32-bit field

32-bit field

32-bit field

B

A

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| 15 | 14 | 13 | 12 | 11 | 10 | 9 | 8 |

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| 7  high half | 6 | 5 | 4 | 3 | 2 | 1 | 0 |

high half

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| 15 | 13 | 11 | 9 | 7 | 5 | 3 | 1 |

C

16-bit field

A

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| 15 | 14 | 13 | 12 | 11 | 10 | 9 | 8 |

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 |

B

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| 15 | 7 | 14 | 6 | 13 | 5 | 12 | 4 |

C

**B**

**A**

**Long Stream Shift**

64-bit field

B0 B1

A0 A1

**A**

**B**

A1 B0

**M**

**Shift in zeros**

A0 A1

**Shl <2 x i64> A, <1, 1>**

**Holes are the high bits of each 64 bit-fit field in M.**

A1 B0



