigned int b)**

Performs per-byte signed comparison.

### Returns

Returns 1 if a < b, else returns 0.

### Description

Splits 4 bytes of each argument into 4 parts, each consisting of 1 byte. For corresponding parts function performs comparison 'a' part <= 'b' part. If both inequalities are satisfied, function returns 1.

**\_\_device\_\_ unsigned int \_\_vsetltu2 (unsigned int a, unsigned int b)**

Performs per-halfword unsigned comparison.

### Returns

Returns 1 if a < b, else returns 0.

### Description

Splits 4 bytes of each argument into 2 parts, each consisting of 2 bytes. For corresponding parts function performs comparison 'a' part <= 'b' part. If both inequalities are satisfied, function returns 1.

**\_\_device\_\_ unsigned int \_\_vsetltu4 (unsigned int a, unsigned int b)**

Performs per-byte unsigned comparison.

### Returns

Returns 1 if a < b, else returns 0.

### Description

Splits 4 bytes of each argument into 4 parts, each consisting of 1 byte. For corresponding parts function performs comparison 'a' part <= 'b' part. If both inequalities are satisfied, function returns 1.

**\_\_device\_\_ unsigned int \_\_vsetne2 (unsigned int a, unsigned int b)**

Performs per-halfword (un)signed comparison.

### Returns

Returns 1 if a != b, else returns 0.

### Description

Splits 4 bytes of each argument into 2 parts, each consisting of 2 bytes. For corresponding parts function performs comparison 'a' part != 'b' part. If both conditions are satisfied, function returns 1.

**\_\_device\_\_ unsigned int \_\_vsetne4 (unsigned int a, unsigned int b)**

Performs per-byte (un)signed comparison.

### Returns

Returns 1 if a != b, else returns 0.

### Description

Splits 4 bytes of each argument into 4 parts, each consisting of 1 byte. For corresponding parts function performs comparison 'a' part != 'b' part. If both conditions are satisfied, function returns 1.

**\_\_device\_\_ unsigned int \_\_vsub2 (unsigned int a, unsigned int b)**

Performs per-halfword (un)signed subtraction, with wrap-around.

### Returns

Returns computed value.

### Description

Splits 4 bytes of each argument into 2 parts, each consisting of 2 bytes. For corresponding parts function performs subtraction. Partial results are recombined and returned as unsigned int.

`__device__ unsigned int __vsub4 (unsigned int a, unsigned int b)`

Performs per-byte subtraction.

### Returns

Returns computed value.

### Description

Splits 4 bytes of each argument into 4 parts, each consisting of 1 byte. For corresponding parts function performs subtraction. Partial results are recombined and returned as unsigned int.

`__device__ unsigned int __vsubss2 (unsigned int a, unsigned int b)`

Performs per-halfword (un)signed subtraction, with signed saturation.

### Returns

Returns computed value.

### Description

Splits 4 bytes of each argument into 2 parts, each consisting of 2 bytes. For corresponding parts function performs subtraction with signed saturation. Partial results are recombined and returned as unsigned int.

`__device__ unsigned int __vsubss4 (unsigned int a, unsigned int b)`

Performs per-byte subtraction with signed saturation.

### Returns

Returns computed value.

### Description

Splits 4 bytes of each argument into 4 parts, each consisting of 1 byte. For corresponding parts function performs subtraction with signed saturation. Partial results are recombined and returned as unsigned int.

**\_\_device\_\_ unsigned int \_\_vsubus2 (unsigned int a, unsigned int b)**

Performs per-halfword subtraction with unsigned saturation.

### Returns

Returns computed value.

### Description

Splits 4 bytes of each argument into 2 parts, each consisting of 2 bytes. For corresponding parts function performs subtraction with unsigned saturation. Partial results are recombined and returned as unsigned int.

**\_\_device\_\_ unsigned int \_\_vsubus4 (unsigned int a, unsigned int b)**

Performs per-byte subtraction with unsigned saturation.

### Returns

Returns computed value.

### Description

Splits 4 bytes of each argument into 4 parts, each consisting of 1 byte. For corresponding parts function performs subtraction with unsigned saturation. Partial results are recombined and returned as unsigned int.

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