- Multimedia extension MMX
- Streaming SIMD extensions
  - SSE, SSE2, SSE3, SSE4.1, SSE4.2
- Advanced Vector Extensions
  - AVX
- Usage:
  - Voice processing, filtering, recognition, coding
  - Video processing, filtering, recognition, coding
  - 3D graphics, CAD models
  - Security algorithms

Identification of SIMD support

```
mov eax, 1
cpuid
test edx, 00800000h
jnz mmx_found
```

MMX and SSE registers set

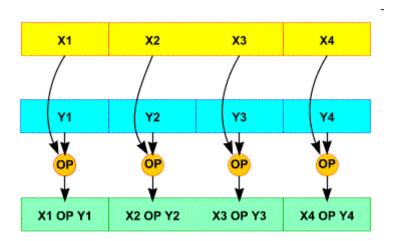
64-bit MMX Registers

MM7
MM6
MM5
MM4
MM3
MM2
MM1
MM0

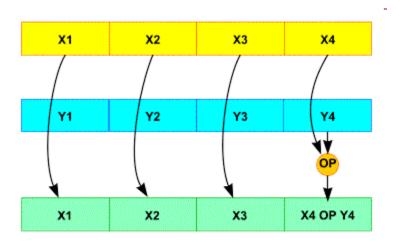
128-bit XMM Registers

XMM7
XMM6
XMM5
XMM4
XMM3
XMM2
XMM1
XMM0

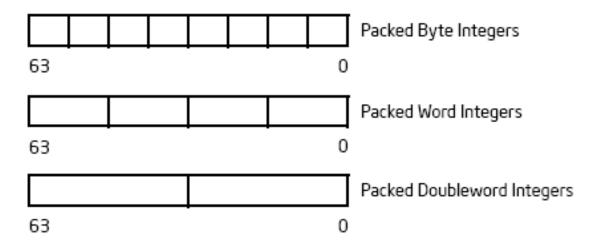
- SIMD operations and operands
  - Packed instructions



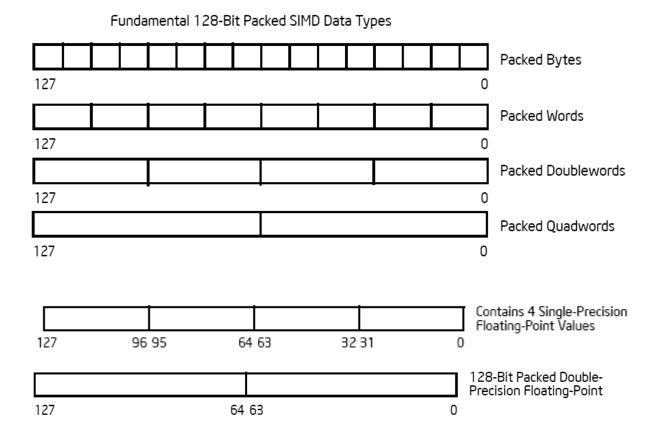
- SIMD operations and operands
  - Scalar instructions



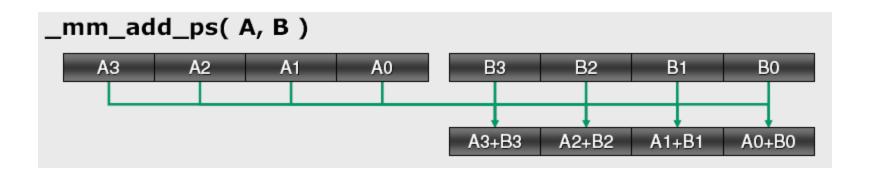
SIMD operations and operands (MMX)



SIMD operations and operands (SSE, SSE2)



```
int i;
for( i = 0; i < 4; i++ )
{
    c[i] = a[i] + b[i];
}
paddd xmm1, xmm2</pre>
```



#### • Arithmetic

		3/2	0.0	000
Category		Wraparound	Signed Saturation	Unsigned Saturation
Arithmetic	Addition	PADDB, PADDW, PADDD		PADDUSB, PADDUSW
	Subtraction	PSUBB, PSUBW, PSUBD	PSUBSB, PSUBSW	PSUBUSB, PSUBUSW
	Multiplication Multiply and Add	PMULL, PMULH PMADD		
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## Comparison

Comparison	Compare for Equal	PCMPEQB, PCMPEQW, PCMPEQD	
	Compare for Greater Than	PCMPGTPB, PCMPGTPW, PCMPGTPD	

#### PMADDWD

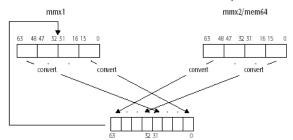
<b>a</b> 3	a2	a1	a0
*	*	*	*
<b>b</b> 3	b2	b1	b0

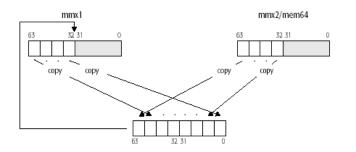
- Overflow handling
  - Wraparound remove most significant bits of the result
  - Signed saturation limit the result to min/max
     signed value the data type can support
  - Unsigned saturation limit the result to min/max unsigned value the data type can support

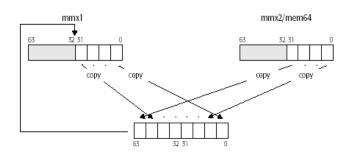
Data Type	Lower Limit		Upper Limit	
	Hexadecimal	Decimal	Hexadecimal	Decimal
Signed Byte	80H	-128	7FH	127
Signed Word	8000H	-32,768	7FFFH	32,767
Unsigned Byte	00H	0	FFH	255
Unsigned Word	0000H	0	FFFFH	65,535

Pack and Unpack

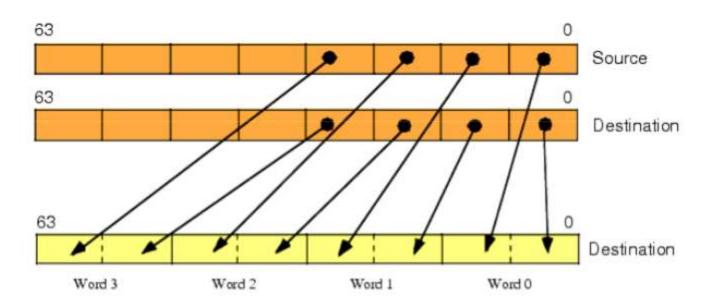
Conversion	Pack		PACKSSWB, PACKSSDW	PACKUSWB
Unpack	Unpack High	PUNPCKHBW, PUNPCKHWD, PUNPCKHDQ		
	Unpack Low	PUNPCKLBW, PUNPCKLWD, PUNPCKLDQ		



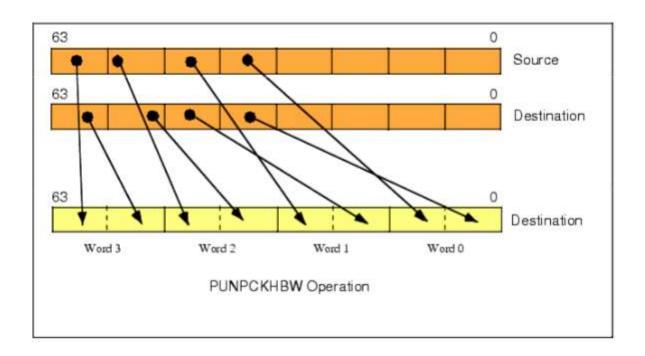




Unpack from lower order elements



Unpack from higher order elements



#### Shuffle

- Requires 2 operands and 1 mask
- Selects 2 elements from each operand (register) based on the mask.
- Frequent usages of shufps are broadcast, swap and rotate.

