

NAME

fpclassify, isfinite, isnormal, isnan, isinf – floating-point classification macros

SYNOPSIS

```
#include <math.h>
```

```
int fpclassify(x);
```

```
int isfinite(x);
```

```
int isnormal(x);
```

```
int isnan(x);
```

```
int isinf(x);
```

Link with `-lm`.

Feature Test Macro Requirements for glibc (see [feature_test_macros\(7\)](#)):

fpclassify(), **isfinite()**, **isnormal()**:

```
_ISOC99_SOURCE || _POSIX_C_SOURCE >= 200112L
```

isnan():

```
_ISOC99_SOURCE || _POSIX_C_SOURCE >= 200112L || _XOPEN_SOURCE /* Since glibc
```

```
2.19: */ _DEFAULT_SOURCE /* Glibc versions <= 2.19: */ _BSD_SOURCE || _SVID_SOURCE
```

isinf():

```
_ISOC99_SOURCE || _POSIX_C_SOURCE >= 200112L /* Since glibc 2.19: */ _DE-
```

```
FAULT_SOURCE /* Glibc versions <= 2.19: */ _BSD_SOURCE || _SVID_SOURCE
```

DESCRIPTION

Floating point numbers can have special values, such as infinite or NaN. With the macro **fpclassify**(*x*) you can find out what type *x* is. The macro takes any floating-point expression as argument. The result is one of the following values:

FP_NAN *x* is "Not a Number".

FP_INFINITE *x* is either positive infinity or negative infinity.

FP_ZERO *x* is zero.

FP_SUBNORMAL

x is too small to be represented in normalized format.

FP_NORMAL if nothing of the above is correct then it must be a normal floating-point number.

The other macros provide a short answer to some standard questions.

isfinite(*x*) returns a nonzero value if
(fpclassify(*x*) != FP_NAN && fpclassify(*x*) != FP_INFINITE)

isnormal(*x*) returns a nonzero value if (fpclassify(*x*) == FP_NORMAL)

isnan(*x*) returns a nonzero value if (fpclassify(*x*) == FP_NAN)

isinf(*x*) returns 1 if *x* is positive infinity, and -1 if *x* is negative infinity.

ATTRIBUTES

For an explanation of the terms used in this section, see [attributes\(7\)](#).

Interface	Attribute	Value
fpclassify() , isfinite() , isnormal() , isnan() , isinf()	Thread safety	MT-Safe

CONFORMING TO

POSIX.1-2001, POSIX.1-2008, C99.

For **isinf**(*x*), the standards merely say that the return value is nonzero if and only if the argument has an infinite value.

NOTES

In glibc 2.01 and earlier, **isinf()** returns a nonzero value (actually: 1) if *x* is positive infinity or negative infinity. (This is all that C99 requires.)

SEE ALSO

[finite\(3\)](#), [INFINITY\(3\)](#), [isgreater\(3\)](#), [signbit\(3\)](#)

COLOPHON

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