

NAME

`acos`, `acosf`, `acosl` - complex arc cosine

SYNOPSIS

```
#include <complex.h>
```

```
double complex acos(double complex z);
float complex acosf(float complex z);
long double complex acosl(long double complex z);
```

Link with `-lm`.

DESCRIPTION

The `acos()` function calculates the complex arc cosine of z . If $y = \text{acos}(z)$, then $z = \text{ccos}(y)$. The real part of y is chosen in the interval $[0, \pi]$.

One has:

$$\text{acos}(z) = -i * \text{clog}(z + i * \text{csqrt}(1 - z * z))$$
VERSIONS

These functions first appeared in `glibc` in version 2.1.

CONFORMING TO

C99.

EXAMPLE

```
/* Link with "-lm" */
#include <complex.h>
#include <stdlib.h>
#include <unistd.h>
#include <stdio.h>

int
main(int argc, char *argv[])
{
    double complex z, c, f;
    double complex i = I;

    if (argc != 3) {
        fprintf(stderr, "Usage: %s <real> <imag>\n", argv[0]);
        exit(EXIT_FAILURE);
    }

    z = atof(argv[1]) + atof(argv[2]) * I;

    c = acos(z);

    printf("acos() = %6.3f %6.3f*i\n", creal(c), cimag(c));

    f = -i * clog(z + i * csqrt(1 - z * z));

    printf("formula = %6.3f %6.3f*i\n", creal(f), cimag(f));

    exit(EXIT_SUCCESS);
}
```

SEE ALSO

[ccos\(3\)](#), [clog\(3\)](#), [complex\(7\)](#)

COLOPHON

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