

This document has a list of instructions that are not working. The assembler output in all the mentioned cases is correct.

Also in the Execute64.c file at execute64BitVectorOp -

1. All inputs are defined as unit8_t , even of 16 and 32 bits.
2. Input are shifted by $((7-I)*8)$, should it be $(I*8)$.

X signifies that output registers hold trash values.

| Instruction | Is it working |
|-------------|---------------|
| ADDBYTER | yes |
| ANDDBYTER | X |
| ORDBYTER | yes |
| XORDBYTER | yes |
| ZBYTEDPOS | yes |
| VFADD | X |
| VFSUB | X |
| VFMUL | X |
| VFDIV | X |
| VFSQRT | X |
| | |

| Instruction | Expected | Actual |
|-------------|----------|---------------------------|
| VADDD8 | E00898F2 | E00999F3 (Executing ADDD) |
| VADDD16 | E00899F2 | 801F2 |
| VADDD32 | E00999F2 | X |
| VUMULD8 | 02020202 | 03030303 |
| VUMULD16 | 04020402 | 3003 |
| VUMULD32 | 08060402 | X |
| VSMULD8 | FAFAFAFA | FFFFFF01 03030303 |
| VSMULD16 | F9FAF9FA | FF0101 1020101 |
| VSMULD32 | F9F9F9FA | X |
| VSUBD8 | F | E000000F |
| VSUBD16 | F | F (Correct output) |
| VSUBD32 | F | X |