

**NAME**

`lrint`, `lrintf`, `lrintl`, `llrint`, `llrintf`, `llrintl` – round to nearest integer

**SYNOPSIS**

```
#include <math.h>
long int lrint(double x);
long int lrintf(float x);
long int lrintl(long double x);
long long int llrint(double x);
long long int llrintf(float x);
long long int llrintl(long double x);
```

Link with `-lm`.

Feature Test Macro Requirements for glibc (see [feature\\_test\\_macros\(7\)](#)):

All functions shown above:

`_ISOC99_SOURCE || _POSIX_C_SOURCE >= 200112L`

**DESCRIPTION**

These functions round their argument to the nearest integer value, using the current rounding direction (see [fesetround\(3\)](#)).

Note that unlike the [rint\(3\)](#) family of functions, the return type of these functions differs from that of their arguments.

**RETURN VALUE**

These functions return the rounded integer value.

If  $x$  is a NaN or an infinity, or the rounded value is too large to be stored in a *long* (*long long* in the case of the `ll*` functions), then a domain error occurs, and the return value is unspecified.

**ERRORS**

See [math\\_error\(7\)](#) for information on how to determine whether an error has occurred when calling these functions.

The following errors can occur:

Domain error:  $x$  is a NaN or infinite, or the rounded value is too large  
An invalid floating-point exception (**FE\_INVALID**) is raised.

These functions do not set *errno*.

**VERSIONS**

These functions first appeared in glibc in version 2.1.

**ATTRIBUTES**

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

Interface	Attribute	Value
<code>lrint()</code> , <code>lrintf()</code> , <code>lrintl()</code> , <code>llrint()</code> , <code>llrintf()</code> , <code>llrintl()</code>	Thread safety	MT-Safe

**CONFORMING TO**

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

**SEE ALSO**

[ceil\(3\)](#), [floor\(3\)](#), [lround\(3\)](#), [nearbyint\(3\)](#), [rint\(3\)](#), [round\(3\)](#)

**COLOPHON**

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