




# **MSP430® IQmathLib Users Guide version 01.10.00.05**

## **USER'S GUIDE**

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# 1 Introduction

The Texas Instruments® IQmath and Qmath Libraries are a collection of highly optimized and high-precision mathematical functions for C programmers to seamlessly port a floating-point algorithm into fixed-point code on MSP430 and MSP432 devices. These routines are typically used in computationally intensive real-time applications where optimal execution speed, high accuracy and ultra low energy are critical. By using the IQmath and Qmath libraries, it is possible to achieve execution speeds considerably faster and energy consumption considerably lower than equivalent code written using floating-point math.

The Qmath library provides functions for use with 16-bit fixed point data types. These functions have been optimized for all devices and can efficiently be used with or without a hardware multiplier. The functions provide up to 16 bits of accuracy to satisfy the majority of applications on MSP430 devices.

The IQmath library provides the same functions as the Qmath library with 32-bit data types and higher accuracy. These functions are provided for when an application requires accuracy comparable or greater than the equivalent floating point math functions.

The following tool chains are supported:

- Texas Instruments Code Composer Studio
- IAR Embedded Workbench for MSP430 and MSP432



## 2 Using The Qmath and IQmath Libraries

### 2.1 Qmath Data Types

The Qmath library uses a 16-bit fixed-point signed number (an “int16\_t” in C99) as its basic data type. The Q format of this fixed-point number can range from Q1 to Q15, where the Q format number indicates the number of fractional bits. The Q format value is stored as an integer with an implied scale based on the Q format and the number of fractional bits. Equation 2.1 shows how a Q format decimal number  $x_q$  is stored using an integer value  $x_i$  with an implied scale, where  $n$  represents the number of fractional bits.

$$Qn(x_q) = x_i * 2^{-n} \quad (2.1)$$

For example the Q12 value of 3.625 is stored as an integer value of 14848, shown in equation 2.2 below.

$$14848 * 2^{-12} = Q12(3.625) \quad (2.2)$$

C typedefs are provided for the various Q formats, and these Qmath data types should be used in preference to the underlying “int16\_t” data type to make it clear which variables are in Q format.

The following table provides the characteristics of the various Q formats (the C data type, the number of integer bits, the number of fractional bits, the smallest negative value that can be represented, the largest positive value that can be represented, and the smallest difference that can be represented):

Type	Bits		Range		Resolution
	Integer	Fractional	Min	Max	
_q15	1	15	-1	0.999 970	0.000 030
_q14	2	14	-2	1.999 940	0.000 061
_q13	3	13	-4	3.999 830	0.000 122
_q12	4	12	-8	7.999 760	0.000 244
_q11	5	11	-16	15.999 510	0.000 488
_q10	6	10	-32	31.999 020	0.000 976
_q9	7	9	-64	63.998 050	0.001 953
_q8	8	8	-128	127.996 090	0.003 906
_q7	9	7	-256	255.992 190	0.007 812
_q6	10	6	-512	511.984 380	0.015 625
_q5	11	5	-1,024	1,023.968 750	0.031 250
_q4	12	4	-2,048	2,047.937 500	0.062 500
_q3	13	3	-4,096	4,095.875 000	0.125 000
_q2	14	2	-8,192	8,191.750 000	0.250 000
_q1	15	1	-16,384	16,383.500 000	0.500 000

Table 2.1: Qmath Data Types

In addition to these specific Q format types, there is an additional type that corresponds to the GLOBAL\_Q format. This is `_q`, and it matches one of the above Q formats (based on the setting of

GLOBAL\_Q). The GLOBAL\_Q format has no impact when using the specific \_qN types and function such as \_q12.



## 2.2 IQmath Data Types

The IQmath library uses a 32-bit fixed-point signed number (an “int32\_t” in C99) as its basic data type. The IQ format of this fixed-point number can range from IQ1 to IQ30, where the IQ format number indicates the number of fractional bits. The IQ format value is stored as an integer with an implied scale based on the IQ format and the number of fractional bits. Equation 2.3 shows how a IQ format decimal number  $x_{iq}$  is stored using an integer value  $x_i$  with an implied scale, where  $n$  represents the number of fractional bits.

$$IQ_n(x_{iq}) = x_i * 2^{-n} \quad (2.3)$$

For example the IQ24 value of 3.625 is stored as an integer value of 60817408, shown in equation 2.4 below.

$$60817408 * 2^{-24} = IQ_{24}(3.625) \quad (2.4)$$

C typedefs are provided for the various IQ formats, and these IQmath data types should be used in preference to the underlying “int32\_t” data type to make it clear which variables are in IQ format.

The following table provides the characteristics of the various IQ formats (the C data type, the number of integer bits, the number of fractional bits, the smallest negative value that can be represented, the largest positive value that can be represented, and the smallest difference that can be represented):

Type	Bits		Range		Resolution
	Integer	Fractional	Min	Max	
_iq30	2	30	-2	1.999 999 999	0.000 000 001
_iq29	3	29	-4	3.999 999 998	0.000 000 002
_iq28	4	28	-8	7.999 999 996	0.000 000 004
_iq27	5	27	-16	15.999 999 993	0.000 000 007
_iq26	6	26	-32	31.999 999 985	0.000 000 015
_iq25	7	25	-64	63.999 999 970	0.000 000 030
_iq24	8	24	-128	127.999 999 940	0.000 000 060
_iq23	9	23	-256	255.999 999 881	0.000 000 119
_iq22	10	22	-512	511.999 999 762	0.000 000 238
_iq21	11	21	-1,024	1,023.999 999 523	0.000 000 477
_iq20	12	20	-2,048	2,047.999 999 046	0.000 000 954
_iq19	13	19	-4,096	4,095.999 998 093	0.000 001 907
_iq18	14	18	-8,192	8,191.999 996 185	0.000 003 815
_iq17	15	17	-16,384	16,383.999 992 371	0.000 007 629
_iq16	16	16	-32,768	32,767.999 984 741	0.000 015 259
_iq15	17	15	-65,536	65,535.999 969 483	0.000 030 518
_iq14	18	14	-131,072	131,071.999 938 965	0.000 061 035
_iq13	19	13	-262,144	262,143.999 877 930	0.000 122 070
_iq12	20	12	-524,288	524,287.999 755 859	0.000 244 141
_iq11	21	11	-1,048,576	1,048,575.999 511 720	0.000 488 281
_iq10	22	10	-2,097,152	2,097,151.999 023 440	0.000 976 563
_iq9	23	9	-4,194,304	4,194,303.998 046 880	0.001 953 125
_iq8	24	8	-8,388,608	8,388,607.996 093 750	0.003 906 250
_iq7	25	7	-16,777,216	16,777,215.992 187 500	0.007 812 500
_iq6	26	6	-33,554,432	33,554,431.984 375 000	0.015 625 000
_iq5	27	5	-67,108,864	67,108,863.968 750 000	0.031 250 000
_iq4	28	4	-134,217,728	134,217,727.937 500 000	0.062 500 000
_iq3	29	3	-268,435,456	268,435,455.875 000 000	0.125 000 000
_iq2	30	2	-536,870,912	536,870,911.750 000 000	0.250 000 000
_iq1	31	1	-1,073,741,824	1,073,741,823.500 000 000	0.500 000 000

Table 2.2: IQmath Data Types

In addition to these specific IQ format types, there is an additional type that corresponds to the GLOBAL\_IQ format. This is `_iq`, and it matches one of the above IQ formats (based on the setting of GLOBAL\_IQ). The GLOBAL\_IQ format has no impact when using the specific `_iqN` types and function such as `_iq24`.

## 2.3 Using the Libraries

The Qmath and IQmath libraries are available for a wide range of MSP430 and MSP432 devices from value line to the F5xx series to the latest FRAM and ARM based devices. The libraries are available in the top level libraries directory and are divided by IDE and multiplier hardware support.

Each library name is constructed with the IDE and multiplier hardware used such that it matches the directory path. The name is then followed by a specifier for the CPU version and code and data models if applicable.

### 2.3.1 Code Composer Studio

The Code Composer Studio (CCS) libraries are provided in easy to use archive files, QmathLib.a and IQmathLib.a. The archive files should be used with projects in place of any .lib files. When linking, the archive file will select the correct library based on CPU, memory and data model compiler settings.

To add a library to an existing CCS project, simply navigate to the device directory under IQmathLib/libraries/CCS and drag and drop the QmathLib.a or IQmathLib.a file to the CCS project. When prompted select "Link to files" and you are done!

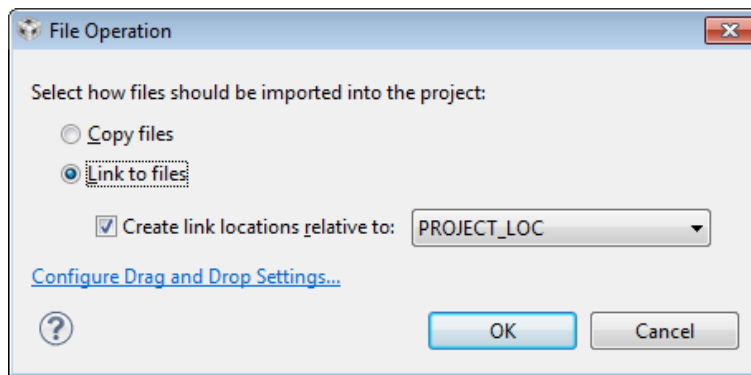


Figure 2.1: CCS file add prompt

The full list of CCS libraries are provided in the tables below. These are automatically selected when using QmathLib.a or IQmathLib.a but can also be added directly to a project.

Library Name	CPU	Multiply Hardware	Code Model	Data Model
*_MPYsoftware_CPU.lib	CPU	Software	-	-
*_MPYsoftware_CPUX_small_code_small_data.lib	CPUX	Software	small	small
*_MPYsoftware_CPUX_large_code_small_data.lib	CPUX	Software	large	small
*_MPYsoftware_CPUX_large_code_restricted_data.lib	CPUX	Software	large	restricted
*_MPYsoftware_CPUX_large_code_large_data.lib	CPUX	Software	large	large

Table 2.3: CCS software multiply libraries for all MSP430 devices.

Library Name	CPU	Multiply Hardware	Code Model	Data Model
*_MPY32_4xx_CPU.lib	CPU	MPY32	-	-
*_MPY32_4xx_CPUX_small_code_small_data.lib	CPUX	MPY32	small	small
*_MPY32_4xx_CPUX_large_code_small_data.lib	CPUX	MPY32	large	small
*_MPY32_4xx_CPUX_large_code_restricted_data.lib	CPUX	MPY32	large	restricted
*_MPY32_4xx_CPUX_large_code_large_data.lib	CPUX	MPY32	large	large

Table 2.4: CCS MPY32 libraries for F4xx devices.

Library Name	CPU	Multiply Hardware	Code Model	Data Model
*_MPY32_5xx_6xx_CPUX_small_code_small_data.lib	CPUX	MPY32	small	small
*_MPY32_5xx_6xx_CPUX_large_code_small_data.lib	CPUX	MPY32	large	small
*_MPY32_5xx_6xx_CPUX_large_code_restricted_data.lib	CPUX	MPY32	large	restricted
*_MPY32_5xx_6xx_CPUX_large_code_large_data.lib	CPUX	MPY32	large	large

Table 2.5: CCS MPY32 libraries for F5xx, F6xx, FR5xx and FR6xx devices.

Library Name	CPU	Multiply Hardware	Code Model	Data Model
*_MSP432.lib	ARM M4F	Yes	n/a	n/a

Table 2.6: CCS libraries for MSP432 devices.

## 2.3.2 IAR Embedded Workbench

The IAR Embedded Workbench libraries are provided under the IQmathLib/libraries/IAR folder and organized by multiplier hardware support and device family. When selecting a library the CPU version, code and data model must match the options used in the project settings shown below.

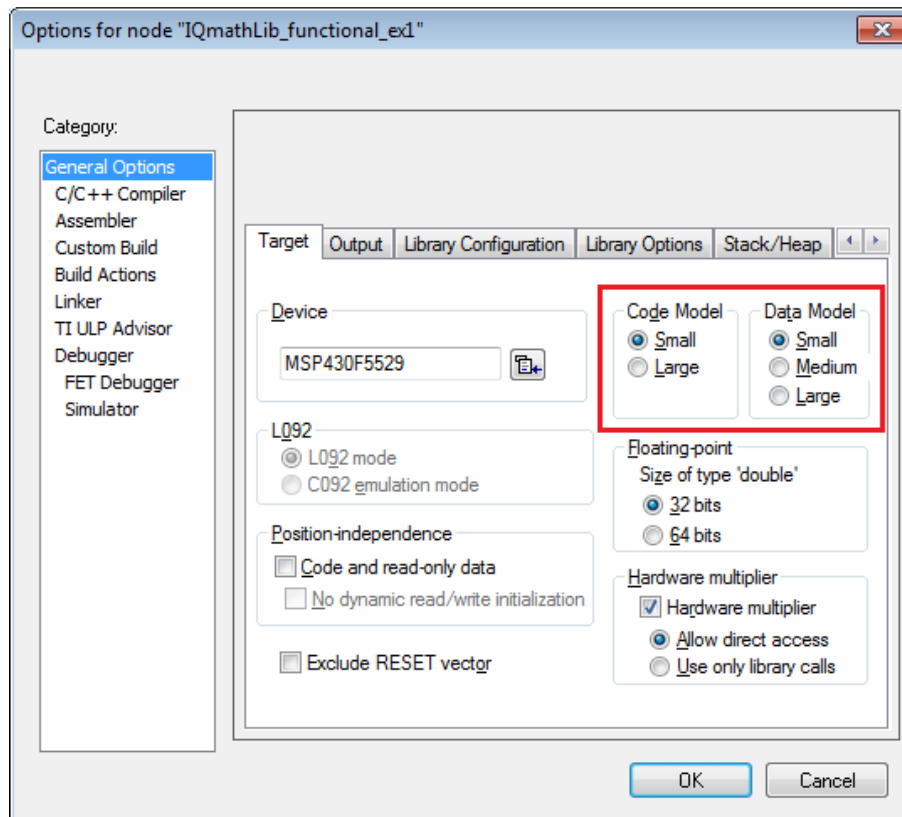


Figure 2.2: IAR code and data model options

The IAR library files can be added to a project either by dragging and dropping the library to the project or right clicking the project and selecting Add -> Add Files as shown below.

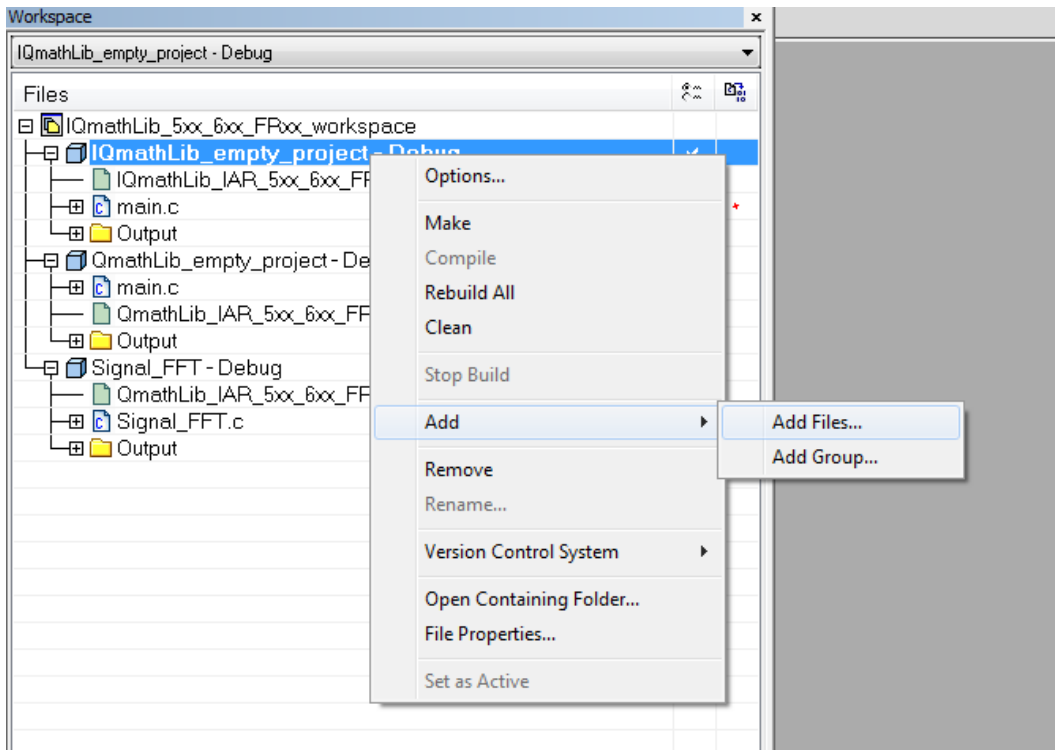


Figure 2.3: IAR add files option

When selecting a library file for versions of IAR previous to 6.10, the code model is always set to large for CPUX based devices. The library selected must be large code model and then the data model that matches the project settings shown above.

The full list of IAR libraries are provided in the tables below.

Library Name	CPU	Multiply Hardware	Code Model	Data Model
*_MPYsoftware_CPU.lib	CPU	Software	-	-
*_MPYsoftware_CPUX_small_code_small_data.lib	CPUX	Software	small	small
*_MPYsoftware_CPUX_small_code_medium_data.lib	CPUX	Software	small	medium
*_MPYsoftware_CPUX_small_code_large_data.lib	CPUX	Software	small	large
*_MPYsoftware_CPUX_large_code_small_data.lib	CPUX	Software	large	small
*_MPYsoftware_CPUX_large_code_medium_data.lib	CPUX	Software	large	medium
*_MPYsoftware_CPUX_large_code_large_data.lib	CPUX	Software	large	large

Table 2.7: IAR software multiply libraries for all MSP430 devices.

Library Name	CPU	Multiply Hardware	Code Model	Data Model
*_MPY32_4xx_CPU.lib	CPU	MPY32	-	-
*_MPY32_4xx_CPUX_small_code_small_data.lib	CPUX	MPY32	small	small
*_MPY32_4xx_CPUX_small_code_medium_data.lib	CPUX	MPY32	small	medium
*_MPY32_4xx_CPUX_small_code_large_data.lib	CPUX	MPY32	small	large
*_MPY32_4xx_CPUX_large_code_small_data.lib	CPUX	MPY32	large	small
*_MPY32_4xx_CPUX_large_code_restricted_data.lib	CPUX	MPY32	large	medium
*_MPY32_4xx_CPUX_large_code_large_data.lib	CPUX	MPY32	large	large

Table 2.8: IAR MPY32 libraries for F4xx devices.

Library Name	CPU	Multiply Hardware	Code Model	Data Model
*_MPY32_5xx_6xx_CPUX_small_code_small_data.lib	CPUX	MPY32	small	small
*_MPY32_5xx_6xx_CPUX_small_code_medium_data.lib	CPUX	MPY32	small	medium
*_MPY32_5xx_6xx_CPUX_small_code_large_data.lib	CPUX	MPY32	small	large
*_MPY32_5xx_6xx_CPUX_large_code_small_data.lib	CPUX	MPY32	large	small
*_MPY32_5xx_6xx_CPUX_large_code_restricted_data.lib	CPUX	MPY32	large	restricted
*_MPY32_5xx_6xx_CPUX_large_code_large_data.lib	CPUX	MPY32	large	large

Table 2.9: IAR MPY32 libraries for F5xx, F6xx, FR5xx and FR6xx devices.

Library Name	CPU	Multiply Hardware	Code Model	Data Model
*_MSP432.lib	ARM M4F	Yes	n/a	n/a

Table 2.10: IAR libraries for MSP432 devices.

## 2.4 MSP430-GCC Beta Support

The CCS libraries are built for and intended for use with the TI compiler tool chain. These libraries can be linked with and used by MSP430-GCC projects, however this feature is untested and is the responsibility of the user to verify end application functionality.

When linking the libraries with MSP430-GCC the \*.a archive files cannot be used and the library file must be manually selected. Additionally, the `--gc-sections` linker option must be applied to discard unused sections and avoid including additional code and data sections than is required by the application. This can be applied in the CCS GUI on the linker settings page shown below.

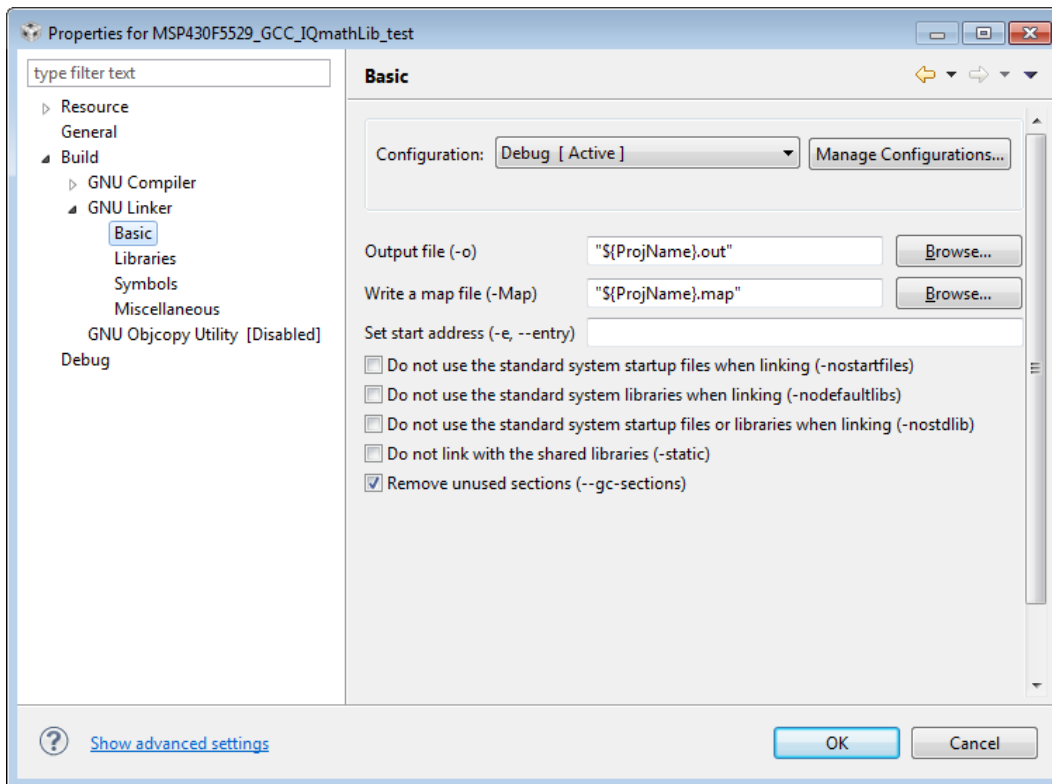


Figure 2.4: MSP430-GCC linker options



## 2.5 Calling Functions From C

In order to call a Qmath or IQmath function from C, the C header file must be included. Then, the `_q`, `_qN`, `_iq` and `_iqN` data types, along with the Qmath and IQmath functions can be used by the application.

As an example, the following code performs some simple arithmetic in Q12 format:

```
#include "QmathLib.h"

int
main(void)
{
    _q12 X, Y, Z;

    X = _Q12(1.0);
    Y = _Q12(7.0);

    Z = _Q12div(X, Y);
}
```

## 2.6 Selecting The Global Q and IQ Formats

Numerical precision and dynamic range requirements vary considerably from one application to another. The libraries provides a `GLOBAL_Q` and `GLOBAL_IQ` format (using the `_q` and `_iq` data types respectively) that an application can use to perform its computations in a generic format which can be changed at compile time. An application written using the `GLOBAL_Q` and `GLOBAL_IQ` formats can be changed from one format to another by simply changing the `GLOBAL_Q` and `GLOBAL_IQ` values and recompiling, allowing the precision and performance effects of different formats to be easily measured and evaluated.

The setting of `GLOBAL_Q` and `GLOBAL_IQ` does not have any influence in the `_qN` and `_iqN` format and corresponding functions. These types will always have the same fixed accuracy regardless of the `GLOBAL_Q` or `GLOBAL_IQ` formats.

The default `GLOBAL_Q` format is Q10 and the default `GLOBAL_IQ` format is IQ24. This can be easily overridden in one of two ways:

- In the source file, the format can be selected prior to including the header file. The following example selects a `GLOBAL_Q` format of Q8:

```
//  
// Set GLOBAL_Q to 8 prior to including QmathLib.h.  
//  
#define GLOBAL_Q 8  
#include "QmathLib.h"
```

- In the project file, add a predefined value for `GLOBAL_Q` or `GLOBAL_IQ`. The method to add a predefined value varies from tool chain to tool chain.

The first method allows different modules in the application to have different global format values, while the second method changes the global format value for the entire application. The method that is most appropriate varies from application to application.

**Note:** Some functions are not available when `GLOBAL_Q` and `GLOBAL_IQ` are set to 15 and 30 respectively. Please see the [Qmath](#) and [IQmath](#) function chapters for a list of functions and the available Q and IQ formats.

## 2.7 Example Projects

The IQmathLib provides four example projects for use with CCS or IAR:

- Empty QmathLib project
- Empty IQmathLib project
- QmathLib basic functional example
- QmathLib signal generator and FFT example

The empty QmathLib and IQmathLib projects provide a starting point for building a fixed point application. These projects will already have the libraries added and the include path set to include the header files.

The third example (QmathLib\_functional\_ex3) demonstrates how to use several of the QmathLib functions and data types to perform basic math calculations.

The fourth example (QmathLib\_signal\_FFT\_ex4) is a code example that demonstrates how the QmathLib can be used to write application code. The example can be separated into two parts:

- Generate an input signal from multiple cosine waves.
- Perform a complex DFT (FFT) on the input signal.

The result of the complex DFT can be used to approximate the original signals amplitude and phase angle at each of the frequency bins.

### 2.7.1 Importing CCS Example Projects

The CCS example projects are provided as .projectspec files for each device family. These files can be imported to the workspace as a new project using the "Import" option and selecting the "Existing CCS Eclipse Projects" category shown below.

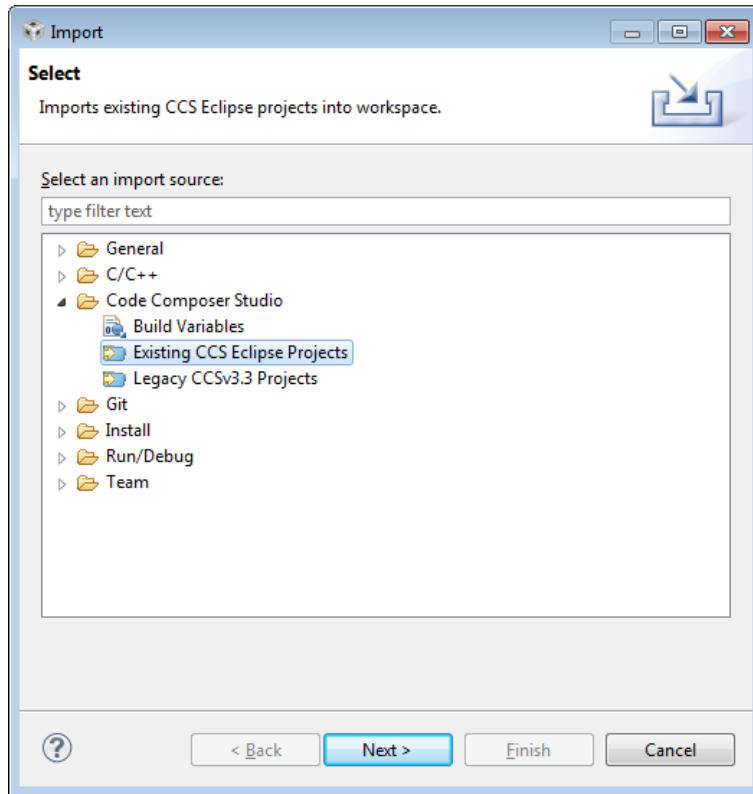


Figure 2.5: CCS Import Options

Select next and browse to the IQmathLib installation directory. The example projects for all devices will be listed and can be imported.

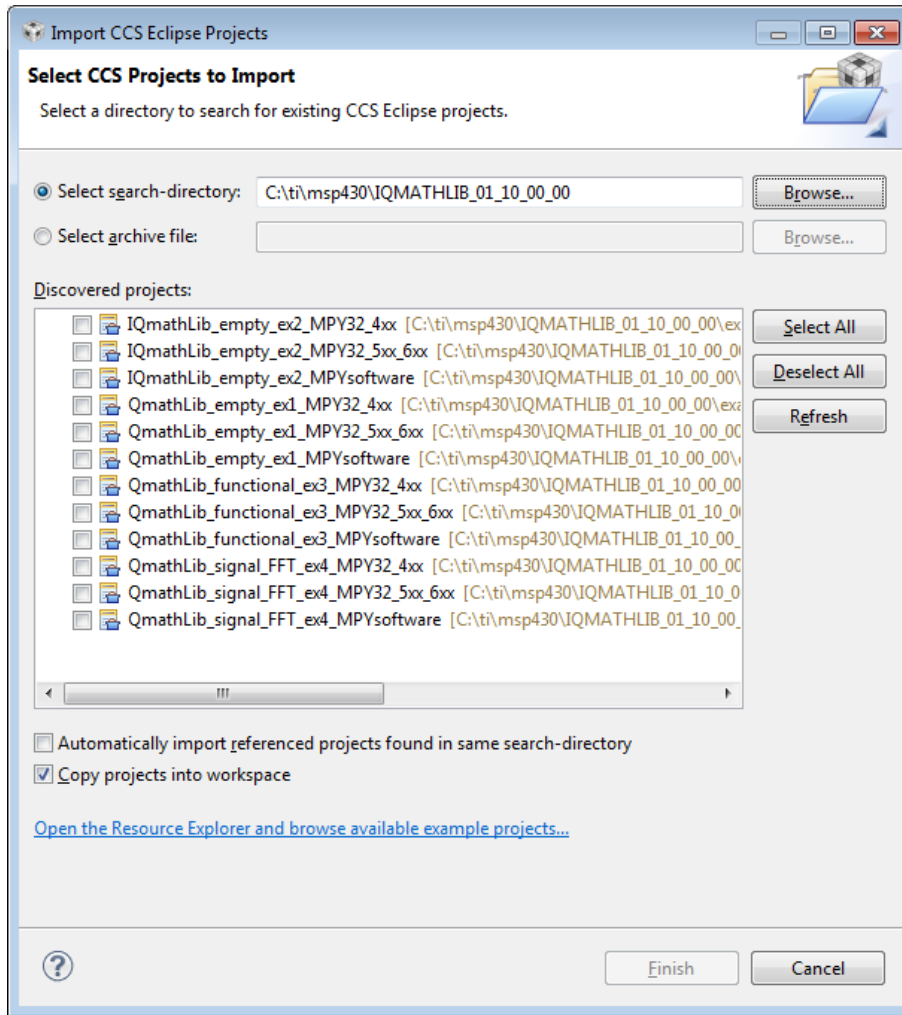


Figure 2.6: CCS Import Projects Window

## 2.8 Function Groups

The Qmath and IQmath routines are organized into five groups:

- Format conversion functions - methods to convert numbers to and from the various formats.
- Arithmetic functions - methods to perform basic arithmetic (addition, subtraction, multiplication, division).
- Trigonometric functions - methods to perform trigonometric functions (sin, cos, atan, and so on).
- Mathematical functions - methods to perform advanced arithmetic (square root,  $e^x$ , and so on).
- Miscellaneous - miscellaneous methods (saturation and absolute value).

In the chapters that follow, the methods in each of these groups are covered in detail.

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## 3 Qmath Functions

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### 3.1 Qmath Introduction

The Qmath library provides 16-bit fixed point math functions that have been optimized for the 16-bit MSP430 architecture. The library has been optimized to make efficient use of resources for all MSP430 devices. Execution times, code size and constant data tables are kept to a minimum for each function.

The Qmath library takes advantage of the MPY32 multiplier peripheral when it is available. If the device does not have the MPY32 peripheral then the CPU is used to perform a software multiply. For this reason some functions will utilize larger constant data tables to reduce the number of multiplies required to compute the result. Many of these tables are shared between functions and will only need to be included into the applications constant memory once.

The majority of applications will only require 16-bit accuracy. If greater accuracy is required for calculation see the [IQmath](#) chapter for a list of equivalent 32-bit functions.

## 3.2 Qmath Format Conversion Functions

The format conversion functions provide a way to convert numbers to and from various Q formats. There are functions to convert Q numbers to and from single-precision floating-point numbers, to and from integers, to and from strings, to and from various Q formats, and to extract the integer and fractional portion of a Q number. The following table summarizes the format conversion functions:

Function Name	Q Format	Input Format	Output Format
<a href="#">_atoQN</a>	1-15	char *	QN
<a href="#">_QN</a>	1-15	float	QN
<a href="#">_QNfrac</a>	1-15	QN	QN
<a href="#">_QNint</a>	1-15	QN	short
<a href="#">_QNtoa</a>	1-15	QN	char *
<a href="#">_QNtoF</a>	1-15	QN	float
<a href="#">_QNtoQ</a>	1-15	QN	GLOBAL_Q
<a href="#">_QtoQN</a>	1-15	GLOBAL_Q	QN

### 3.2.1 [\\_atoQN](#)

Converts a string to a Q number.

**Prototype:**

```
\_qN  
_atoQN(const char *A)  
    for a specific Q format (1 <= N <= 15)
```

- or -

```
\_q  
_atoQ(const char *A)  
    for the global Q format
```

**Parameters:**

**A** is the string to be converted.

**Description:**

This function converts a string into a Q number. The input string may contain (in order) an optional sign and a string of digits optionally containing a decimal point. A unrecognized character ends the string and returns zero. If the input string converts to a number greater than the minimum or maximum values for the given Q format, the return value is limited to the minimum or maximum value.

**Returns:**

Returns the Q number corresponding to the input string.

### 3.2.2 [\\_QN](#)

Converts a floating-point constant or variable into a Q number.



**Prototype:**

```
\_qN
_QN(float A)
    for a specific Q format (1 <= N <= 15)
```

- or -

```
\_q
_Q(float A)
    for the global Q format
```

**Parameters:**

**A** is the floating-point variable or constant to be converted.

**Description:**

This function converts a floating-point constant or variable into the equivalent Q number. If the input value is greater than the minimum or maximum values for the given Q format, the return value wraps around and produces inaccurate results.

**Returns:**

Returns the Q number corresponding to the floating-point variable or constant.

### 3.2.3 `_QNfrac`

Returns the fractional portion of a Q number.

**Prototype:**

```
\_qN
_QNfrac(\_qN A)
    for a specific Q format (1 <= N <= 15)
```

- or -

```
\_q
_Qfrac(\_q A)
    for the global Q format
```

**Parameters:**

**A** is the input number in Q format.

**Description:**

This function returns the fractional portion of a Q number as a Q number.

**Returns:**

Returns the fractional portion of the input Q number.

### 3.2.4 `_QNint`

Returns the integer portion of a Q number.

**Prototype:**

```
long
_QNint(_qN A)
    for a specific Q format (1 <= N <= 15)
```

- or -

```
long
_Qint(_q A)
    for the global Q format
```

**Parameters:**

**A** is the input number in Q format.

**Description:**

This function returns the integer portion of a Q number.

**Returns:**

Returns the integer portion of the input Q number.

### 3.2.5 `_QNtoa`

Converts a Q number to a string.

**Prototype:**

```
int
_QNtoa(char *A,
        const char *B,
        _qN C)
    for a specific Q format (1 <= N <= 15)
```

- or -

```
int
_Qtoa(char *A,
        const char *B,
        _q C)
    for the global Q format
```

**Parameters:**

**A** is a pointer to the buffer to store the converted Q number.

**B** is the format string specifying how to convert the Q number. Must be of the form “%xx.yyf” with xx and yy at most 2 characters in length.

**C** is the Q number to convert.

**Description:**

This function converts the Q number to a string, using the specified format.

**Example:**

```
_Qtoa(buffer, "%2.4f", qInput)
```

**Returns:**

Returns 0 if there is no error, 1 if the width is too small to hold the integer characters, and 2 if an illegal format was specified.

### 3.2.6 `_QNtoF`

Converts a Q number to a single-precision floating-point number.

**Prototype:**

```
float  
_QNtoF(_qN A)  
    for a specific Q format (1 <= N <= 15)
```

- or -

```
float  
_QtoF(_q A)  
    for the global Q format
```

**Parameters:**

**A** is the Q number to be converted.

**Description:**

This function converts a Q number into a single-precision floating-point number.

**Returns:**

Returns the single-precision floating-point number corresponding to the input Q number.

### 3.2.7 `_QNtoQ`

Converts a Q number in QN format to the global Q format.

**Prototype:**

```
_q  
_QNtoQ(_qN A)  
    for a specific Q format (1 <= N <= 15)
```

**Parameters:**

**A** is Q number to be converted.

**Description:**

This function converts a Q number in the specified Q format to a Q number in the global Q format.

**Returns:**

Returns the Q number converted into the global Q format.

### 3.2.8 `_QtoQN`

Converts a Q number in the global Q format to the QN format.

**Prototype:**

```
_qN  
_QtoQN(_q A)  
    for a specific Q format (1 <= N <= 15)
```

**Parameters:**

**A** is the Q number to be converted.

**Description:**

This function converts a Q number in the global Q format to a Q number in the specified Q format. be limited to the minimum or maximum value.

**Returns:**

Returns the Q number converted to the specified Q format.

## 3.3 Qmath Arithmetic Functions

The arithmetic functions provide basic arithmetic (addition, subtraction, multiplication, division) of Q numbers. No special functions are required for addition or subtraction; Q numbers can simply be added and subtracted using the underlying C addition and subtraction operators. Multiplication and division require special treatment in order to maintain the Q number of the result. The following table summarizes the arithmetic functions:

Function Name	Q Format	Input Format	Output Format
<code>_Qdiv2</code>	1-15	QN	QN
<code>_Qdiv4</code>	1-15	QN	QN
<code>_Qdiv8</code>	1-15	QN	QN
<code>_Qdiv16</code>	1-15	QN	QN
<code>_Qdiv32</code>	1-15	QN	QN
<code>_Qdiv64</code>	1-15	QN	QN
<code>_Qmpy2</code>	1-15	QN	QN
<code>_Qmpy4</code>	1-15	QN	QN
<code>_Qmpy8</code>	1-15	QN	QN
<code>_Qmpy16</code>	1-15	QN	QN
<code>_Qmpy32</code>	1-15	QN	QN
<code>_Qmpy64</code>	1-15	QN	QN
<code>_QNdiv</code>	1-15	QN/QN	QN
<code>_QNmpy</code>	1-15	QN*QN	QN
<code>_QNmpy16</code>	1-15	QN*short	QN
<code>_QNmpy16frac</code>	1-15	QN*short	QN
<code>_QNmpy16int</code>	1-15	QN*short	short
<code>_QNmpyQX</code>	1-15	QN*QN	QN
<code>_QNrmpy</code>	1-15	QN*QN	QN
<code>_QNrsmpy</code>	1-15	QN*QN	QN

### 3.3.1 `_Qdiv2`

Divides a Q number by two.

**Prototype:**

```
_qN  
_Qdiv2(_qN A)
```

**Parameters:**

**A** is the number to be divided, in Q format.

**Description:**

This function divides a Q number by two. This will work for any Q format.

**Returns:**

Returns the number divided by two.

### 3.3.2 `_Qdiv4`

Divides a Q number by four.

**Prototype:**

```
_qN  
_Qdiv4(_qN A)
```

**Parameters:**

**A** is the number to be divided, in Q format.

**Description:**

This function divides a Q number by four. This will work for any Q format.

**Returns:**

Returns the number divided by four.

### 3.3.3 `_Qdiv8`

Divides a Q number by eight.

**Prototype:**

```
_qN  
_Qdiv8(_qN A)
```

**Parameters:**

**A** is the number to be divided, in Q format.

**Description:**

This function divides a Q number by eight. This will work for any Q format.

**Returns:**

Returns the number divided by eight.

### 3.3.4 `_Qdiv16`

Divides a Q number by sixteen.

**Prototype:**

```
_qN  
_Qdiv16(_qN A)
```

**Parameters:**

**A** is the number to be divided, in Q format.

**Description:**

This function divides a Q number by sixteen. This will work for any Q format.

**Returns:**

Returns the number divided by sixteen.

### 3.3.5 `_Qdiv32`

Divides a Q number by thirty two.

**Prototype:**

```
_qN  
_Qdiv32(_qN A)
```

**Parameters:**

**A** is the number to be divided, in Q format.

**Description:**

This function divides a Q number by thirty two. This will work for any Q format.

**Returns:**

Returns the number divided by thirty two.

### 3.3.6 `_Qdiv64`

Divides a Q number by sixty four.

**Prototype:**

```
_qN  
_Qdiv64(_qN A)
```

**Parameters:**

**A** is the number to be divided, in Q format.

**Description:**

This function divides a Q number by sixty four. This will work for any Q format.

**Returns:**

Returns the number divided by sixty four.

### 3.3.7 `_Qmpy2`

Multiplies a Q number by two.

**Prototype:**

```
_qN  
_Qmpy2(_qN A)
```

**Parameters:**

**A** is the number to be multiplied, in Q format.

**Description:**

This function multiplies a Q number by two. This will work for any Q format.

**Returns:**

Returns the number multiplied by two.

### 3.3.8 `_Qmpy4`

Multiplies a Q number by four.

**Prototype:**

```
_qN  
_Qmpy4 (_qN A)
```

**Parameters:**

**A** is the number to be multiplied, in Q format.

**Description:**

This function multiplies a Q number by four. This will work for any Q format.

**Returns:**

Returns the number multiplied by four.

### 3.3.9 `_Qmpy8`

Multiplies a Q number by eight.

**Prototype:**

```
_qN  
_Qmpy8 (_qN A)
```

**Parameters:**

**A** is the number to be multiplied, in Q format.

**Description:**

This function multiplies a Q number by eight. This will work for any Q format.

**Returns:**

Returns the number multiplied by eight.

### 3.3.10 `_Qmpy16`

Multiplies a Q number by sixteen.

**Prototype:**

```
_qN  
_Qmpy16 (_qN A)
```

**Parameters:**

**A** is the number to be multiplied, in Q format.

**Description:**

This function multiplies a Q number by sixteen. This will work for any Q format.

**Returns:**

Returns the number multiplied by sixteen.

### 3.3.11 `_Qmpy32`

Multiplies a Q number by thirty two.



**Prototype:**

```
_qN
_Qmpy32 (_qN A)
```

**Parameters:**

**A** is the number to be multiplied, in Q format.

**Description:**

This function multiplies a Q number by thirty two. This will work for any Q format.

**Returns:**

Returns the number multiplied by thirty two.

### 3.3.12 `_Qmpy64`

Multiplies a Q number by sixty four.

**Prototype:**

```
_qN
_Qmpy64 (_qN A)
```

**Parameters:**

**A** is the number to be multiplied, in Q format.

**Description:**

This function multiplies a Q number by sixty four. This will work for any Q format.

**Returns:**

Returns the number multiplied by sixty four.

### 3.3.13 `_QNdiv`

Divides two Q numbers.

**Prototype:**

```
_qN
_QNdiv (_qN A,
        _qN B)
```

for a specific Q format ( $1 \leq N \leq 15$ )

- or -

```
_q
_Qdiv (_q A,
        _q B)
```

for the global Q format

**Parameters:**

**A** is the numerator, in Q format.

**B** is the denominator, in Q format.

**Description:**

This function divides two Q numbers, returning the quotient in Q format. The result is saturated if it exceeds the capacity of the Q format, and division by zero always results in positive saturation (regardless of the sign of A).

**Returns:**

Returns the quotient in Q format.

### 3.3.14 `_QNmpy`

Multiplies two Q numbers.

**Prototype:**

```
_qN  
_QNmpy (_qN A,  
        _qN B)  
        for a specific Q format (1 <= N <= 15)
```

- or -

```
_q  
_Qmpy (_q A,  
        _q B)  
        for the global Q format
```

**Parameters:**

**A** is the first number, in Q format.

**B** is the second number, in Q format.

**Description:**

This function multiplies two Q numbers, returning the product in Q format. The result is neither rounded nor saturated, so if the product is greater than the minimum or maximum values for the given Q format, the return value wraps around and produces inaccurate results.

**Returns:**

Returns the product in Q format.

### 3.3.15 `_QNmpyI16`

Multiplies a Q number by an integer.

**Prototype:**

```
_qN  
_QNmpyI16 (_qN A,  
           long B)  
           for a specific Q format (1 <= N <= 15)
```

- or -

```
_q  
_QmpyI16 (_q A,  
          long B)
```

for the global Q format

**Parameters:**

**A** is the first number, in Q format.

**B** is the second number, in integer format.

**Description:**

This function multiplies a Q number by an integer, returning the product in Q format. The result is not saturated, so if the product is greater than the minimum or maximum values for the given Q format, the return value wraps around and produces inaccurate results.

**Returns:**

Returns the product in Q format.

### 3.3.16 `_QNmpyI16frac`

Multiplies a Q number by an integer, returning the fractional portion of the product.

**Prototype:**

```
\_qN
_QNmpyI16frac(\_qN A,
              long B)
```

for a specific Q format ( $1 \leq N \leq 15$ )

- or -

```
\_q
_QmpyI16frac(\_q A,
             long B)
```

for the global Q format

**Parameters:**

**A** is the first number, in Q format.

**B** is the second number, in integer format.

**Description:**

This function multiplies a Q number by an integer, returning the fractional portion of the product in Q format.

**Returns:**

Returns the fractional portion of the product in Q format.

### 3.3.17 `_QNmpyI16int`

Multiplies a Q number by an integer, returning the integer portion of the result.

**Prototype:**

```
long
_QNmpyI16int(\_qN A,
            long B)
```

for a specific Q format (1 <= N <= 15)

- or -

```
long
_QmpyI16int(_q A,
            long B)
```

for the global Q format

**Parameters:**

**A** is the first number, in Q format.

**B** is the second number, in integer format.

**Description:**

This function multiplies a Q number by an integer, returning the integer portion of the product. The result is saturated, so if the integer portion of the product is greater than the minimum or maximum values for an integer, the result will be saturated to the minimum or maximum value.

**Returns:**

Returns the product in Q format.

### 3.3.18 `_QNmpyQX`

Multiplies two Q numbers.

**Prototype:**

```
_qN
_QNmpyQX(_qN A,
         long QA,
         _qN B,
         long QB)
```

for a specific Q format (1 <= N <= 15)

- or -

```
_q
_QmpyQX(_q A,
        long QA,
        _q B,
        long QB, )
```

for the global Q format

**Parameters:**

**A** is the first number, in Q format.

**QA** is the Q format for the first number.

**B** is the second number, in Q format.

**QB** is the Q format for the second number.

**Description:**

This function multiplies two Q numbers in different Q formats, returning the product in a third Q format. The result is neither rounded nor saturated, so if the product is greater than the minimum or maximum values for the given output Q format, the return value will wrap around and produce inaccurate results.

**Returns:**

Returns the product in Q format.

3.3.19 `_QNrmppy`

Multiplies two Q numbers, with rounding.

**Prototype:**

```
_qN
_QNrmppy (_qN A,
          _qN B)
```

for a specific Q format ( $1 \leq N \leq 15$ )

- or -

```
_q
_Qrmppy (_q A,
         _q B)
```

for the global Q format

**Parameters:**

**A** is the first number, in Q format.

**B** is the second number, in Q format.

**Description:**

This function multiplies two Q numbers, returning the product in Q format. The result is rounded but not saturated, so if the product is greater than the minimum or maximum values for the given Q format, the return value wraps around and produces inaccurate results.

**Returns:**

Returns the product in Q format.

3.3.20 `_QNrsmpy`

Multiplies two Q numbers, with rounding and saturation.

**Prototype:**

```
_qN
_QNrsmpy (_qN A,
          _qN B)
```

for a specific Q format ( $1 \leq N \leq 15$ )

- or -

```
_q
_Qrsmpy (_q A,
         _q B)
```

for the global Q format

**Parameters:**

**A** is the first number, in Q format.

***B*** is the second number, in Q format.

**Description:**

This function multiplies two Q numbers, returning the product in Q format. The result is rounded and saturated, so if the product is greater than the minimum or maximum values for the given Q format, the return value is saturated to the minimum or maximum value for the given Q format (as appropriate).

**Returns:**

Returns the product in Q format.

## 3.4 Qmath Trigonometric Functions

The trigonometric functions compute a variety of the trigonometric functions for Q numbers. Functions are provided that take the traditional radians inputs (or produce the traditional radians output for the inverse functions), as well as a cycles per unit format where the range [0, 1) is mapped onto the circle (in other words, 0.0 is 0 radians, 0.25 is  $\pi/2$  radians, 0.5 is  $\pi$  radians, 0.75 is  $3\pi/2$  radians, and 1.0 is  $2\pi$  radians). The following table summarizes the trigonometric functions.

Function Name	Q Format	Input Format	Output Format
<code>_QNacos</code>	1-14	QN	QN
<code>_QNasin</code>	1-14	QN	QN
<code>_QNatan</code>	1-15	QN	QN
<code>_QNatan2</code>	1-15	QN,QN	QN
<code>_QNatan2PU</code>	1-15	QN,QN	QN
<code>_QNcos</code>	1-15	QN	QN
<code>_QNcosPU</code>	1-15	QN	QN
<code>_QNsin</code>	1-15	QN	QN
<code>_QNsinPU</code>	1-15	QN	QN

### 3.4.1 `_QNacos`

Computes the inverse cosine of the input value.

**Prototype:**

```
_qN
_QNacos (_qN A)
```

for a specific Q format (1 <= N <= 14)

- or -

```
_q
_Qacos (_q A)
```

for the global Q format

**Parameters:**

**A** is the input value in Q format.

**Description:**

This function computes the inverse cosine of the input value.

**Note:**

This function is not available for Q15 format.

**Returns:**

The inverse cosine of the input value, in radians.

### 3.4.2 `_QNasin`

Computes the inverse sine of the input value.

**Prototype:**

```
_qN  
_QNasin(_qN A)
```

for a specific Q format (1 <= N <= 14)

- or -

```
_q  
_Qasin(_q A)
```

for the global Q format

**Parameters:**

**A** is the input value in Q format.

**Description:**

This function computes the inverse sine of the input value.

**Note:**

This function is not available for Q15 format.

**Returns:**

The inverse sine of the input value, in radians.

### 3.4.3 `_QNatan`

Computes the inverse tangent of the input value.

**Prototype:**

```
_qN  
_QNatan(_qN A)
```

for a specific Q format (1 <= N <= 15)

- or -

```
_q  
_Qatan(_q A)
```

for the global Q format

**Parameters:**

**A** is the input value in Q format.

**Description:**

This function computes the inverse tangent of the input value.

**Returns:**

The inverse tangent of the input value, in radians.

### 3.4.4 `_QNatan2`

Computes the inverse four-quadrant tangent of the input point.



**Prototype:**

```
\_qN
_QNatan2(\_qN A,
         \_qN B)
    for a specific Q format (1 <= N <= 15)
```

- or -

```
\_q
_Qatan2(\_q A,
        \_q B)
    for the global Q format
```

**Parameters:****A** is the Y coordinate input value in Q format.**B** is the X coordinate input value in Q format.**Description:**

This function computes the inverse four-quadrant tangent of the input point.

**Returns:**

The inverse four-quadrant tangent of the input point, in radians.

### 3.4.5 `_QNatan2PU`

Computes the inverse four-quadrant tangent of the input point, returning the result in cycles per unit.

**Prototype:**

```
\_qN
_QNatan2PU(\_qN A,
           \_qN B)
    for a specific Q format (1 <= N <= 15)
```

- or -

```
\_q
_Qatan2PU(\_q A,
          \_q B)
    for the global Q format
```

**Parameters:****A** is the X coordinate input value in Q format.**B** is the Y coordinate input value in Q format.**Description:**

This function computes the inverse four-quadrant tangent of the input point, returning the result in cycles per unit.

**Returns:**

The inverse four-quadrant tangent of the input point, in cycles per unit.

### 3.4.6 `_QNcos`

Computes the cosine of the input value.

**Prototype:**

```
_qN  
_QNcos (_qN A)
```

for a specific Q format (1 <= N <= 15)

- or -

```
_q  
_Qcos (_q A)
```

for the global Q format

**Parameters:**

**A** is the input value in radians, in Q format.

**Description:**

This function computes the cosine of the input value.

**Returns:**

The cosine of the input value.

### 3.4.7 `_QNcosPU`

Computes the cosine of the input value in cycles per unit.

**Prototype:**

```
_qN  
_QNcosPU (_qN A)
```

for a specific Q format (1 <= N <= 15)

- or -

```
_q  
_QcosPU (_q A)
```

for the global Q format

**Parameters:**

**A** is the input value in cycles per unit, in Q format.

**Description:**

This function computes the cosine of the input value.

**Returns:**

The cosine of the input value.

### 3.4.8 `_QNsine`

Computes the sine of the input value.

**Prototype:**

```
_qN
_QNsin(_qN A)
```

for a specific Q format (1 <= N <= 15)

- or -

```
_q
_Qsin(_q A)
```

for the global Q format

**Parameters:**

**A** is the input value in radians, in Q format.

**Description:**

This function computes the sine of the input value.

**Returns:**

The sine of the input value.

### 3.4.9 `_QNsinPU`

Computes the sine of the input value in cycles per unit.

**Prototype:**

```
_qN
_QNsinPU(_qN A)
```

for a specific Q format (1 <= N <= 15)

- or -

```
_q
_QsinPU(_q A)
```

for the global Q format

**Parameters:**

**A** is the input value in cycles per unit, in Q format.

**Description:**

This function computes the sine of the input value.

**Returns:**

The sine of the input value.

## 3.5 Qmath Mathematical Functions

The mathematical functions compute a variety of advanced mathematical functions for Q numbers. The following table summarizes the mathematical functions:

Function Name	Q Format	Input Format	Output Format
<a href="#">_QNexp</a>	1-15	QN	QN
<a href="#">_QNlog</a>	1-15	QN	QN
<a href="#">_QNsqrt</a>	1-15	QN	QN
<a href="#">_QNisqrt</a>	1-15	QN	QN
<a href="#">_QNmag</a>	1-15	QN,QN	QN
<a href="#">_QNimag</a>	1-15	QN,QN	QN

### 3.5.1 [\\_QNexp](#)

Computes the base-e exponential value of a Q number.

**Prototype:**

```
\_qN  
\_QNexp (\_qN A)  
    for a specific Q format (1 <= N <= 15)
```

- or -

```
\_q  
\_Qexp (\_q A)  
    for the global Q format
```

**Parameters:**

**A** is the input value, in Q format.

**Description:**

This function computes the base-e exponential value of the input, and saturates the result if it exceeds the range of the Q format in use.

**Returns:**

Returns the base-e exponential of the input.

### 3.5.2 [\\_QNlog](#)

Computes the base-e logarithm of a Q number.

**Prototype:**

```
\_qN  
\_QNlog (\_qN A)  
    for a specific Q format (1 <= N <= 15)
```

- or -

```
\_q
_Qlog(\_q A)
```

for the global Q format

**Parameters:**

**A** is the input value, in Q format.

**Description:**

This function computes the base-e logarithm of the input, and saturates the result if it exceeds the range of the Q format in use.

**Returns:**

Returns the base-e logarithm of the input.

### 3.5.3 `_QNsqr`

Computes the square root of a Q number.

**Prototype:**

```
\_qN
_QNsqr(\_qN A)
```

for a specific Q format ( $1 \leq N \leq 15$ )

- or -

```
\_q
_Qsqr(\_q A)
```

for the global Q format

**Parameters:**

**A** is the input value, in Q format.

**Description:**

This function computes the square root of the input. Negative inputs result in an output of 0.

**Returns:**

Returns the square root of the input.

### 3.5.4 `_QNsqr`

Computes the inverse square root of a Q number.

**Prototype:**

```
\_qN
_QNsqr(\_qN A)
```

for a specific Q format ( $1 \leq N \leq 15$ )

- or -

```
\_q
_Qisqr(\_q A)
```

for the global Q format

**Parameters:**

**A** is the input value, in Q format.

**Description:**

This function computes the inverse square root ( $1 / \text{sqrt}$ ) of the input, and saturates the result if it exceeds the range of the Q format in use. Negative inputs result in an output of 0.

**Returns:**

Returns the inverse square root of the input.

### 3.5.5 `_QNmag`

Computes the magnitude of a two dimensional vector.

**Prototype:**

```
_qN  
_QNmag(_qN A,  
       _qN B)
```

for a specific Q format ( $1 \leq N \leq 15$ )

- or -

```
_q  
_Qmag(_q A,  
      _q B)
```

for the global Q format

**Parameters:**

**A** is the first input value, in Q format.

**B** is the second input value, in Q format.

**Description:**

This function computes the magnitude of a two-dimensional vector provided in Q format. The result is always positive and saturated if it exceeds the range of the Q format in use.

This is functionally equivalent to `_QNsqrt(_QNrmPy(A, A) + _QNrmPy(B, B))`, but provides better accuracy, speed, and intermediate overflow handling than building this computation from `_QNsqrt()` and `_QNrmPy()`.

**Returns:**

Returns the magnitude of a two dimensional vector.

### 3.5.6 `_QNiMag`

Computes the inverse magnitude of a two dimensional vector.

**Prototype:**

```
_qN  
_QNiMag(_qN A,  
        _qN B)
```

for a specific Q format ( $1 \leq N \leq 15$ )

- or -

```
_q  
_Qimag(_q A,  
       _q B)
```

for the global Q format

**Parameters:**

**A** is the first input value, in Q format.

**B** is the second input value, in Q format.

**Description:**

This function computes the inverse magnitude ( $1 / \text{QNmag}$ ) of a two-dimensional vector provided in Q format. The result is always positive and saturated if it exceeds the range of the Q format in use.

**Returns:**

Returns the inverse of the magnitude of a two dimensional vector.

## 3.6 Qmath Miscellaneous Functions

The miscellaneous functions are useful functions that do not otherwise fit elsewhere. The following table summarizes the miscellaneous functions:

Function Name	Q Format	Input Format	Output Format
<code>_QNabs</code>	1-15	QN	QN
<code>_Qnsat</code>	1-15	QN	QN

### 3.6.1 `_QNabs`

Finds the absolute value of a Q number.

**Prototype:**

```
_qN  
_QNabs (_qN A)  
for a specific Q format (1 <= N <= 15)
```

- or -

```
_q  
_Qabs (_q A)  
for the global Q format
```

**Parameters:**

**A** is the input value in Q format.

**Description:**

This function computes the absolute value of the input Q number.

**Returns:**

Returns the absolute value of the input.

### 3.6.2 `_Qnsat`

Satures a Q number.

**Prototype:**

```
_qN  
_Qnsat (_qN A,  
    _qN Pos,  
    _qN Neg)  
for a specific Q format (1 <= N <= 15)
```

- or -

```
_q  
_Qsat (_q A,  
    _q Pos,  
    _q Neg)
```



for the global Q format

**Parameters:**

**A** is the input value in Q format.

**Pos** is the positive limit in Q format.

**Neg** is the negative limit in Q format.

**Description:**

This function limits the input Q number between the range specified by the positive and negative limits.

**Returns:**

Returns the saturated input value.



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## 4 IQmath Functions

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### 4.1 IQmath Introduction

The IQmath library provides the same function set as the [Qmath](#) library with 32-bit data types and higher accuracy. These functions are provided for when an application requires accuracy comparable or greater than the equivalent floating point math functions. As a result the code size and constant data tables are going to be larger than the [Qmath](#) library counterparts.

Execution time is increased however it remains manageable for devices with the MPY32 peripheral. For devices without the MPY32 peripheral the execution time will be an order of magnitude higher than the [Qmath](#) counterparts and it is recommended to only use the IQmath functions when greater than 16-bit accuracy is necessary.

When mixing [Qmath](#) and IQmath, the IQmath library provides functions for converting between Q and IQ data types to make combining [Qmath](#) and IQmath easy and seamless.

## 4.2 IQmath Format Conversion Functions

The format conversion functions provide a way to convert numbers to and from various IQ formats. There are functions to convert IQ numbers to and from single-precision floating-point numbers, to and from integers, to and from strings, to and from 16-bit QN format numbers, to and from various IQ formats, and to extract the integer and fractional portion of an IQ number. The following table summarizes the format conversion functions:

Function Name	Q Format	Input Format	Output Format
<code>_atolIQN</code>	1-30	char *	IQN
<code>_IQN</code>	1-30	float	IQN
<code>_IQNfrac</code>	1-30	IQN	IQN
<code>_IQNint</code>	1-30	IQN	long
<code>_IQNtoa</code>	1-30	IQN	char *
<code>_IQNtoF</code>	1-30	IQN	float
<code>_IQNtoIQ</code>	1-30	IQN	GLOBAL_IQ
<code>_IQtoIQN</code>	1-30	GLOBAL_IQ	IQN
<code>_IQtoQN</code>	1-15	GLOBAL_IQ	QN
<code>_QNtoIQ</code>	1-15	QN	GLOBAL_IQ

### 4.2.1 `_atolIQN`

Converts a string to an IQ number.

**Prototype:**

```
_iqN  
_atolIQN(const char *A)  
for a specific IQ format (1 <= N <= 30)
```

- or -

```
_iq  
_atolIQ(const char *A)  
for the global IQ format
```

**Parameters:**

**A** is the string to be converted.

**Description:**

This function converts a string into an IQ number. The input string may contain (in order) an optional sign and a string of digits optionally containing a decimal point. A unrecognized character ends the string and returns zero. If the input string converts to a number greater than the minimum or maximum values for the given IQ format, the return value is limited to the minimum or maximum value.

**Returns:**

Returns the IQ number corresponding to the input string.

## 4.2.2 `_IQN`

Converts a floating-point constant or variable into an IQ number.

**Prototype:**

```
_iqN  
_IQN(float A)  
for a specific IQ format (1 <= N <= 30)
```

- or -

```
_iq  
_IQ(float A)  
for the global IQ format
```

**Parameters:**

**A** is the floating-point variable or constant to be converted.

**Description:**

This function converts a floating-point constant or variable into the equivalent IQ number. If the input value is greater than the minimum or maximum values for the given IQ format, the return value wraps around and produces inaccurate results.

**Returns:**

Returns the IQ number corresponding to the floating-point variable or constant.

## 4.2.3 `_IQNfrac`

Returns the fractional portion of an IQ number.

**Prototype:**

```
_iqN  
_IQNfrac(_iqN A)  
for a specific IQ format (1 <= N <= 30)
```

- or -

```
_iq  
_IQfrac(_iq A)  
for the global IQ format
```

**Parameters:**

**A** is the input number in IQ format.

**Description:**

This function returns the fractional portion of an IQ number as an IQ number.

**Returns:**

Returns the fractional portion of the input IQ number.

## 4.2.4 `_IQNint`

Returns the integer portion of an IQ number.

**Prototype:**

```
long
_IQNint(_iqN A)
    for a specific IQ format (1 <= N <= 30)
```

- or -

```
long
_IQint(_iq A)
    for the global IQ format
```

**Parameters:**

**A** is the input number in IQ format.

**Description:**

This function returns the integer portion of an IQ number.

**Returns:**

Returns the integer portion of the input IQ number.

## 4.2.5 `_IQNtoa`

Converts an IQ number to a string.

**Prototype:**

```
int
_IQNtoa(char *A,
        const char *B,
        _iqN C)
    for a specific IQ format (1 <= N <= 30)
```

- or -

```
int
_IQtoa(char *A,
        const char *B,
        _iq C)
    for the global IQ format
```

**Parameters:**

**A** is a pointer to the buffer to store the converted IQ number.

**B** is the format string specifying how to convert the IQ number. Must be of the form “%xx.yyf” with xx and yy at most 2 characters in length.

**C** is the IQ number to convert.

**Description:**

This function converts the IQ number to a string, using the specified format.

**Example:**

```
_IQtoa(buffer, "%4.8f", iqInput)
```

**Returns:**

Returns 0 if there is no error, 1 if the width is too small to hold the integer characters, and 2 if an illegal format was specified.

## 4.2.6 `_IQNtoF`

Converts an IQ number to a single-precision floating-point number.

**Prototype:**

```
float
_IQNtoF(_iqN A)
    for a specific IQ format (1 <= N <= 30)
```

- or -

```
float
_IQtoF(_iq A)
    for the global IQ format
```

**Parameters:**

**A** is the IQ number to be converted.

**Description:**

This function converts an IQ number into a single-precision floating-point number. Since single-precision floating-point values have only 24 bits of mantissa, 8 bits of accuracy will be lost via this conversion.

**Returns:**

Returns the single-precision floating-point number corresponding to the input IQ number.

## 4.2.7 `_IQNtoIQ`

Converts an IQ number in IQN format to the global IQ format.

**Prototype:**

```
_iq
_IQNtoIQ(_iqN A)
    for a specific IQ format (1 <= N <= 30)
```

**Parameters:**

**A** is IQ number to be converted.

**Description:**

This function converts an IQ number in the specified IQ format to an IQ number in the global IQ format.

**Returns:**

Returns the IQ number converted into the global IQ format.

## 4.2.8 `_IQtoIQN`

Converts an IQ number in the global IQ format to the IQN format.

**Prototype:**

```
_iqN  
_IQtoIQN(_iq A)  
    for a specific IQ format (1 <= N <= 30)
```

**Parameters:**

**A** is the IQ number to be converted.

**Description:**

This function converts an IQ number in the global IQ format to an IQ number in the specified IQ format. be limited to the minimum or maximum value.

**Returns:**

Returns the IQ number converted to the specified IQ format.

## 4.2.9 `_IQtoQN`

Converts an IQ number to a 16-bit number in QN format.

**Prototype:**

```
short  
_IQtoQN(_iq A)  
    for a specific Q format (1 <= N <= 15)
```

**Parameters:**

**A** is the IQ number to be converted.

**Description:**

This function converts an IQ number in the global IQ format to a 16-bit number in QN format.

**Returns:**

Returns the QN number corresponding to the input IQ number.

## 4.2.10 `_QNtoIQ`

Converts a 16-bit QN number to an IQ number.

**Prototype:**

```
_iq  
_QNtoIQ(short A)  
    for a specific Q format (1 <= N <= 15)
```

**Parameters:**

**A** is the QN number to be converted.

**Description:**

This function converts a 16-bit QN number to an IQ number in the global IQ format.



**Returns:**

Returns the IQ number corresponding to the input QN number.

## 4.3 IQmath Arithmetic Functions

The arithmetic functions provide basic arithmetic (addition, subtraction, multiplication, division) of IQ numbers. No special functions are required for addition or subtraction; IQ numbers can simply be added and subtracted using the underlying C addition and subtraction operators. Multiplication and division require special treatment in order to maintain the IQ number of the result. The following table summarizes the arithmetic functions:

Function Name	Q Format	Input Format	Output Format
<code>_IQdiv2</code>	1-30	IQN	IQN
<code>_IQdiv4</code>	1-30	IQN	IQN
<code>_IQdiv8</code>	1-30	IQN	IQN
<code>_IQdiv16</code>	1-30	IQN	IQN
<code>_IQdiv32</code>	1-30	IQN	IQN
<code>_IQdiv64</code>	1-30	IQN	IQN
<code>_IQmpy2</code>	1-30	IQN	IQN
<code>_IQmpy4</code>	1-30	IQN	IQN
<code>_IQmpy8</code>	1-30	IQN	IQN
<code>_IQmpy16</code>	1-30	IQN	IQN
<code>_IQmpy32</code>	1-30	IQN	IQN
<code>_IQmpy64</code>	1-30	IQN	IQN
<code>_IQNdiv</code>	1-30	IQN/IQN	IQN
<code>_IQNmpy</code>	1-30	IQN*IQN	IQN
<code>_IQNmpyl32</code>	1-30	IQN*long	IQN
<code>_IQNmpyl32frac</code>	1-30	IQN*long	IQN
<code>_IQNmpyl32int</code>	1-30	IQN*long	long
<code>_IQNmpylQX</code>	1-30	IQN*IQN	IQN
<code>_IQNrmpy</code>	1-30	IQN*IQN	IQN
<code>_IQNrsmpy</code>	1-30	IQN*IQN	IQN

### 4.3.1 `_IQdiv2`

Divides an IQ number by two.

**Prototype:**

```
_iqN  
_IQdiv2(_iqN A)
```

**Parameters:**

**A** is the number to be divided, in IQ format.

**Description:**

This function divides an IQ number by two. This will work for any IQ format.

**Returns:**

Returns the number divided by two.

### 4.3.2 `_IQdiv4`

Divides an IQ number by four.

**Prototype:**

```
_iqN  
_IQdiv4(_iqN A)
```

**Parameters:**

**A** is the number to be divided, in IQ format.

**Description:**

This function divides an IQ number by four. This will work for any IQ format.

**Returns:**

Returns the number divided by four.

### 4.3.3 `_IQdiv8`

Divides an IQ number by eight.

**Prototype:**

```
_iqN  
_IQdiv8(_iqN A)
```

**Parameters:**

**A** is the number to be divided, in IQ format.

**Description:**

This function divides an IQ number by eight. This will work for any IQ format.

**Returns:**

Returns the number divided by eight.

### 4.3.4 `_IQdiv16`

Divides an IQ number by sixteen.

**Prototype:**

```
_iqN  
_IQdiv16(_iqN A)
```

**Parameters:**

**A** is the number to be divided, in IQ format.

**Description:**

This function divides an IQ number by sixteen. This will work for any IQ format.

**Returns:**

Returns the number divided by sixteen.

### 4.3.5 `_IQdiv32`

Divides an IQ number by thirty two.

**Prototype:**

```
_iqN  
_IQdiv32(_iqN A)
```

**Parameters:**

**A** is the number to be divided, in IQ format.

**Description:**

This function divides an IQ number by thirty two. This will work for any IQ format.

**Returns:**

Returns the number divided by thirty two.

### 4.3.6 `_IQdiv64`

Divides an IQ number by sixty four.

**Prototype:**

```
_iqN  
_IQdiv64(_iqN A)
```

**Parameters:**

**A** is the number to be divided, in IQ format.

**Description:**

This function divides an IQ number by sixty four. This will work for any IQ format.

**Returns:**

Returns the number divided by sixty four.

### 4.3.7 `_IQmpy2`

Multiplies an IQ number by two.

**Prototype:**

```
_iqN  
_IQmpy2(_iqN A)
```

**Parameters:**

**A** is the number to be multiplied, in IQ format.

**Description:**

This function multiplies an IQ number by two. This will work for any IQ format.

**Returns:**

Returns the number multiplied by two.

### 4.3.8 `_IQmpy4`

Multiplies an IQ number by four.

**Prototype:**

```
_iqN  
_IQmpy4 (_iqN A)
```

**Parameters:**

**A** is the number to be multiplied, in IQ format.

**Description:**

This function multiplies an IQ number by four. This will work for any IQ format.

**Returns:**

Returns the number multiplied by four.

### 4.3.9 `_IQmpy8`

Multiplies an IQ number by eight.

**Prototype:**

```
_iqN  
_IQmpy8 (_iqN A)
```

**Parameters:**

**A** is the number to be multiplied, in IQ format.

**Description:**

This function multiplies an IQ number by eight. This will work for any IQ format.

**Returns:**

Returns the number multiplied by eight.

### 4.3.10 `_IQmpy16`

Multiplies an IQ number by sixteen.

**Prototype:**

```
_iqN  
_IQmpy16 (_iqN A)
```

**Parameters:**

**A** is the number to be multiplied, in IQ format.

**Description:**

This function multiplies an IQ number by sixteen. This will work for any IQ format.

**Returns:**

Returns the number multiplied by sixteen.

### 4.3.11 `_IQmpy32`

Multiplies an IQ number by thirty two.

**Prototype:**

```
__iqN  
_IQmpy32 (__iqN A)
```

**Parameters:**

**A** is the number to be multiplied, in IQ format.

**Description:**

This function multiplies an IQ number by thirty two. This will work for any IQ format.

**Returns:**

Returns the number multiplied by thirty two.

### 4.3.12 `_IQmpy64`

Multiplies an IQ number by sixty four.

**Prototype:**

```
__iqN  
_IQmpy64 (__iqN A)
```

**Parameters:**

**A** is the number to be multiplied, in IQ format.

**Description:**

This function multiplies an IQ number by sixty four. This will work for any IQ format.

**Returns:**

Returns the number multiplied by sixty four.

### 4.3.13 `_IQNdiv`

Divides two IQ numbers.

**Prototype:**

```
__iqN  
_IQNdiv (__iqN A,  
        __iqN B)
```

for a specific IQ format ( $1 \leq N \leq 30$ )

- or -

```
__iq  
_IQdiv (__iq A,  
        __iq B)
```

for the global IQ format

**Parameters:**

**A** is the numerator, in IQ format.

**B** is the denominator, in IQ format.

**Description:**

This function divides two IQ numbers, returning the quotient in IQ format. The result is saturated if it exceeds the capacity of the IQ format, and division by zero always results in positive saturation (regardless of the sign of A).

**Returns:**

Returns the quotient in IQ format.

### 4.3.14 `_IQNmpy`

Multiplies two IQ numbers.

**Prototype:**

```
_iqN
_IQNmpy (_iqN A,
         _iqN B)

for a specific IQ format (1 <= N <= 30)
```

- or -

```
_iq
_IQmpy (_iq A,
        _iq B)

for the global IQ format
```

**Parameters:**

**A** is the first number, in IQ format.  
**B** is the second number, in IQ format.

**Description:**

This function multiplies two IQ numbers, returning the product in IQ format. The result is neither rounded nor saturated, so if the product is greater than the minimum or maximum values for the given IQ format, the return value wraps around and produces inaccurate results.

**Returns:**

Returns the product in IQ format.

### 4.3.15 `_IQNmpyI32`

Multiplies an IQ number by an integer.

**Prototype:**

```
_iqN
_IQNmpyI32 (_iqN A,
            long B)

for a specific IQ format (1 <= N <= 30)
```

- or -

```
_iq
_IQmpyI32 (_iq A,
           long B)
```

for the global IQ format

**Parameters:**

- A** is the first number, in IQ format.
- B** is the second number, in integer format.

**Description:**

This function multiplies an IQ number by an integer, returning the product in IQ format. The result is not saturated, so if the product is greater than the minimum or maximum values for the given IQ format, the return value wraps around and produces inaccurate results.

**Returns:**

Returns the product in IQ format.

### 4.3.16 `_IQNmpyI32frac`

Multiplies an IQ number by an integer, returning the fractional portion of the product.

**Prototype:**

```
_iqN  
_IQNmpyI32frac(_iqN A,  
               long B)  
  
for a specific IQ format (1 <= N <= 30)
```

- or -

```
_iq  
_IQmpyI32frac(_iq A,  
              long B)  
  
for the global IQ format
```

**Parameters:**

- A** is the first number, in IQ format.
- B** is the second number, in integer format.

**Description:**

This function multiplies an IQ number by an integer, returning the fractional portion of the product in IQ format.

**Returns:**

Returns the fractional portion of the product in IQ format.

### 4.3.17 `_IQNmpyI32int`

Multiplies an IQ number by an integer, returning the integer portion of the result.

**Prototype:**

```
long  
_IQNmpyI32int(_iqN A,  
              long B)
```



for a specific IQ format ( $1 \leq N \leq 30$ )

- or -

```
long
_IQmpyI32int(_iq A,
             long B)
```

for the global IQ format

**Parameters:**

**A** is the first number, in IQ format.

**B** is the second number, in integer format.

**Description:**

This function multiplies an IQ number by an integer, returning the integer portion of the product. The result is saturated, so if the integer portion of the product is greater than the minimum or maximum values for an integer, the result will be saturated to the minimum or maximum value.

**Returns:**

Returns the product in IQ format.

## 4.3.18 \_IQNmpyIQX

Multiplies two IQ numbers.

**Prototype:**

```
_iqN
_IQNmpyIQX(_iqN A,
           long IQA,
           _iqN B,
           long IQB)
```

for a specific IQ format ( $1 \leq N \leq 30$ )

- or -

```
_iq
_IQmpyIQX(_iq A,
          long IQA,
          _iq B,
          long IQB,)
```

for the global IQ format

**Parameters:**

**A** is the first number, in IQ format.

**IQA** is the IQ format for the first number.

**B** is the second number, in IQ format.

**IQB** is the IQ format for the second number.

**Description:**

This function multiplies two IQ numbers in different IQ formats, returning the product in a third IQ format. The result is neither rounded nor saturated, so if the product is greater than the minimum or maximum values for the given output IQ format, the return value will wrap around and produce inaccurate results.

**Returns:**

Returns the product in IQ format.

### 4.3.19 `_IQNrmpy`

Multiplies two IQ numbers, with rounding.

**Prototype:**

```
_iqN  
_IQNrmpy(_iqN A,  
         _iqN B)
```

for a specific IQ format ( $1 \leq N \leq 30$ )

- or -

```
_iq  
_IQrmpy(_iq A,  
        _iq B)
```

for the global IQ format

**Parameters:**

**A** is the first number, in IQ format.

**B** is the second number, in IQ format.

**Description:**

This function multiplies two IQ numbers, returning the product in IQ format. The result is rounded but not saturated, so if the product is greater than the minimum or maximum values for the given IQ format, the return value wraps around and produces inaccurate results.

**Returns:**

Returns the product in IQ format.

### 4.3.20 `_IQNrsmpy`

Multiplies two IQ numbers, with rounding and saturation.

**Prototype:**

```
_iqN  
_IQNrsmpy(_iqN A,  
          _iqN B)
```

for a specific IQ format ( $1 \leq N \leq 30$ )

- or -

```
_iq  
_IQrsmpy(_iq A,  
         _iq B)
```

for the global IQ format

**Parameters:**

**A** is the first number, in IQ format.

***B*** is the second number, in IQ format.

**Description:**

This function multiplies two IQ numbers, returning the product in IQ format. The result is rounded and saturated, so if the product is greater than the minimum or maximum values for the given IQ format, the return value is saturated to the minimum or maximum value for the given IQ format (as appropriate).

**Returns:**

Returns the product in IQ format.

## 4.4 IQmath Trigonometric Functions

The trigonometric functions compute a variety of the trigonometric functions for IQ numbers. Functions are provided that take the traditional radians inputs (or produce the traditional radians output for the inverse functions), as well as a cycles per unit format where the range [0, 1) is mapped onto the circle (in other words, 0.0 is 0 radians, 0.25 is  $\pi/2$  radians, 0.5 is  $\pi$  radians, 0.75 is  $3\pi/2$  radians, and 1.0 is  $2\pi$  radians). The following table summarizes the trigonometric functions.

Function Name	Q Format	Input Format	Output Format
<code>_IQNacos</code>	1-29	IQN	IQN
<code>_IQNasin</code>	1-29	IQN	IQN
<code>_IQNatan</code>	1-29	IQN	IQN
<code>_IQNatan2</code>	1-29	IQN,IQN	IQN
<code>_IQNatan2PU</code>	1-30	IQN,IQN	IQN
<code>_IQNcos</code>	1-29	IQN	IQN
<code>_IQNcosPU</code>	1-30	IQN	IQN
<code>_IQNsin</code>	1-29	IQN	IQN
<code>_IQNsinPU</code>	1-30	IQN	IQN

### 4.4.1 `_IQNacos`

Computes the inverse cosine of the input value.

**Prototype:**

```
_iqN
_IQNacos(_iqN A)
```

for a specific IQ format ( $1 \leq N \leq 29$ )

- or -

```
_iq
_IQacos(_iq A)
```

for the global IQ format

**Parameters:**

**A** is the input value in IQ format.

**Description:**

This function computes the inverse cosine of the input value.

**Note:**

This function is not available for IQ30 format because the full output range ( $-\pi$  through  $\pi$ ) cannot be represented in IQ30 format (which ranges from -2 through 2).

**Returns:**

The inverse cosine of the input value, in radians.

## 4.4.2 `_IQNasin`

Computes the inverse sine of the input value.

**Prototype:**

```
_iqN
_IQNasin(_iqN A)
```

for a specific IQ format ( $1 \leq N \leq 29$ )

- or -

```
_iq
_IQasin(_iq A)
```

for the global IQ format

**Parameters:**

**A** is the input value in IQ format.

**Description:**

This function computes the inverse sine of the input value.

**Note:**

This function is not available for IQ30 format because the full output range ( $-\pi$  through  $\pi$ ) cannot be represented in IQ30 format (which ranges from -2 through 2).

**Returns:**

The inverse sine of the input value, in radians.

## 4.4.3 `_IQNatan`

Computes the inverse tangent of the input value.

**Prototype:**

```
_iqN
_IQNatan(_iqN A)
```

for a specific IQ format ( $1 \leq N \leq 29$ )

- or -

```
_iq
_IQatan(_iq A)
```

for the global IQ format

**Parameters:**

**A** is the input value in IQ format.

**Description:**

This function computes the inverse tangent of the input value.

**Note:**

This function is not available for IQ30 format because the full output range ( $-\pi$  through  $\pi$ ) cannot be represented in IQ30 format (which ranges from -2 through 2).

**Returns:**

The inverse tangent of the input value, in radians.

#### 4.4.4 `_IQNatan2`

Computes the inverse four-quadrant tangent of the input point.

**Prototype:**

```
_iqN  
_IQNatan2(_iqN A,  
          _iqN B)
```

for a specific IQ format ( $1 \leq N \leq 29$ )

- or -

```
_iq  
_IQatan2(_iq A,  
         _iq B)
```

for the global IQ format

**Parameters:**

**A** is the Y coordinate input value in IQ format.

**B** is the X coordinate input value in IQ format.

**Description:**

This function computes the inverse four-quadrant tangent of the input point.

**Note:**

This function is not available for IQ30 format because the full output range ( $-\pi$  through  $\pi$ ) cannot be represented in IQ30 format (which ranges from -2 through 2).

**Returns:**

The inverse four-quadrant tangent of the input point, in radians.

#### 4.4.5 `_IQNatan2PU`

Computes the inverse four-quadrant tangent of the input point, returning the result in cycles per unit.

**Prototype:**

```
_iqN  
_IQNatan2PU(_iqN A,  
            _iqN B)
```

for a specific IQ format ( $1 \leq N \leq 30$ )

- or -

```
_iq  
_IQatan2PU(_iq A,  
           _iq B)
```

for the global IQ format

**Parameters:**

- A** is the X coordinate input value in IQ format.
- B** is the Y coordinate input value in IQ format.

**Description:**

This function computes the inverse four-quadrant tangent of the input point, returning the result in cycles per unit.

**Returns:**

The inverse four-quadrant tangent of the input point, in cycles per unit.

#### 4.4.6 `_IQNcos`

Computes the cosine of the input value.

**Prototype:**

```
_iqN
_IQNcos(_iqN A)
    for a specific IQ format (1 <= N <= 29)
```

- or -

```
_iq
_IQcos(_iq A)
    for the global IQ format
```

**Parameters:**

- A** is the input value in radians, in IQ format.

**Description:**

This function computes the cosine of the input value.

**Note:**

This function is not available for IQ30 format because the full input range ( $-\pi$  through  $\pi$ ) cannot be represented in IQ30 format (which ranges from -2 through 2).

**Returns:**

The cosine of the input value.

#### 4.4.7 `_IQNcosPU`

Computes the cosine of the input value in cycles per unit.

**Prototype:**

```
_iqN
_IQNcosPU(_iqN A)
    for a specific IQ format (1 <= N <= 30)
```

- or -

```
_iq
_IQcosPU(_iq A)
```

for the global IQ format

**Parameters:**

**A** is the input value in cycles per unit, in IQ format.

**Description:**

This function computes the cosine of the input value.

**Returns:**

The cosine of the input value.

#### 4.4.8 `_IQNsin`

Computes the sine of the input value.

**Prototype:**

```
_iqN  
_IQNsin(_iqN A)  
for a specific IQ format ( $1 \leq N \leq 29$ )
```

- or -

```
_iq  
_IQsin(_iq A)  
for the global IQ format
```

**Parameters:**

**A** is the input value in radians, in IQ format.

**Description:**

This function computes the sine of the input value.

**Note:**

This function is not available for IQ30 format because the full input range ( $-\pi$  through  $\pi$ ) cannot be represented in IQ30 format (which ranges from -2 through 2).

**Returns:**

The sine of the input value.

#### 4.4.9 `_IQNsinPU`

Computes the sine of the input value in cycles per unit.

**Prototype:**

```
_iqN  
_IQNsinPU(_iqN A)  
for a specific IQ format ( $1 \leq N \leq 30$ )
```

- or -

```
_iq  
_IQsinPU(_iq A)
```



for the global IQ format

**Parameters:**

**A** is the input value in cycles per unit, in IQ format.

**Description:**

This function computes the sine of the input value.

**Returns:**

The sine of the input value.

## 4.5 IQmath Mathematical Functions

The mathematical functions compute a variety of advanced mathematical functions for IQ numbers. The following table summarizes the mathematical functions:

Function Name	Q Format	Input Format	Output Format
<code>_IQNexp</code>	1-30	IQN	IQN
<code>_IQNlog</code>	1-30	IQN	IQN
<code>_IQNsqr</code>	1-30	IQN	IQN
<code>_IQNisqr</code>	1-30	IQN	IQN
<code>_IQNmag</code>	1-30	IQN,IQN	IQN
<code>_IQNimag</code>	1-30	IQN,IQN	IQN

### 4.5.1 `_IQNexp`

Computes the base-e exponential value of an IQ number.

**Prototype:**

```
_iqN
_IQNexp(_iqN A)
```

for a specific IQ format ( $1 \leq N \leq 30$ )

- or -

```
_iq
_IQexp(_iq A)
```

for the global IQ format

**Parameters:**

**A** is the input value, in IQ format.

**Description:**

This function computes the base-e exponential value of the input, and saturates the result if it exceeds the range of the IQ format in use.

**Returns:**

Returns the base-e exponential of the input.

### 4.5.2 `_IQNlog`

Computes the base-e logarithm of an IQ number.

**Prototype:**

```
_iqN
_IQNlog(_iqN A)
```

for a specific IQ format ( $1 \leq N \leq 30$ )

- or -

```
_iq
_IQlog(_iq A)
```

for the global IQ format

**Parameters:**

**A** is the input value, in IQ format.

**Description:**

This function computes the base-e logarithm of the input, and saturates the result if it exceeds the range of the IQ format in use.

**Returns:**

Returns the base-e logarithm of the input.

### 4.5.3 `_IQNsqrt`

Computes the square root of an IQ number.

**Prototype:**

```
_iqN
_IQNsqrt(_iqN A)
```

for a specific IQ format ( $1 \leq N \leq 30$ )

- or -

```
_iq
_IQsqrt(_iq A)
```

for the global IQ format

**Parameters:**

**A** is the input value, in IQ format.

**Description:**

This function computes the square root of the input. Negative inputs result in an output of 0.

**Returns:**

Returns the square root of the input.

### 4.5.4 `_IQNisqrt`

Computes the inverse square root of an IQ number.

**Prototype:**

```
_iqN
_IQNisqrt(_iqN A)
```

for a specific IQ format ( $1 \leq N \leq 30$ )

- or -

```
_iq
_IQisqrt(_iq A)
```

for the global IQ format

**Parameters:**

**A** is the input value, in IQ format.

**Description:**

This function computes the inverse square root ( $1 / \sqrt{x}$ ) of the input, and saturates the result if it exceeds the range of the IQ format in use. Negative inputs result in an output of 0.

**Returns:**

Returns the inverse square root of the input.

## 4.5.5 `_IQNmag`

Computes the magnitude of a two dimensional vector.

**Prototype:**

```
_iqN  
_IQNmag(_iqN A,  
        _iqN B)
```

for a specific IQ format ( $1 \leq N \leq 30$ )

- or -

```
_iq  
_IQmag(_iq A,  
        _iq B)
```

for the global IQ format

**Parameters:**

**A** is the first input value, in IQ format.

**B** is the second input value, in IQ format.

**Description:**

This function computes the magnitude of a two-dimensional vector provided in IQ format. The result is always positive and saturated if it exceeds the range of the IQ format in use.

This is functionally equivalent to `_IQNsqrt(_IQNrmpy(A, A) + _IQNrmpy(B, B))`, but provides better accuracy, speed, and intermediate overflow handling than building this computation from `_IQNsqrt()` and `_IQNrmpy()`. For example, `_IQ16mag(_IQ16(30000), _IQ16(1000))` correctly returns `_IQ16(30016.6...)`, even though the intermediate value of `_IQ16rmpy(_IQ16(30000), _IQ16(1000))` overflows an `_iq16`.

**Returns:**

Returns the magnitude of a two dimensional vector.

## 4.5.6 `_IQNimag`

Computes the inverse magnitude of a two dimensional vector.

**Prototype:**

```
_iqN  
_IQNimag(_iqN A,  
         _iqN B)
```

for a specific IQ format ( $1 \leq N \leq 30$ )

- or -

```
_iq  
_IQimag(_iq A,  
        _iq B)
```

for the global IQ format

**Parameters:**

**A** is the first input value, in IQ format.

**B** is the second input value, in IQ format.

**Description:**

This function computes the inverse magnitude ( $1 / \text{IQNmag}$ ) of a two-dimensional vector provided in IQ format. The result is always positive and saturated if it exceeds the range of the IQ format in use.

**Returns:**

Returns the inverse of the magnitude of a two dimensional vector.

## 4.6 IQmath Miscellaneous Functions

The miscellaneous functions are useful functions that do not otherwise fit elsewhere. The following table summarizes the miscellaneous functions:

Function Name	Q Format	Input Format	Output Format
<code>_IQNabs</code>	1-30	IQN	IQN
<code>_IQNsat</code>	1-30	IQN	IQN

### 4.6.1 `_IQNabs`

Finds the absolute value of an IQ number.

**Prototype:**

```
_iqN  
_IQNabs(_iqN A)  
for a specific IQ format ( $1 \leq N \leq 30$ )
```

- or -

```
_iq  
_IQabs(_iq A)  
for the global IQ format
```

**Parameters:**

**A** is the input value in IQ format.

**Description:**

This function computes the absolute value of the input IQ number.

**Returns:**

Returns the absolute value of the input.

### 4.6.2 `_IQNsat`

Satures an IQ number.

**Prototype:**

```
_iqN  
_IQNsat(_iqN A,  
    _iqN Pos,  
    _iqN Neg)  
for a specific IQ format ( $1 \leq N \leq 30$ )
```

- or -

```
_iq  
_IQsat(_iq A,  
    _iq Pos,  
    _iq Neg)
```

for the global IQ format

**Parameters:**

***A*** is the input value in IQ format.

***Pos*** is the positive limit in IQ format.

***Neg*** is the negative limit in IQ format.

**Description:**

This function limits the input IQ number between the range specified by the positive and negative limits.

**Returns:**

Returns the saturated input value.





## **5 Optimization Guide For Advanced Users**

### **5.1 Introduction**

This chapter will cover optimizations for advanced users of fixed point math. Often times there are several ways to implement the same fixed point algorithm, all with varying differences in complexity, code size, execution time and energy consumption. It is up to the application programmer to implement the algorithms in the most efficient manner that best suits the application goals.

## 5.2 Advanced Multiplication

It is very rare that an application will use the same fixed point format for all calculations. Usually it is necessary to convert arguments to the same type however there are properties of fixed point multiplication that can be used to avoid these conversions. The fixed point multiplication function can be written as follows using the Q and IQ formats represented in equations 2.1 and 2.3 respectively.

$$(x_i * 2^{-n_1}) * (y_i * 2^{-n_2}) = x_i * y_i * 2^{-(n_1+n_2)} \quad (5.1)$$

The result of the integer multiply will have an integer component with double the precision of the original type ("int32\_t" for Q and "int64\_t" for IQ) and the implied scale exponents will be a combination of the two. Thus with no further steps the result of Q and IQ multiplication will be in  $Q_{(n_1+n_2)}$  or  $IQ_{(n_1+n_2)}$  format.

The result must be converted to the desired Q or IQ type by adding a constant  $s$  to equation 5.1 to manipulate both the integer result and implied scale.

$$(x_i * 2^{-n_1}) * (y_i * 2^{-n_2}) = x_i * y_i * 2^{-s} * 2^{(s-(n_1+n_2))} \quad (5.2)$$

The real integer component will be solved for by implementing equation 5.3. The resulting implied scale does not need to be implemented since it is only implied, equation 5.4 gives the implied scale of the result and thus the Q or IQ format.

$$x_i * y_i * 2^{-s} \quad (5.3)$$

$$2^{(s-(n_1+n_2))} \quad (5.4)$$

For multiplication of two identical Q or IQ types the scale exponents  $n_1$  and  $n_2$  will both be equal to  $n$ , giving a resulting exponent of  $2n$ . In order to obtain a result in the same Q or IQ format as the arguments the constant  $s$  must also be equal to  $n$ .

$$2^{(s-(n_1+n_2))} = 2^{(n-(n+n))} = 2^{-n} \quad (5.5)$$

For example, the IQ24 multiplication function is implemented below with a scale constant of 24. It is important to remember that one of the scales is implied and will not actually be solved.

$$(x_i * 2^{-24}) * (y_i * 2^{-24}) = x_i * y_i * 2^{-24} * 2^{(24-(24+24))} = x_i * y_i * 2^{-24} * 2^{-24} \quad (5.6)$$

Thus we can see each Q and IQ multiplication function will implement a constant scale  $s$  equal to the Q or IQ type. This can be used to our advantage when mixing Q or IQ types into equation 5.2.

For example an application requires the multiplication of two arguments in IQ20 and IQ27 format and would like the result in IQ24 format. First we must solve equation 5.4 for the desired constant scale  $s$  that gives us the result in the correct format.

$$2^{(s-(20+27))} = 2^{-24} \quad (5.7)$$

The result of solving for  $s$  is 23. Instead of implementing a custom multiplication function for this set of arguments we can use the IQ23 multiply functions since it will also implement a scale of 23. Substituting our arguments into the full equation 5.2 will give the full result.

$$(x_i * 2^{-20}) * (y_i * 2^{-27}) = x_i * y_i * 2^{-23} * 2^{(23-(20+27))} = x_i * y_i * 2^{-23} * 2^{-24} \quad (5.8)$$

To solve the integer component the IQ23 multiply function is used and the implied scale will be  $2^{-24}$ , or IQ24 format.

The C code for this multiply operation can be written in many ways, three of which are shown below.

```
#define GLOBAL_IQ 24
#include "IQmathLib.h"

int16_t main1(void)
{
    _iq20 X = _IQ20(10);
    _iq27 Y = _IQ27(0.1);
    _iq Z;

    // Z = X * Y
    Z = _IQmpyIQX(X, Q20, Y, Q27);
}

int16_t main2(void)
{
    _iq20 X = _IQ20(10);
    _iq27 Y = _IQ27(0.1);
    _iq Z, Xt, Yt;

    // Scale X and Y to the global format.
    Xt = _IQ20toIQ(X);
    Yt = _IQ27toIQ(Y);

    // Z = X * Y
    Z = _IQmpy(Xt, Yt);
}

int16_t main3(void)
{
    _iq20 X = _IQ20(10);
    _iq27 Y = _IQ27(0.1);
    _iq Z;

    // Z = X * Y
    Z = _IQ23mpy(X, Y);
}
```

The `_IQmpyIQX` function used in `main1` will consume the most cycles and energy of the three implementation. This function correctly calculates the result as 1.0.

The code in `main2` is more efficient however it requires conversion between IQ and the `GLOBAL_IQ` formats. This method is prone to overflows and loss of precision as the IQ formats must be scaled to match the `GLOBAL_IQ` format before they can be multiplied. In this example argument Y loses four bits of accuracy when it is scale to the global IQ format and the result is calculated as 0.9999996424. In addition to the loss of accuracy the code produced by the compiler will be larger than necessary and require the use of temporary registers, decreasing overall performance.

The code in `main3` demonstrates the best way to perform this multiplication. Using the method outlined in equation 5.2 that has been solved in equation 5.8, only a single line of code is required. This method will yield the fastest execution time, lowest energy consumption, lowest code size and experience no possibility of intermediate saturation or loss of precision due to scaling to intermediate values. The result is correctly calculated as 1.0 and no precision is lost. Although this is the most efficient method to perform the multiplication, extra care must be taken to make sure the correct multiplication function is used.

## 5.3 Advanced Division

Division operations can be simplified in many of the same ways as multiplication. Similar to equation 5.2, equation 5.9 below gives a the fixed point divide function with a scale constant  $s$ .

$$\frac{x_i * 2^{-n_1}}{y_i * 2^{-n_2}} = \frac{x_i}{y_i} * 2^s * 2^{(n_2 - n_1 - s)} \quad (5.9)$$

It is important to note that for division the scale is added with a positive exponent for the integer component and a negative exponent for the implied scale. In the same way as multiplication, each Q and IQ multiplication function will implement a constant scale  $s$  equal to the Q or IQ type.

For example, an application requires a division with an IQ29 numerator and IQ30 denominator with the result in IQ24 format. For this operation a scale constant of 25 is used by using the IQ25 divide function. The corresponding C code is given below.

$$\frac{x_i * 2^{-29}}{y_i * 2^{-30}} = \frac{x_i}{y_i} * 2^{25} * 2^{(30 - 29 - 25)} = \frac{x_i}{y_i} * 2^{25} * 2^{-24} \quad (5.10)$$

```
#include "IQmathLib.h"

extern _iq29 X;
extern _iq30 Y;

int16_t main(void)
{
    // Z = X / Y
    _iq24 Z = _IQ25div(X, Y);
}
```

For a second example, two integers are divided with the result in Q15 format by using the Q15 divide function. This operation is very useful for taking any two arguments of identical format and calculating the ratio in Q15 format.

$$\frac{x_i * 2^{-0}}{y_i * 2^{-0}} = \frac{x_i}{y_i} * 2^{15} * 2^{(0 - 0 - 15)} = \frac{x_i}{y_i} * 2^{15} * 2^{-15} \quad (5.11)$$

```
#include "QmathLib.h"

extern int16_t X;
extern int16_t Y;

int16_t main(void)
{
    // Z = X / Y
    _q15 Z = _Q15div(X, Y);
}
```

## 5.4 Inlined Multiplication with the MPY32 Peripheral

Accessing the MPY32 multiplier peripheral directly in-line with the application code can significantly speed up processing time by removing the overhead of function calls, returns and context saving. Each multiply function implemented in the Qmath and IQmath libraries saves context of the multiplier peripheral and disables interrupts to ensure safe operation in either main or interrupts. When adding direct access to the multiplier it is not always necessary to save context of the multiplier or disable interrupts. It is the responsibility of the application programmer to determine if saving multiplier context is necessary based on the usage of the multiplier within interrupts.

The following code snippets show how the multiplier can be used to perform Q15 and IQ31 multiplications with direct access to the peripheral.

```
static inline _q _Q15mpy_inline(_q q15Arg1, _q q15Arg2)
{
    uint16_t ui16Result;
    uint16_t ui16IntState;
    uint16_t ui16MPYState;

    /* Disable interrupts and save multiplier mode. [optional] */
    ui16IntState = __get_interrupt_state();
    __disable_interrupt();
    ui16MPYState = MPY32CTL0;

    /* Set the multiplier to fractional mode. */
    MPY32CTL0 = MPYFRAC;

    /* Perform multiplication and save result. */
    MPYS = q15Arg1;
    OP2 = q15Arg2;
    __delay_cycles(3); //Delay for the result to be ready
    ui16Result = RESHI;

    /* Restore multiplier mode and interrupts. [optional] */
    MPY32CTL0 = ui16MPYState;
    __set_interrupt_state(ui16IntState);

    return (_q)ui16Result;
}

static inline _iq _IQ31mpy_inline(_iq iq31Arg1, _iq iq31Arg2)
{
    uint32_t ui32Result;
    uint16_t ui16IntState;
    uint16_t ui16MPYState;

    /* Disable interrupts and save multiplier mode. [optional] */
    ui16IntState = __get_interrupt_state();
    __disable_interrupt();
    ui16MPYState = MPY32CTL0;

    /* Set the multiplier to fractional mode. */
    MPY32CTL0 = MPYFRAC;

    /* Perform multiplication and save result. */
    MPYS32L = iq31Arg1;
    MPYS32H = iq31Arg1 >> 16;
    OP2L = iq31Arg2;
    OP2H = iq31Arg2 >> 16;
    __delay_cycles(5); //Delay for the result to be ready
    ui32Result = RES2;
    ui32Result |= (uint32_t)RES3 << 16;
}
```

```
    /* Restore multiplier mode and interrupts. [optional] */
    MPY32CTL0 = ui16MPYState;
    __set_interrupt_state(ui16IntState);

    return (_iq)ui32Result;
}
```

For more details about using the MPY32 peripheral and the required delay timings please see the MPY32 chapter in the device Family User Guide.

## 6 Benchmarks

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This chapter gives benchmarks of the available Qmath and IQmath functions for each device family. The benchmarks are given with the following considerations:

- The number of execution cycles and program memory usage provided assumes the Q14 or Q15 formats for Qmath functions and the IQ29 or IQ30 format for IQmath functions. Execution cycles may vary for inputs that are not within a normal input range and other Q and IQ formats.
- Program memory usage may vary by a few bytes for other Q and IQ formats.
- Some functions that are implemented as C preprocessor macros do not have benchmarks for execution cycles or code size. These entries will be left empty.
- The number of execution cycles provided in the table includes the call and return and assumes that the library is running from internal flash or FRAM.
- There are cross functional dependencies that may result in additional functions being included into the application. The code size can vary based on application and functions used.
- Some of the constant data tables are shared across functions. As a result the code size may be less than the benchmarks indicate if multiple functions use the same constant data table.
- Accuracy should always be tested and verified within the end application.

## 6.1 MSP430 Software Multiply

These benchmarks have been run using MSP430G2553 with the following libraries:

- libraries/IAR/MPYsoftware/QmathLib\_IAR\_MPYsoftware\_CPU.lib
- libraries/IAR/MPYsoftware/IQmathLib\_IAR\_MPYsoftware\_CPU.lib

### 6.1.1 MSP430 Software Multiply Qmath Benchmarks

Function	Accuracy (Bits)	Execution Cycles	Code Size	Const Data
<a href="#">_atoQN</a>	16	-	194	0
<a href="#">_QN</a>	16	-	-	0
<a href="#">_QNfrac</a>	16	14	10	0
<a href="#">_QNint</a>	16	-	-	0
<a href="#">_QNtoa</a>	16	-	324	0
<a href="#">_QNtoF</a>	16	39	24	0
<a href="#">_Qdiv2</a>	16	1	-	0
<a href="#">_Qdiv4</a>	16	2	-	0
<a href="#">_Qdiv8</a>	16	3	-	0
<a href="#">_Qdiv16</a>	16	4	-	0
<a href="#">_Qdiv32</a>	16	5	-	0
<a href="#">_Qdiv64</a>	16	6	-	0
<a href="#">_Qmpy2</a>	16	1	-	0
<a href="#">_Qmpy4</a>	16	2	-	0
<a href="#">_Qmpy8</a>	16	3	-	0
<a href="#">_Qmpy16</a>	16	4	-	0
<a href="#">_Qmpy32</a>	16	5	-	0
<a href="#">_Qmpy64</a>	16	6	-	0
<a href="#">_QNdiv</a>	14	366	162	256
<a href="#">_QNmpy</a>	16	178	92	0
<a href="#">_QNmpy16</a>	16	-	-	0
<a href="#">_QNmpy16frac</a>	16	-	-	0
<a href="#">_QNmpy16int</a>	16	-	-	0
<a href="#">_QNmpyQX</a>	16	-	-	0
<a href="#">_QNrmpy</a>	16	177	114	0
<a href="#">_QNrsmpy</a>	16	196	166	0
<a href="#">_QNacos</a>	13	201	106	68
<a href="#">_QNasin</a>	13	201	106	68
<a href="#">_QNatan</a>	12	549	120	132
<a href="#">_QNatan2</a>	12	549	120	132
<a href="#">_QNatan2PU</a>	14	543	96	132
<a href="#">_QNcos</a>	14	423	156	140
<a href="#">_QNcosPU</a>	14	587	196	140
<a href="#">_QNsin</a>	14	435	160	140
<a href="#">_QNsinPU</a>	14	588	198	140
<a href="#">_QNexp</a>	13	497	100	80
<a href="#">_QNlog</a>	13	357	128	64
<a href="#">_QNsqrt</a>	14	220	190	192
<a href="#">_QNisqrt</a>	14	515	200	96
<a href="#">_QNmag</a>	14	706	256	192
<a href="#">_QNimag</a>	13	954	268	96
<a href="#">_QNabs</a>	16	-	-	0
<a href="#">_QNsat</a>	16	-	-	0



## 6.1.2 MSP430 Software Multiply IQmath Benchmarks

Function	Accuracy (Bits)	Execution Cycles	Code Size	Const Data
<a href="#">_atoIQN</a>	32	-	266	0
<a href="#">_IQN</a>	23	-	-	0
<a href="#">_IQNfrac</a>	32	15	10	0
<a href="#">_IQNint</a>	32	-	-	0
<a href="#">_IQNtoa</a>	32	-	412	0
<a href="#">_IQNtoF</a>	23	50	116	0
<a href="#">_IQNtoIQ</a>	32	-	-	0
<a href="#">_IQtoIQN</a>	32	-	-	0
<a href="#">_IQtoQN</a>	32	-	-	0
<a href="#">_QNtoIQ</a>	32	-	-	0
<a href="#">_IQdiv2</a>	32	2	-	0
<a href="#">_IQdiv4</a>	32	4	-	0
<a href="#">_IQdiv8</a>	32	6	-	0
<a href="#">_IQdiv16</a>	32	8	-	0
<a href="#">_IQdiv32</a>	32	10	-	0
<a href="#">_IQdiv64</a>	32	12	-	0
<a href="#">_IQmpy2</a>	32	2	-	0
<a href="#">_IQmpy4</a>	32	4	-	0
<a href="#">_IQmpy8</a>	32	6	-	0
<a href="#">_IQmpy16</a>	32	8	-	0
<a href="#">_IQmpy32</a>	32	10	-	0
<a href="#">_IQmpy64</a>	32	12	-	0
<a href="#">_IQNdiv</a>	30	2573	154	65
<a href="#">_IQNmpy</a>	32	374	126	0
<a href="#">_IQNmpyl32</a>	32	-	-	0
<a href="#">_IQNmpyl32frac</a>	32	-	-	0
<a href="#">_IQNmpyl32int</a>	32	-	-	0
<a href="#">_IQNmpylQX</a>	32	-	-	0
<a href="#">_IQNrmpy</a>	32	374	156	0
<a href="#">_IQNrsmPY</a>	32	413	238	0
<a href="#">_IQNacos</a>	26	1658	216	340
<a href="#">_IQNasin</a>	26	1658	216	340
<a href="#">_IQNatan</a>	27	4113	188	528
<a href="#">_IQNatan2</a>	27	4113	188	528
<a href="#">_IQNatan2PU</a>	30	3706	184	528
<a href="#">_IQNcos</a>	27	1697	326	208
<a href="#">_IQNcosPU</a>	27	2078	342	208
<a href="#">_IQNsin</a>	27	1690	330	208
<a href="#">_IQNsinPU</a>	27	2081	346	208
<a href="#">_IQNexp</a>	30	4401	268	132
<a href="#">_IQNlog</a>	28	6229	260	60
<a href="#">_IQNsqrT</a>	31	3551	368	192
<a href="#">_IQNisqrT</a>	31	3217	362	192
<a href="#">_IQNmag</a>	30	5469	484	192
<a href="#">_IQNimag</a>	30	5154	480	192
<a href="#">_IQNabs</a>	32	-	-	0
<a href="#">_IQNsat</a>	32	-	-	0

## 6.2 MSP430F4xx Family

These benchmarks have been run using MSP430F4794 with the following libraries:

- libraries/IAR/MPY32/4xx/QmathLib\_IAR\_MPY32\_4xx\_CPU.lib
- libraries/IAR/MPY32/4xx/IQmathLib\_IAR\_MPY32\_4xx\_CPU.lib

### 6.2.1 MSP430F4xx Family Qmath Benchmarks

Function	Accuracy (Bits)	Execution Cycles	Code Size	Const Data
<a href="#">_atoQN</a>	16	-	216	0
<a href="#">_QN</a>	16	-	-	0
<a href="#">_QNfrac</a>	16	14	10	0
<a href="#">_QNint</a>	16	-	-	0
<a href="#">_QNtoa</a>	16	-	558	0
<a href="#">_QNtoF</a>	16	39	24	0
<a href="#">_Qdiv2</a>	16	1	-	0
<a href="#">_Qdiv4</a>	16	2	-	0
<a href="#">_Qdiv8</a>	16	3	-	0
<a href="#">_Qdiv16</a>	16	4	-	0
<a href="#">_Qdiv32</a>	16	5	-	0
<a href="#">_Qdiv64</a>	16	6	-	0
<a href="#">_Qmpy2</a>	16	1	-	0
<a href="#">_Qmpy4</a>	16	2	-	0
<a href="#">_Qmpy8</a>	16	3	-	0
<a href="#">_Qmpy16</a>	16	4	-	0
<a href="#">_Qmpy32</a>	16	5	-	0
<a href="#">_Qmpy64</a>	16	6	-	0
<a href="#">_QNdiv</a>	14	120	196	256
<a href="#">_QNmpy</a>	16	52	48	0
<a href="#">_QNmpy16</a>	16	-	-	0
<a href="#">_QNmpy16frac</a>	16	-	-	0
<a href="#">_QNmpy16int</a>	16	-	-	0
<a href="#">_QNmpyQX</a>	16	-	-	0
<a href="#">_QNrmpy</a>	16	55	54	0
<a href="#">_QNrsmpy</a>	16	63	90	0
<a href="#">_QNacos</a>	13	88	138	68
<a href="#">_QNasin</a>	13	88	138	68
<a href="#">_QNatan</a>	12	187	150	132
<a href="#">_QNatan2</a>	12	187	150	132
<a href="#">_QNatan2PU</a>	14	182	126	132
<a href="#">_QNcos</a>	14	102	194	140
<a href="#">_QNcosPU</a>	14	137	234	140
<a href="#">_QNsin</a>	14	114	202	140
<a href="#">_QNsinPU</a>	14	140	238	140
<a href="#">_QNexp</a>	13	118	142	80
<a href="#">_QNlog</a>	13	111	168	64
<a href="#">_QNsqrt</a>	14	102	214	192
<a href="#">_QNisqrt</a>	14	134	248	96
<a href="#">_QNmag</a>	14	163	300	192
<a href="#">_QNimag</a>	13	184	328	96
<a href="#">_QNabs</a>	16	-	-	0
<a href="#">_QNsat</a>	16	-	-	0

## 6.2.2 MSP430F4xx Family IQmath Benchmarks

Function	Accuracy (Bits)	Execution Cycles	Code Size	Const Data
<a href="#">_atoIQN</a>	32	-	336	0
<a href="#">_IQN</a>	23	-	-	0
<a href="#">_IQNfrac</a>	32	15	10	0
<a href="#">_IQNint</a>	32	-	-	0
<a href="#">_IQNtoa</a>	32	-	706	0
<a href="#">_IQNtoF</a>	23	50	116	0
<a href="#">_IQNtoIQ</a>	32	-	-	0
<a href="#">_IQtoIQN</a>	32	-	-	0
<a href="#">_IQtoQN</a>	32	-	-	0
<a href="#">_QNtoIQ</a>	32	-	-	0
<a href="#">_IQdiv2</a>	32	2	-	0
<a href="#">_IQdiv4</a>	32	4	-	0
<a href="#">_IQdiv8</a>	32	6	-	0
<a href="#">_IQdiv16</a>	32	8	-	0
<a href="#">_IQdiv32</a>	32	10	-	0
<a href="#">_IQdiv64</a>	32	12	-	0
<a href="#">_IQmpy2</a>	32	2	-	0
<a href="#">_IQmpy4</a>	32	4	-	0
<a href="#">_IQmpy8</a>	32	6	-	0
<a href="#">_IQmpy16</a>	32	8	-	0
<a href="#">_IQmpy32</a>	32	10	-	0
<a href="#">_IQmpy64</a>	32	12	-	0
<a href="#">_IQNdiv</a>	30	319	150	65
<a href="#">_IQNmpy</a>	32	69	68	0
<a href="#">_IQNmpyl32</a>	32	-	-	0
<a href="#">_IQNmpyl32frac</a>	32	-	-	0
<a href="#">_IQNmpyl32int</a>	32	-	-	0
<a href="#">_IQNmpylQX</a>	32	-	-	0
<a href="#">_IQNrmpy</a>	32	73	76	0
<a href="#">_IQNrsmPY</a>	32	81	116	0
<a href="#">_IQNacos</a>	26	225	300	340
<a href="#">_IQNasin</a>	26	225	300	340
<a href="#">_IQNatan</a>	27	515	268	528
<a href="#">_IQNatan2</a>	27	515	268	528
<a href="#">_IQNatan2PU</a>	30	480	248	528
<a href="#">_IQNcos</a>	27	260	456	208
<a href="#">_IQNcosPU</a>	27	286	478	208
<a href="#">_IQNsin</a>	27	272	468	208
<a href="#">_IQNsinPU</a>	27	296	482	208
<a href="#">_IQNexp</a>	30	494	320	132
<a href="#">_IQNlog</a>	28	629	318	60
<a href="#">_IQNsqrT</a>	31	382	544	192
<a href="#">_IQNisqrT</a>	31	364	520	192
<a href="#">_IQNmag</a>	30	548	734	192
<a href="#">_IQNimag</a>	30	530	710	192
<a href="#">_IQNabs</a>	32	-	-	0
<a href="#">_IQNsat</a>	32	-	-	0

## 6.3 MSP430F5xx, MSP430F6xx and MSP430FRxx Family

These benchmarks have been run using MSP430F5529 with the following libraries:

- libraries/IAR/MPY32/5xx\_6xx/QmathLib\_IAR\_MPY32\_5xx\_6xx\_CPUX\_small\_code\_small\_data.lib
- libraries/IAR/MPY32/5xx\_6xx/IQmathLib\_IAR\_MPY32\_5xx\_6xx\_CPUX\_small\_code\_small\_data.lib

### 6.3.1 MSP430F5xx, MSP430F6xx and MSP430FRxx Family Qmath Benchmarks

Function	Accuracy (Bits)	Execution Cycles	Code Size	Const Data
<a href="#">_atoQN</a>	16	-	206	0
<a href="#">_QN</a>	16	-	-	0
<a href="#">_QNfrac</a>	16	14	10	0
<a href="#">_QNint</a>	16	-	-	0
<a href="#">_QNtoa</a>	16	-	532	0
<a href="#">_QNtoF</a>	16	39	26	0
<a href="#">_Qdiv2</a>	16	1	-	0
<a href="#">_Qdiv4</a>	16	2	-	0
<a href="#">_Qdiv8</a>	16	3	-	0
<a href="#">_Qdiv16</a>	16	4	-	0
<a href="#">_Qdiv32</a>	16	5	-	0
<a href="#">_Qdiv64</a>	16	6	-	0
<a href="#">_Qmpy2</a>	16	1	-	0
<a href="#">_Qmpy4</a>	16	2	-	0
<a href="#">_Qmpy8</a>	16	3	-	0
<a href="#">_Qmpy16</a>	16	4	-	0
<a href="#">_Qmpy32</a>	16	5	-	0
<a href="#">_Qmpy64</a>	16	6	-	0
<a href="#">_QNdiv</a>	14	103	184	256
<a href="#">_QNmpy</a>	16	47	48	0
<a href="#">_QNmpy16</a>	16	-	-	0
<a href="#">_QNmpy16frac</a>	16	-	-	0
<a href="#">_QNmpy16int</a>	16	-	-	0
<a href="#">_QNmpyQX</a>	16	-	-	0
<a href="#">_QNrmpy</a>	16	50	54	0
<a href="#">_QNrsmpy</a>	16	58	90	0
<a href="#">_QNacos</a>	13	80	132	68
<a href="#">_QNasin</a>	13	80	132	68
<a href="#">_QNatan</a>	12	175	142	132
<a href="#">_QNatan2</a>	12	175	142	132
<a href="#">_QNatan2PU</a>	14	169	122	132
<a href="#">_QNcos</a>	14	91	174	140
<a href="#">_QNcosPU</a>	14	118	210	140
<a href="#">_QNsin</a>	14	98	180	140
<a href="#">_QNsinPU</a>	14	121	214	140
<a href="#">_QNexp</a>	13	105	134	80
<a href="#">_QNlog</a>	13	99	162	64
<a href="#">_QNsqrt</a>	14	95	190	192
<a href="#">_QNisqrt</a>	14	118	220	96
<a href="#">_QNmag</a>	14	147	280	192
<a href="#">_QNimag</a>	13	162	302	96
<a href="#">_QNabs</a>	16	-	-	0
<a href="#">_QNsat</a>	16	-	-	0

### 6.3.2 MSP430F5xx, MSP430F6xx and MSP430FRxx Family IQmath Benchmarks

Function	Accuracy (Bits)	Execution Cycles	Code Size	Const Data
<a href="#">_atoIQN</a>	32	-	312	0
<a href="#">_IQN</a>	23	-	-	0
<a href="#">_IQNfrac</a>	32	15	10	0
<a href="#">_IQNint</a>	32	-	-	0
<a href="#">_IQNtoa</a>	32	-	676	0
<a href="#">_IQNtoF</a>	23	50	116	0
<a href="#">_IQNtoIQ</a>	32	-	-	0
<a href="#">_IQtoIQN</a>	32	-	-	0
<a href="#">_IQtoQN</a>	32	-	-	0
<a href="#">_QNtoIQ</a>	32	-	-	0
<a href="#">_IQdiv2</a>	32	2	-	0
<a href="#">_IQdiv4</a>	32	4	-	0
<a href="#">_IQdiv8</a>	32	6	-	0
<a href="#">_IQdiv16</a>	32	8	-	0
<a href="#">_IQdiv32</a>	32	10	-	0
<a href="#">_IQdiv64</a>	32	12	-	0
<a href="#">_IQmpy2</a>	32	2	-	0
<a href="#">_IQmpy4</a>	32	4	-	0
<a href="#">_IQmpy8</a>	32	6	-	0
<a href="#">_IQmpy16</a>	32	8	-	0
<a href="#">_IQmpy32</a>	32	10	-	0
<a href="#">_IQmpy64</a>	32	12	-	0
<a href="#">_IQNdiv</a>	30	278	136	65
<a href="#">_IQNmpy</a>	32	62	68	0
<a href="#">_IQNmpyl32</a>	32	-	-	0
<a href="#">_IQNmpyl32frac</a>	32	-	-	0
<a href="#">_IQNmpyl32int</a>	32	-	-	0
<a href="#">_IQNmpylQX</a>	32	-	-	0
<a href="#">_IQNrmpy</a>	32	66	76	0
<a href="#">_IQNrsmPy</a>	32	74	116	0
<a href="#">_IQNacos</a>	26	194	282	340
<a href="#">_IQNasin</a>	26	194	282	340
<a href="#">_IQNatan</a>	27	445	256	528
<a href="#">_IQNatan2</a>	27	445	256	528
<a href="#">_IQNatan2PU</a>	30	417	238	528
<a href="#">_IQNcos</a>	27	219	438	208
<a href="#">_IQNcosPU</a>	27	241	460	208
<a href="#">_IQNsin</a>	27	230	450	208
<a href="#">_IQNsinPU</a>	27	250	464	208
<a href="#">_IQNexp</a>	30	431	286	132
<a href="#">_IQNlog</a>	28	556	294	60
<a href="#">_IQNsqrT</a>	31	333	522	192
<a href="#">_IQNisqrT</a>	31	318	498	192
<a href="#">_IQNmag</a>	30	480	710	192
<a href="#">_IQNimag</a>	30	464	686	192
<a href="#">_IQNabs</a>	32	-	-	0
<a href="#">_IQNsat</a>	32	-	-	0

## 6.4 MSP432 Devices

These benchmarks have been run using MSP432P401R with the following libraries at 1.5 MHz and 0 wait-states:

- libraries/IAR/MSP432/QmathLib\_IAR\_MSP432.lib
- libraries/IAR/MSP432/IQmathLib\_IAR\_MSP432.lib

### 6.4.1 MSP432 Qmath Benchmarks

Function	Accuracy (Bits)	Execution Cycles	Code Size	Const Data
<a href="#">_atoQN</a>	16	-	200	0
<a href="#">_QN</a>	16	-	-	0
<a href="#">_QNfrac</a>	16	8	12	0
<a href="#">_QNint</a>	16	-	-	0
<a href="#">_QNtoa</a>	16	-	492	0
<a href="#">_QNtoF</a>	16	32	92	0
<a href="#">_Qdiv2</a>	16	1	-	0
<a href="#">_Qdiv4</a>	16	1	-	0
<a href="#">_Qdiv8</a>	16	1	-	0
<a href="#">_Qdiv16</a>	16	1	-	0
<a href="#">_Qdiv32</a>	16	1	-	0
<a href="#">_Qdiv64</a>	16	1	-	0
<a href="#">_Qmpy2</a>	16	1	-	0
<a href="#">_Qmpy4</a>	16	1	-	0
<a href="#">_Qmpy8</a>	16	1	-	0
<a href="#">_Qmpy16</a>	16	1	-	0
<a href="#">_Qmpy32</a>	16	1	-	0
<a href="#">_Qmpy64</a>	16	1	-	0
<a href="#">_QNdiv</a>	14	61	154	256
<a href="#">_QNmpy</a>	16	10	10	0
<a href="#">_QNmpy16</a>	16	-	-	0
<a href="#">_QNmpy16frac</a>	16	-	-	0
<a href="#">_QNmpy16int</a>	16	-	-	0
<a href="#">_QNmpyQX</a>	16	-	-	0
<a href="#">_QNrmpy</a>	16	10	14	0
<a href="#">_QNrsmpy</a>	16	10	16	0
<a href="#">_QNacos</a>	13	48	96	68
<a href="#">_QNasin</a>	13	48	96	68
<a href="#">_QNatan</a>	12	98	128	132
<a href="#">_QNatan2</a>	12	98	128	132
<a href="#">_QNatan2PU</a>	14	94	106	132
<a href="#">_QNcos</a>	14	40	106	140
<a href="#">_QNcosPU</a>	14	60	144	140
<a href="#">_QNsin</a>	14	46	114	140
<a href="#">_QNsinPU</a>	14	60	144	140
<a href="#">_QNexp</a>	13	70	98	80
<a href="#">_QNlog</a>	13	50	128	64
<a href="#">_QNsqrt</a>	14	46	174	192
<a href="#">_QNisqrt</a>	14	56	180	96
<a href="#">_QNmag</a>	14	58	190	192
<a href="#">_QNimag</a>	13	50	194	96
<a href="#">_QNabs</a>	16	-	-	0
<a href="#">_QNsat</a>	16	-	-	0

## 6.4.2 MSP432 IQmath Benchmarks

Function	Accuracy (Bits)	Execution Cycles	Code Size	Const Data
_atolQN	32	-	240	0
_IQN	23	-	-	0
_IQNfrac	32	6	8	0
_IQNint	32	-	-	0
_IQNtoa	32	-	546	0
_IQNtoF	23	36	104	0
_IQNtoIQ	32	-	-	0
_IQtoIQN	32	-	-	0
_IQtoQN	32	-	-	0
_QNtoIQ	32	-	-	0
_IQdiv2	32	1	-	0
_IQdiv4	32	1	-	0
_IQdiv8	32	1	-	0
_IQdiv16	32	1	-	0
_IQdiv32	32	1	-	0
_IQdiv64	32	1	-	0
_IQmpy2	32	1	-	0
_IQmpy4	32	1	-	0
_IQmpy8	32	1	-	0
_IQmpy16	32	1	-	0
_IQmpy32	32	1	-	0
_IQmpy64	32	1	-	0
_IQNdiv	30	117	260	65
_IQNmpy	32	8	12	0
_IQNmpyl32	32	-	-	0
_IQNmpyl32frac	32	-	-	0
_IQNmpyl32int	32	-	-	0
_IQNmpylQX	32	-	-	0
_IQNrmpy	32	10	20	0
_IQNrmpy	32	24	60	0
_IQNacos	26	92	194	340
_IQNasin	26	92	194	340
_IQNatan	27	166	184	528
_IQNatan2	27	166	248	528
_IQNatan2PU	30	156	170	528
_IQNcos	27	82	250	208
_IQNcosPU	27	86	248	208
_IQNsin	27	84	256	208
_IQNsinPU	27	90	258	208
_IQNexp	30	184	210	132
_IQNlog	28	220	194	60
_IQNsqrt	31	94	302	192
_IQNisqrt	31	98	304	192
_IQNmag	30	136	406	192
_IQNimag	30	132	402	192
_IQNabs	32	-	-	0
_IQNsat	32	-	-	0

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Medical	<a href="http://www.ti.com/medical">www.ti.com/medical</a>
Military	<a href="http://www.ti.com/military">www.ti.com/military</a>
Optical Networking	<a href="http://www.ti.com/opticalnetwork">www.ti.com/opticalnetwork</a>
Security	<a href="http://www.ti.com/security">www.ti.com/security</a>
Telephony	<a href="http://www.ti.com/telephony">www.ti.com/telephony</a>
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