

# APEX

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# 1 Module Index

## 1.1 Modules

Here is a list of all modules:

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# 2 Module Documentation

## 2.1 Other Intrinsic

Other intrinsic.

### Defines

- #define `wait(imm)` `__builtin_apex_wait(imm)`  
*Wait for a given number of cycles.*

## Functions

- int **pcnt** (unsigned int a)  
*Pop count.*
- int **clz** (unsigned int a)  
*Count leading zero.*
- int **clb** (unsigned int a)  
*Count leading same bits.*
- int **select** (bool c, int a, int b)  
*Signed integer select.*
- unsigned **select** (bool c, unsigned a, unsigned b)  
*Unsigned integer select.*
- bool **vany** (vbool v)  
*Vector count any.*
- bool **vall** (vbool v)  
*Vector count all.*
- vec16s **vhaddss** (vec16s a, vec16s b)  
*Signed vector add and half.*
- vec16u **vhadduu** (vec16u a, vec16u b)  
*Unsigned vector add and half.*
- vec16s **vrhaddss** (vec16s a, vec16s b)  
*Signed vector add, plus one then half.*
- vec16u **vrhadduu** (vec16u a, vec16u b)  
*Unsigned vector add, plus one then half.*
- vec16u **vabs\_diffu** (vec16u a, vec16u b)  
*Unsigned vector absolute difference.*
- int **haddss** (int a, int b)  
*Signed add and half.*
- unsigned **hadduu** (unsigned a, unsigned b)  
*Unsigned add and half.*
- int **rhaddss** (int a, int b)  
*Signed add, plus one then half.*

- unsigned `rhaddu` (unsigned *a*, unsigned *b*)  
*Unsigned add, plus one then half.*
- void `swbreak` ()

### 2.1.1 Detailed Description

Other intrinsic.

### 2.1.2 Define Documentation

#### 2.1.2.1 `#define wait(imm) __builtin_apex_wait(imm)`

Wait for a given number of cycles. This instruction will prevent the processor from issuing new instructions for the number of cycles described by immediate parameter. This is defined as a macro because the immediate value needs to be encoded in the instruction.

**Parameters:**

*imm* The number of cycles to wait

### 2.1.3 Function Documentation

#### 2.1.3.1 `int clb (unsigned int a)`

Count leading same bits.

**Parameters:**

*a* unsigned int

**Returns:**

int total number of leading identical bits

#### 2.1.3.2 `int clz (unsigned int a)`

Count leading zero.

**Parameters:**

*a* unsigned int

**Returns:**

int total number of leading zero bits

**2.1.3.3 int haddss (int *a*, int *b*)**

Signed add and half.

**Parameters:**

*a* first input int

*b* second input int

**Returns:**

int (a + b) / 2

**2.1.3.4 unsigned hadduu (unsigned *a*, unsigned *b*)**

Unsigned add and half.

**Parameters:**

*a* first input int

*b* second input int

**Returns:**

unsigned (a + b) / 2

**2.1.3.5 int pcnt (unsigned int *a*)**

Pop count.

**Parameters:**

*a* unsigned int

**Returns:**

int total number of one bits

### 2.1.3.6 int rhaddss (int *a*, int *b*)

Signed add, plus one then half.

**Parameters:**

*a* first input int

*b* second input int

**Returns:**

int (a + b + 1) / 2

### 2.1.3.7 unsigned rhadduu (unsigned *a*, unsigned *b*)

Unsigned add, plus one then half.

**Parameters:**

*a* first input int

*b* second input int

**Returns:**

int (a + b + 1) / 2

### 2.1.3.8 unsigned select (bool *c*, unsigned *a*, unsigned *b*)

Unsigned integer select.

**Parameters:**

*a* first input unsigned int

*b* second input unsigned int

*c* control boolean for select

**Returns:**

int return a if true else b

### 2.1.3.9 int select (bool *c*, int *a*, int *b*)

Signed integer select.

**Parameters:**

- a* first input signed int
- b* second input signed int
- c* control boolean for select

**Returns:**

int return a if true else b

### 2.1.3.10 void swbreak ()

### 2.1.3.11 vec16u vabs\_diffu (vec16u *a*, vec16u *b*)

Unsigned vector absolute difference.

**Parameters:**

- a* first input vector
- b* second input vector

**Returns:**

vector  $|v_a - v_b|$

### 2.1.3.12 bool vall (vbool *v*)

Vector count all.

**Parameters:**

- v* Input vector

**Returns:**

bool True if all CU is set



### 2.1.3.13 bool vany (vbool *v*)

Vector count any.

**Parameters:**

*v* Input vector

**Returns:**

bool True if any CU is set

### 2.1.3.14 vec16s vhaddss (vec16s *a*, vec16s *b*)

Signed vector add and half.

**Parameters:**

*a* first input vector

*b* second input vector

**Returns:**

vector  $(va + vb) / 2$

### 2.1.3.15 vec16u vhadduu (vec16u *a*, vec16u *b*)

Unsigned vector add and half.

**Parameters:**

*a* first input vector

*b* second input vector

**Returns:**

vector  $(va + vb) / 2$

### 2.1.3.16 vec16s vrhaddss (vec16s *a*, vec16s *b*)

Signed vector add, plus one then half.

**Parameters:**

- a* first input vector
- b* second input vector

**Returns:**

vector  $(va + vb + 1) / 2$

**2.1.3.17 vec16u vrhadduu (vec16u *a*, vec16u *b*)**

Unsigned vector add, plus one then half.

**Parameters:**

- a* first input vector
- b* second input vector

**Returns:**

vector  $(va + vb + 1) / 2$

**2.2 Arithmetic Intrinsics**

Vector arithmetic intrinsics.

**Functions**

- vec16s [vadd](#) (vec16s *va*, vec16s *vb*)  
*Addition of two vectors.*
- vec16u [vadd](#) (vec16u *va*, vec16u *vb*)  
*Addition of two vectors.*
- vec32s [vadd](#) (vec32s *va*, vec32s *vb*)  
*Addition of two vectors.*
- vec32u [vadd](#) (vec32u *va*, vec32u *vb*)  
*Addition of two vectors.*
- vec16s [vadd](#) (vec16s *va*, vec16s *vb*, vbool \*restrict *vf*)  
*Addition of two vectors.*
- vec16u [vadd](#) (vec16u *va*, vec16u *vb*, vbool \*restrict *vf*)  
*Addition of two vectors with carry generation.*

- `vec32s vadd` (`vec32s va`, `vec32s vb`, `vbool *restrict vf`)  
*Addition of two vectors with carry generation.*
- `vec32u vadd` (`vec32u va`, `vec32u vb`, `vbool *restrict vf`)  
*Addition of two vectors with carry generation.*
- `vec16s vaddx` (`vec16s va`, `vec16s vb`, `vbool vc`)  
*Addition of two vectors with carry.*
- `vec16u vaddx` (`vec16u va`, `vec16u vb`, `vbool vc`)  
*Addition of two vectors with carry.*
- `vec32s vaddx` (`vec32s va`, `vec32s vb`, `vbool vc`)  
*Addition of two vectors with carry.*
- `vec32u vaddx` (`vec32u va`, `vec32u vb`, `vbool vc`)  
*Addition of two vectors with carry.*
- `vec16s vaddx` (`vec16s va`, `vec16s vb`, `vbool vc`, `vbool *restrict vf`)  
*Addition of two vectors with carry and carry generation.*
- `vec16u vaddx` (`vec16u va`, `vec16u vb`, `vbool vc`, `vbool *restrict vf`)  
*Addition of two vectors with carry and carry generation.*
- `vec32s vaddx` (`vec32s va`, `vec32s vb`, `vbool vc`, `vbool *restrict vf`)  
*Addition of two vectors with carry and carry generation.*
- `vec32u vaddx` (`vec32u va`, `vec32u vb`, `vbool vc`, `vbool *restrict vf`)  
*Addition of two vectors with carry and carry generation.*
- `vec16s vadd_sat` (`vec16s va`, `vec16s vb`)  
*Addition of two signed vectors, with saturation Positive results will saturate at 0x7FFF and negative results will saturate at 0x8000.*
- `vec16u vadd_sat` (`vec16u va`, `vec16u vb`)  
*Addition of two unsigned vectors, with saturation Positive results will saturate at 0xFFFF.*
- `vec16s vsub` (`vec16s va`, `vec16s vb`)  
*Subtract one vector from another.*
- `vec16u vsub` (`vec16u va`, `vec16u vb`)  
*Subtract one vector from another.*
- `vec32s vsub` (`vec32s va`, `vec32s vb`)

*Subtract one vector from another.*

- `vec32u vsub` (`vec32u va`, `vec32u vb`)  
*Subtract one vector from another.*
- `vec16s vsub` (`vec16s va`, `vec16s vb`, `vbool *restrict vf`)  
*Subtract one vector from another, with carry generation.*
- `vec16u vsub` (`vec16u va`, `vec16u vb`, `vbool *restrict vf`)  
*Subtract one vector from another, with carry generation.*
- `vec32s vsub` (`vec32s va`, `vec32s vb`, `vbool *restrict vf`)  
*Subtract one vector from another, with carry generation.*
- `vec32u vsub` (`vec32u va`, `vec32u vb`, `vbool *restrict vf`)  
*Subtract one vector from another, with carry generation.*
- `vec16s vsubx` (`vec16s va`, `vec16s vb`, `vbool vc`)  
*Subtract one vector and the carry from another vector.*
- `vec16u vsubx` (`vec16u va`, `vec16u vb`, `vbool vc`)  
*Subtract one vector and the carry from another vector.*
- `vec32s vsubx` (`vec32s va`, `vec32s vb`, `vbool vc`)  
*Subtract one vector and the carry from another vector.*
- `vec32u vsubx` (`vec32u va`, `vec32u vb`, `vbool vc`)  
*Subtract one vector and the carry from another vector.*
- `vec16s vsubx` (`vec16s va`, `vec16s vb`, `vbool vc`, `vbool *restrict vf`)  
*Subtract one vector and the carry from another vector, with carry generation.*
- `vec16u vsubx` (`vec16u va`, `vec16u vb`, `vbool vc`, `vbool *restrict vf`)  
*Subtract one vector and the carry from another vector, with carry generation.*
- `vec32s vsubx` (`vec32s va`, `vec32s vb`, `vbool vc`, `vbool *restrict vf`)  
*Subtract one vector and the carry from another vector, with carry generation.*
- `vec32u vsubx` (`vec32u va`, `vec32u vb`, `vbool vc`, `vbool *restrict vf`)  
*Subtract one vector and the carry from another vector, with carry generation.*
- `vec16s vsub_sat` (`vec16s va`, `vec16s vb`)  
*Signed vector subtraction, with saturation. Positive results will saturate at 0x7FFF and negative results will saturate at 0x8000.*
- `vec16u vsub_sat` (`vec16u va`, `vec16u vb`)

*Unsigned vector subtraction, with saturation Positive results will saturate at 0xFFFF.*

- `vec16s vabs_diff` (`vec16s va`, `vec16s vb`)  
*Vector absolute difference of 2 signed vectors.*
- `vec16u vabs_diff` (`vec16u va`, `vec16u vb`)  
*Vector absolute difference of 2 unsigned vectors.*
- `vec16s vasb` (`vec16s va`, `vec16s vb`, `vbool vc`)  
*Vector Add/Subtract based on condition.*
- `vec16u vasb` (`vec16u a`, `vec16u b`, `vbool c`)  
*Vector Add/Subtract based on condition.*
- `vec16s vasbs` (`vec16s a`, `vec16s b`)  
*Vector add with absolute value of second vector The instruction will check the first bit of vb to determine it's sign.*
- `vec16u vasbs` (`vec16u a`, `vec16u b`)  
*Vector add with absolute value of second vector The instruction will check the first bit of vb to determine it's sign.*
- `vec16s vmul` (`vec16s va`, `vec16s vb`)  
*Multiplication of two vectors.*
- `vec16u vmul` (`vec16u va`, `vec16u vb`)  
*Multiplication of two vectors.*
- `vec32s vmul` (`vec32s va`, `vec32s vb`)  
*Multiplication of two vectors.*
- `vec32u vmul` (`vec32u va`, `vec32u vb`)  
*Multiplication of two vectors.*
- `void vacl` (`vec16s *restrict a`, `vec16u *restrict b`, `vec16s c`)  
*Vector accumulate low (32-bit += 16-bit, zero-extend).*
- `void vacl` (`vec16s *restrict a`, `vec16u *restrict b`, `vec16u c`)  
*Vector accumulate low (32-bit += 16-bit, zero-extend).*
- `void vacl` (`vec16u *restrict a`, `vec16u *restrict b`, `vec16u c`)  
*Vector accumulate low (32-bit += 16-bit, zero-extend).*
- `void vacl` (`vec32s *restrict a`, `vec16s c`)  
*Vector accumulate low (32-bit += 16-bit, sign-extend).*
- `void vacl` (`vec32u *restrict a`, `vec16u c`)

*Vector accumulate low (32-bit += 16-bit, zero-extend).*

- void **vacl** (vec32s \*restrict a, vec16u c)  
*Vector accumulate low (32-bit += 16-bit, zero-extend).*
- void **vacl** (vec32u \*restrict a, vec16s c)  
*Vector accumulate low (32-bit += 16-bit, zero-extend).*
- void **vacm** (vec16s \*restrict a, vec16u \*restrict b, vec16s c)  
*Vector accumulate middle (32-bit += 16-bit, sign-extend).*
- void **vacm** (vec16s \*restrict a, vec16u \*restrict b, vec16u c)  
*Vector accumulate middle (32-bit += 16-bit, zero-extend).*
- void **vacm** (vec16u \*restrict a, vec16u \*restrict b, vec16u c)  
*Vector accumulate middle (32-bit += 16-bit, zero-extend).*
- void **vacm** (vec32s \*restrict a, vec16s c)  
*Vector accumulate middle (32-bit += 16-bit, sign-extend).*
- void **vacm** (vec32u \*restrict a, vec16u c)  
*Vector accumulate middle (32-bit += 16-bit, zero-extend).*
- void **vacm** (vec32s \*restrict a, vec16u c)  
*Vector accumulate middle (32-bit += 16-bit, zero-extend).*
- void **vacm** (vec32u \*restrict a, vec16s c)  
*Vector accumulate middle (32-bit += 16-bit, zero-extend).*
- void **vach** (vec16s \*restrict a, vec16u \*restrict b, vec16s c)  
*Vector accumulate high (32-bit += 16-bit).*
- void **vach** (vec16s \*restrict a, vec16u \*restrict b, vec16u c)  
*Vector accumulate high (32-bit += 16-bit).*
- void **vach** (vec32s \*restrict a, vec16s c)  
*Vector accumulate high (32-bit += 16-bit).*
- void **vach** (vec32u \*restrict a, vec16u c)  
*Vector accumulate high (32-bit += 16-bit).*
- void **vach** (vec32u \*restrict a, vec16s c)  
*Vector accumulate high (32-bit += 16-bit).*
- vec08u **vabs** (vec08s va)  
*Vector absolute value.*

- `vec16u vabs` (`vec16s va`)  
*Vector absolute value.*
- `vec32u vabs` (`vec32s va`)  
*Vector absolute value.*
- `vec16s vsat` (`vec16s va`, `vec16s vb`, `vec16s vc`)  
*Vector saturate with lower and upper bounds.*
- `vec16u vsat` (`vec16u va`, `vec16u vb`, `vec16u vc`)  
*Vector saturate with lower and upper bounds.*
- `vec16s vclz` (`vec16s va`)  
*Vector count leading zero bits.*
- `vec16u vclz` (`vec16u va`)  
*Vector count leading zero bits.*
- `vec16s vclz` (`vec32s va`)  
*Vector count leading zero bits.*
- `vec16u vclz` (`vec32u va`)  
*Vector count leading zero bits.*
- `vec16s vpcnt` (`vec16s va`)  
*Vector count number of 1 bits.*
- `vec16u vpcnt` (`vec16u va`)  
*Vector count number of 1 bits.*
- `vec16s vpcnt` (`vec32s va`)  
*Vector count number of 1 bits.*
- `vec16u vpcnt` (`vec32u va`)  
*Vector count number of 1 bits.*
- `vec16s vclb` (`vec16s va`)  
*Vector count leading same bits.*
- `vec16u vclb` (`vec16u va`)  
*Vector count leading same bits.*
- `vec16s vclb` (`vec32s va`)  
*Vector count leading same bits.*

- `vec16u vclb (vec32u va)`  
*Vector count leading same bits.*

### 2.2.1 Detailed Description

Vector arithmetic intrinsics.

### 2.2.2 Function Documentation

#### 2.2.2.1 `vec32u vabs (vec32s va)`

Vector absolute value.

**Parameters:**

*va* Input vector

**Returns:**

Output absolute vector

#### 2.2.2.2 `vec16u vabs (vec16s va)`

Vector absolute value.

**Parameters:**

*va* Input vector

**Returns:**

Output absolute vector

#### 2.2.2.3 `vec08u vabs (vec08s va)`

Vector absolute value.

**Parameters:**

*va* Input vector

**Returns:**

Output absolute vector



**2.2.2.4 vec16u vabs\_diff (vec16u *va*, vec16u *vb*)**

Vector absolute difference of 2 unsigned vectors.

**Parameters:**

- va* The first vector
- vb* The second vector

**Returns:**

$|va - vb|$

**2.2.2.5 vec16s vabs\_diff (vec16s *va*, vec16s *vb*)**

Vector absolute difference of 2 signed vectors.

**Parameters:**

- va* The first vector
- vb* The second vector

**Returns:**

$|va - vb|$

**2.2.2.6 void vach (vec32u \*restrict *a*, vec16s *c*)**

Vector accumulate high (32-bit += 16-bit).

**Parameters:**

- a* Output and first input vector
- c* The second input vector

**2.2.2.7 void vach (vec32u \*restrict *a*, vec16u *c*)**

Vector accumulate high (32-bit += 16-bit).

**Parameters:**

- a* Output and first input vector
- c* The second input vector

**2.2.2.8 void vach (vec32s \*restrict *a*, vec16s *c*)**

Vector accumulate high (32-bit += 16-bit).

**Parameters:**

- a* Output and first input vector
- c* The second input vector

**2.2.2.9 void vach (vec16s \*restrict *a*, vec16u \*restrict *b*, vec16u *c*)**

Vector accumulate high (32-bit += 16-bit).

**Parameters:**

- a* Output vector
- b* The first input vector
- c* The second input vector

**2.2.2.10 void vach (vec16s \*restrict *a*, vec16u \*restrict *b*, vec16s *c*)**

Vector accumulate high (32-bit += 16-bit).

**Parameters:**

- a* Output vector
- b* The first input vector
- c* The second input vector

**2.2.2.11 void vacl (vec32u \*restrict *a*, vec16s *c*)**

Vector accumulate low (32-bit += 16-bit, zero-extend).

**Parameters:**

- a* Output and first input vector
- c* The second input vector

**2.2.2.12 void vacl (vec32s \*restrict *a*, vec16u *c*)**

Vector accumulate low (32-bit += 16-bit, zero-extend).

**Parameters:**

- a* Output and first input vector
- c* The second input vector

**2.2.2.13 void vacl (vec32u \*restrict *a*, vec16u *c*)**

Vector accumulate low (32-bit += 16-bit, zero-extend).

**Parameters:**

- a* Output and first input vector
- c* The second input vector

**2.2.2.14 void vacl (vec32s \*restrict *a*, vec16s *c*)**

Vector accumulate low (32-bit += 16-bit, sign-extend).

**Parameters:**

- a* Output and first input vector
- c* The second input vector

**2.2.2.15 void vacl (vec16u \*restrict *a*, vec16u \*restrict *b*, vec16u *c*)**

Vector accumulate low (32-bit += 16-bit, zero-extend).

**Parameters:**

- a* Output vector
- b* The first input vector
- c* The second input vector

**2.2.2.16 void vacl (vec16s \*restrict *a*, vec16u \*restrict *b*, vec16u *c*)**

Vector accumulate low (32-bit += 16-bit, zero-extend).

**Parameters:**

- a* Output vector
- b* The first input vector
- c* The second input vector

**2.2.2.17 void vacl (vec16s \*restrict *a*, vec16u \*restrict *b*, vec16s *c*)**

Vector accumulate low (32-bit += 16-bit, zero-extend).

**Parameters:**

- a* Output vector
- b* The first input vector
- c* The second input vector

**2.2.2.18 void vacm (vec32u \*restrict *a*, vec16s *c*)**

Vector accumulate middle (32-bit += 16-bit, zero-extend).

**Parameters:**

- a* Output and first input vector
- c* The second input vector

**2.2.2.19 void vacm (vec32s \*restrict *a*, vec16u *c*)**

Vector accumulate middle (32-bit += 16-bit, zero-extend).

**Parameters:**

- a* Output and first input vector
- c* The second input vector

**2.2.2.20 void vacm (vec32u \*restrict *a*, vec16u *c*)**

Vector accumulate middle (32-bit += 16-bit, zero-extend).

**Parameters:**

- a* Output and first input vector
- c* The second input vector

**2.2.2.21 void vacm (vec32s \*restrict *a*, vec16s *c*)**

Vector accumulate middle (32-bit += 16-bit, sign-extend).

**Parameters:**

- a* Output and first input vector
- c* The second input vector

**2.2.2.22 void vacm (vec16u \*restrict *a*, vec16u \*restrict *b*, vec16u *c*)**

Vector accumulate middle (32-bit += 16-bit, zero-extend).

**Parameters:**

- a* Output vector
- b* The first input vector
- c* The second input vector

**2.2.2.23 void vacm (vec16s \*restrict *a*, vec16u \*restrict *b*, vec16u *c*)**

Vector accumulate middle (32-bit += 16-bit, zero-extend).

**Parameters:**

- a* Output vector
- b* The first input vector
- c* The second input vector

**2.2.2.24 void vacm (vec16s \*restrict *a*, vec16u \*restrict *b*, vec16s *c*)**

Vector accumulate middle (32-bit += 16-bit, sign-extend).

**Parameters:**

- a* Output vector
- b* The first input vector
- c* The second input vector

**2.2.2.25 vec32u vadd (vec32u *va*, vec32u *vb*, vbool \*restrict *vf*)**

Addition of two vectors with carry generation.

**Parameters:**

- va* The first vector
- vb* The second vector
- *vf* Pointer to the carry

**Returns:**

*va* + *vb*

**2.2.2.26 vec32s vadd (vec32s *va*, vec32s *vb*, vbool \*restrict *vf*)**

Addition of two vectors with carry generation.

**Parameters:**

- va* The first vector
- vb* The second vector
- *vf* Pointer to the carry

**Returns:**

*va* + *vb*

**2.2.2.27 vec16u vadd (vec16u *va*, vec16u *vb*, vbool \*restrict *vf*)**

Addition of two vectors with carry generation.

**Parameters:**

*va* The first vector  
*vb* The second vector  
→ *vf* Pointer to the carry

**Returns:**

$va + vb$

**2.2.2.28 vec16s vadd (vec16s va, vec16s vb, vbool \*restrict vf)**

Addition of two vectors.

**Parameters:**

*va* The first vector  
*vb* The second vector  
→ *vf* Pointer to the carry

**Returns:**

$va + vb$

**2.2.2.29 vec32u vadd (vec32u va, vec32u vb)**

Addition of two vectors.

**Parameters:**

*va* The first vector  
*vb* The second vector

**Returns:**

$va + vb$

**2.2.2.30 vec32s vadd (vec32s va, vec32s vb)**

Addition of two vectors.

**Parameters:**

*va* The first vector

*vb* The second vector

**Returns:**

$va + vb$

**2.2.2.31 vec16u vadd (vec16u *va*, vec16u *vb*)**

Addition of two vectors.

**Parameters:**

*va* The first vector

*vb* The second vector

**Returns:**

$va + vb$

**2.2.2.32 vec16s vadd (vec16s *va*, vec16s *vb*)**

Addition of two vectors.

**Parameters:**

*va* The first vector

*vb* The second vector

**Returns:**

$va + vb$

**2.2.2.33 vec16u vadd\_sat (vec16u *va*, vec16u *vb*)**

Addition of two unsigned vectors, with saturation. Positive results will saturate at 0xFFFF.

**Parameters:**

*va* The first vector

*vb* The second vector

**Returns:**

$va + vb$



**2.2.2.34 vec16s vadd\_sat (vec16s *va*, vec16s *vb*)**

Addition of two signed vectors, with saturation Positive results will saturate at 0x7FFF and negative results will saturate at 0x8000.

**Parameters:**

*va* The first vector  
*vb* The second vector

**Returns:**

$va + vb$

**2.2.2.35 vec32u vaddx (vec32u *va*, vec32u *vb*, vbool *vc*, vbool \*restrict *vf*)**

Addition of two vectors with carry and carry generation.

**Parameters:**

*va* The first vector  
*vb* The second vector  
*vc* The input carry  
→ *vf* Pointer to the output carry

**Returns:**

$va + vb + vc$

**2.2.2.36 vec32s vaddx (vec32s *va*, vec32s *vb*, vbool *vc*, vbool \*restrict *vf*)**

Addition of two vectors with carry and carry generation.

**Parameters:**

*va* The first vector  
*vb* The second vector  
*vc* The input carry  
→ *vf* Pointer to the output carry

**Returns:**

$va + vb + vc$

**2.2.2.37 vec16u vaddx (vec16u *va*, vec16u *vb*, vbool *vc*, vbool \*restrict *vf*)**

Addition of two vectors with carry and carry generation.

**Parameters:**

- va* The first vector
- vb* The second vector
- vc* The input carry
- *vf* Pointer to the output carry

**Returns:**

$va + vb + vc$

**2.2.2.38 vec16s vaddx (vec16s *va*, vec16s *vb*, vbool *vc*, vbool \*restrict *vf*)**

Addition of two vectors with carry and carry generation.

**Parameters:**

- va* The first vector
- vb* The second vector
- vc* The input carry
- *vf* Pointer to the output carry

**Returns:**

$va + vb + vc$

**2.2.2.39 vec32u vaddx (vec32u *va*, vec32u *vb*, vbool *vc*)**

Addition of two vectors with carry.

**Parameters:**

- va* The first vector
- vb* The second vector
- vc* The carry

**Returns:**

$va + vb + vc$

**2.2.2.40 vec32s vaddx (vec32s *va*, vec32s *vb*, vbool *vc*)**

Addition of two vectors with carry.

**Parameters:**

*va* The first vector  
*vb* The second vector  
*vc* The carry

**Returns:**

$va + vb + vc$

**2.2.2.41 vec16u vaddx (vec16u *va*, vec16u *vb*, vbool *vc*)**

Addition of two vectors with carry.

**Parameters:**

*va* The first vector  
*vb* The second vector  
*vc* The carry

**Returns:**

$va + vb + vc$

**2.2.2.42 vec16s vaddx (vec16s *va*, vec16s *vb*, vbool *vc*)**

Addition of two vectors with carry.

**Parameters:**

*va* The first vector  
*vb* The second vector  
*vc* The carry

**Returns:**

$va + vb + vc$

**2.2.2.43 vec16u vasb (vec16u *a*, vec16u *b*, vbool *c*)**

Vector Add/Subtract based on condition.

**Parameters:**

- a* The first vector
- b* The second vector
- c* The condition

**Returns:**

$vc ? (va + vb) : (va - vb)$

**2.2.2.44 vec16s vasb (vec16s *va*, vec16s *vb*, vbool *vc*)**

Vector Add/Subtract based on condition.

**Parameters:**

- va* The first vector
- vb* The second vector
- vc* The condition

**Returns:**

$vc ? (va + vb) : (va - vb)$

**2.2.2.45 vec16u vasbs (vec16u *a*, vec16u *b*)**

Vector add with absolute value of second vector The instruction will check the first bit of *vb* to determine it's sign.

**Parameters:**

- a* The first vector
- b* The second vector

**Returns:**

$va + |vb|$

**2.2.2.46 vec16s vasbs (vec16s *a*, vec16s *b*)**

Vector add with absolute value of second vector The instruction will check the first bit of *vb* to determine it's sign.

**Parameters:**

- a* The first vector
- b* The second vector

**Returns:**

$va + |vb|$

**2.2.2.47 vec16u vclb (vec32u *va*)**

Vector count leading same bits.

**Parameters:**

- va* Input vector

**Returns:**

vector of leading same bits count

**2.2.2.48 vec16s vclb (vec32s *va*)**

Vector count leading same bits.

**Parameters:**

- va* Input vector

**Returns:**

vector of leading same bits count

**2.2.2.49 vec16u vclb (vec16u *va*)**

Vector count leading same bits.

**Parameters:**

*va* Input vector

**Returns:**

vector of leading same bits count

**2.2.2.50 vec16s vclb (vec16s va)**

Vector count leading same bits.

**Parameters:**

*va* Input vector

**Returns:**

vector of leading same bits count

**2.2.2.51 vec16u vclz (vec32u va)**

Vector count leading zero bits.

**Parameters:**

*va* Input vector

**Returns:**

vector of leading zero bits count

**2.2.2.52 vec16s vclz (vec32s va)**

Vector count leading zero bits.

**Parameters:**

*va* Input vector

**Returns:**

vector of leading zero bits count

**2.2.2.53 vec16u vclz (vec16u va)**

Vector count leading zero bits.

**Parameters:**

*va* Input vector

**Returns:**

vector of leading zero bits count

**2.2.2.54 vec16s vclz (vec16s va)**

Vector count leading zero bits.

**Parameters:**

*va* Input vector

**Returns:**

vector of leading zero bits count

**2.2.2.55 vec32u vmul (vec32u va, vec32u vb)**

Multiplication of two vectors.

**Parameters:**

*va* The first vector

*vb* The second vector

**Returns:**

$va * vb$

**2.2.2.56 vec32s vmul (vec32s va, vec32s vb)**

Multiplication of two vectors.

**Parameters:**

*va* The first vector

*vb* The second vector

**Returns:**

$va * vb$

**2.2.2.57 vec16u vmul (vec16u *va*, vec16u *vb*)**

Multiplication of two vectors.

**Parameters:**

*va* The first vector

*vb* The second vector

**Returns:**

$va * vb$

**2.2.2.58 vec16s vmul (vec16s *va*, vec16s *vb*)**

Multiplication of two vectors.

**Parameters:**

*va* The first vector

*vb* The second vector

**Returns:**

$va * vb$

**2.2.2.59 vec16u vpcent (vec32u *va*)**

Vector count number of 1 bits.

**Parameters:**

*va* Input vector

**Returns:**

vector of 1 bits count



**2.2.2.60 vec16s vpcnt (vec32s *va*)**

Vector count number of 1 bits.

**Parameters:**

*va* Input vector

**Returns:**

vector of 1 bits count

**2.2.2.61 vec16u vpcnt (vec16u *va*)**

Vector count number of 1 bits.

**Parameters:**

*va* Input vector

**Returns:**

vector of 1 bits count

**2.2.2.62 vec16s vpcnt (vec16s *va*)**

Vector count number of 1 bits.

**Parameters:**

*va* Input vector

**Returns:**

vector of 1 bits count

**2.2.2.63 vec16u vsat (vec16u *va*, vec16u *vb*, vec16u *vc*)**

Vector saturate with lower and upper bounds.

**Parameters:**

*va* Input source vector

*vb* Input vector of lower bound

*vc* Input vector of upper bound

**Returns:**

Output saturated vector

**2.2.2.64 vec16s vsat (vec16s *va*, vec16s *vb*, vec16s *vc*)**

Vector saturate with lower and upper bounds.

**Parameters:**

*va* Input source vector

*vb* Input vector of lower bound

*vc* Input vector of upper bound

**Returns:**

Output saturated vector

**2.2.2.65 vec32u vsub (vec32u *va*, vec32u *vb*, vbool \*restrict *vf*)**

Subtract one vector from another, with carry generation.

**Parameters:**

*va* The first vector

*vb* The second vector

→ *vf* Pointer to the carry

**Returns:**

*va* - *vb*

**2.2.2.66 vec32s vsub (vec32s *va*, vec32s *vb*, vbool \*restrict *vf*)**

Subtract one vector from another, with carry generation.

**Parameters:**

*va* The first vector

*vb* The second vector  
→ *vf* Pointer to the carry

**Returns:**

$va - vb$

**2.2.2.67 vec16u vsub (vec16u *va*, vec16u *vb*, vbool \*restrict *vf*)**

Subtract one vector from another, with carry generation.

**Parameters:**

*va* The first vector  
*vb* The second vector  
→ *vf* Pointer to the carry

**Returns:**

$va - vb$

**2.2.2.68 vec16s vsub (vec16s *va*, vec16s *vb*, vbool \*restrict *vf*)**

Subtract one vector from another, with carry generation.

**Parameters:**

*va* The first vector  
*vb* The second vector  
→ *vf* Pointer to the carry

**Returns:**

$va - vb$

**2.2.2.69 vec32u vsub (vec32u *va*, vec32u *vb*)**

Subtract one vector from another.

**Parameters:**

*va* The first vector

*vb* The second vector

**Returns:**

$va - vb$

**2.2.2.70 `vec32s vsub (vec32s va, vec32s vb)`**

Subtract one vector from another.

**Parameters:**

*va* The first vector

*vb* The second vector

**Returns:**

$va - vb$

**2.2.2.71 `vec16u vsub (vec16u va, vec16u vb)`**

Subtract one vector from another.

**Parameters:**

*va* The first vector

*vb* The second vector

**Returns:**

$va - vb$

**2.2.2.72 `vec16s vsub (vec16s va, vec16s vb)`**

Subtract one vector from another.

**Parameters:**

*va* The first vector

*vb* The second vector

**Returns:**

$va - vb$

**2.2.2.73 vec16u vsub\_sat (vec16u *va*, vec16u *vb*)**

Unsigned vector subtraction, with saturation Positive results will saturate at 0xFFFF.

**Parameters:**

*va* The first vector  
*vb* The second vector

**Returns:**

$va - vb$

**2.2.2.74 vec16s vsub\_sat (vec16s *va*, vec16s *vb*)**

Signed vector subtraction, with saturation Positive results will saturate at 0x7FFF and negative results will saturate at 0x8000.

**Parameters:**

*va* The first vector  
*vb* The second vector

**Returns:**

$va - vb$

**2.2.2.75 vec32u vsubx (vec32u *va*, vec32u *vb*, vbool *vc*, vbool \*restrict *vf*)**

Subtract one vector and the carry from another vector, with carry generation.

**Parameters:**

*va* The first vector  
*vb* The second vector  
*vc* The carry  
→ *vf* Pointer to the output carry

**Returns:**

$va - vb - vc$

**2.2.2.76 vec32s vsubx (vec32s *va*, vec32s *vb*, vbool *vc*, vbool \*restrict *vf*)**

Subtract one vector and the carry from another vector, with carry generation.

**Parameters:**

*va* The first vector  
*vb* The second vector  
*vc* The carry  
→ *vf* Pointer to the output carry

**Returns:**

$va - vb - vc$

**2.2.2.77 vec16u vsubx (vec16u *va*, vec16u *vb*, vbool *vc*, vbool \*restrict *vf*)**

Subtract one vector and the carry from another vector, with carry generation.

**Parameters:**

*va* The first vector  
*vb* The second vector  
*vc* The carry  
→ *vf* Pointer to the output carry

**Returns:**

$va - vb - vc$

**2.2.2.78 vec16s vsubx (vec16s *va*, vec16s *vb*, vbool *vc*, vbool \*restrict *vf*)**

Subtract one vector and the carry from another vector, with carry generation.

**Parameters:**

*va* The first vector  
*vb* The second vector  
*vc* The carry  
→ *vf* Pointer to the output carry

**Returns:**

$va - vb - vc$

**2.2.2.79 vec32u vsubx (vec32u *va*, vec32u *vb*, vbool *vc*)**

Subtract one vector and the carry from another vector.

**Parameters:**

*va* The first vector  
*vb* The second vector  
*vc* The carry

**Returns:**

$va - vb - vc$

**2.2.2.80 vec32s vsubx (vec32s *va*, vec32s *vb*, vbool *vc*)**

Subtract one vector and the carry from another vector.

**Parameters:**

*va* The first vector  
*vb* The second vector  
*vc* The carry

**Returns:**

$va - vb - vc$

**2.2.2.81 vec16u vsubx (vec16u *va*, vec16u *vb*, vbool *vc*)**

Subtract one vector and the carry from another vector.

**Parameters:**

*va* The first vector  
*vb* The second vector  
*vc* The carry

**Returns:**

$va - vb - vc$

### 2.2.2.82 vec16s vsubx (vec16s va, vec16s vb, vbool vc)

Subtract one vector and the carry from another vector.

**Parameters:**

- va* The first vector
- vb* The second vector
- vc* The carry

**Returns:**

$va - vb - vc$

## 2.3 Bitwise Intrinsics

Vector bitwise intrinsics.

**Functions**

- vec08s **vand** (vec08s va, vec08s vb)  
*Bitwise And of two vectors.*
- vec08u **vand** (vec08u va, vec08u vb)  
*Bitwise And of two vectors.*
- vec16s **vand** (vec16s va, vec16s vb)  
*Bitwise And of two vectors.*
- vec16u **vand** (vec16u va, vec16u vb)  
*Bitwise And of two vectors.*
- vec32s **vand** (vec32s va, vec32s vb)  
*Bitwise And of two vectors.*
- vec32u **vand** (vec32u va, vec32u vb)  
*Bitwise And of two vectors.*
- vec08s **vor** (vec08s va, vec08s vb)  
*Bitwise Or of two vectors.*
- vec08u **vor** (vec08u va, vec08u vb)  
*Bitwise Or of two vectors.*
- vec16s **vor** (vec16s va, vec16s vb)



*Bitwise Or of two vectors.*

- `vec16u vor` (`vec16u va`, `vec16u vb`)

*Bitwise Or of two vectors.*

- `vec32s vor` (`vec32s va`, `vec32s vb`)

*Bitwise Or of two vectors.*

- `vec32u vor` (`vec32u va`, `vec32u vb`)

*Bitwise Or of two vectors.*

- `vec08s vxor` (`vec08s va`, `vec08s vb`)

*Bitwise Exclusive-Or of two vectors.*

- `vec08u vxor` (`vec08u va`, `vec08u vb`)

*Bitwise Exclusive-Or of two vectors.*

- `vec16s vxor` (`vec16s va`, `vec16s vb`)

*Bitwise Exclusive-Or of two vectors.*

- `vec16u vxor` (`vec16u va`, `vec16u vb`)

*Bitwise Exclusive-Or of two vectors.*

- `vec32s vxor` (`vec32s va`, `vec32s vb`)

*Bitwise Exclusive-Or of two vectors.*

- `vec32u vxor` (`vec32u va`, `vec32u vb`)

*Bitwise Exclusive-Or of two vectors.*

- `vec08s vnot` (`vec08s va`)

*Bitwise Not (Vector Ones' Complement) of one vector.*

- `vec08u vnot` (`vec08u va`)

*Bitwise Not (Vector Ones' Complement) of one vector.*

- `vec16s vnot` (`vec16s va`)

*Bitwise Not (Vector Ones' Complement) of one vector.*

- `vec16u vnot` (`vec16u va`)

*Bitwise Not (Vector Ones' Complement) of one vector.*

- `vec32s vnot` (`vec32s va`)

*Bitwise Not (Vector Ones' Complement) of one vector.*

- `vec32u vnot` (`vec32u va`)

*Bitwise Not (Vector Ones' Complement) of one vector.*

- `vec08s vcomplement (vec08s va)`  
*Vector Ones' Complement.*
- `vec08u vcomplement (vec08u va)`  
*Vector Ones' Complement.*
- `vec16s vcomplement (vec16s va)`  
*Vector Ones' Complement.*
- `vec16u vcomplement (vec16u va)`  
*Vector Ones' Complement.*
- `vec32s vcomplement (vec32s va)`  
*Vector Ones' Complement.*
- `vec32u vcomplement (vec32u va)`  
*Vector Ones' Complement.*

### 2.3.1 Detailed Description

Vector bitwise intrinsics.

### 2.3.2 Function Documentation

#### 2.3.2.1 `vec32u vand (vec32u va, vec32u vb)`

Bitwise And of two vectors.

##### Parameters:

- va* The first vector  
*vb* The second vector

##### Returns:

*va* & *vb*

#### 2.3.2.2 `vec32s vand (vec32s va, vec32s vb)`

Bitwise And of two vectors.

**Parameters:**

*va* The first vector  
*vb* The second vector

**Returns:**

*va* & *vb*

**2.3.2.3 vec16u vand (vec16u *va*, vec16u *vb*)**

Bitwise And of two vectors.

**Parameters:**

*va* The first vector  
*vb* The second vector

**Returns:**

*va* & *vb*

**2.3.2.4 vec16s vand (vec16s *va*, vec16s *vb*)**

Bitwise And of two vectors.

**Parameters:**

*va* The first vector  
*vb* The second vector

**Returns:**

*va* & *vb*

**2.3.2.5 vec08u vand (vec08u *va*, vec08u *vb*)**

Bitwise And of two vectors.

**Parameters:**

*va* The first vector  
*vb* The second vector

**Returns:**

*va* & *vb*

### 2.3.2.6 `vec08s vand (vec08s va, vec08s vb)`

Bitwise And of two vectors.

**Parameters:**

*va* The first vector

*vb* The second vector

**Returns:**

*va* & *vb*

### 2.3.2.7 `vec32u vcomplement (vec32u va)`

Vector Ones' Complement.

**Parameters:**

*va* The vector

**Returns:**

`vnot(va)`

### 2.3.2.8 `vec32s vcomplement (vec32s va)`

Vector Ones' Complement.

**Parameters:**

*va* The vector

**Returns:**

`vnot(va)`

### 2.3.2.9 `vec16u vcomplement (vec16u va)`

Vector Ones' Complement.

**Parameters:**

*va* The vector

**Returns:**

vnot(va)

**2.3.2.10 vec16s vcomplement (vec16s va)**

Vector Ones' Complement.

**Parameters:**

*va* The vector

**Returns:**

vnot(va)

**2.3.2.11 vec08u vcomplement (vec08u va)**

Vector Ones' Complement.

**Parameters:**

*va* The vector

**Returns:**

vnot(va)

**2.3.2.12 vec08s vcomplement (vec08s va)**

Vector Ones' Complement.

**Parameters:**

*va* The vector

**Returns:**

vnot(va)

**2.3.2.13 vec32u vnot (vec32u va)**

Bitwise Not (Vector Ones' Complement) of one vector.

**Parameters:**

*va* The vector

**Returns:**

$va \wedge (-1)$

**2.3.2.14 vec32s vnot (vec32s va)**

Bitwise Not (Vector Ones' Complement) of one vector.

**Parameters:**

*va* The vector

**Returns:**

$va \wedge (-1)$

**2.3.2.15 vec16u vnot (vec16u va)**

Bitwise Not (Vector Ones' Complement) of one vector.

**Parameters:**

*va* The vector

**Returns:**

$va \wedge (-1)$

**2.3.2.16 vec16s vnot (vec16s va)**

Bitwise Not (Vector Ones' Complement) of one vector.

**Parameters:**

*va* The vector

**Returns:**

$va \wedge (-1)$

**2.3.2.17 vec08u vnot (vec08u va)**

Bitwise Not (Vector Ones' Complement) of one vector.

**Parameters:**

*va* The vector

**Returns:**

$va \wedge (-1)$

**2.3.2.18 vec08s vnot (vec08s va)**

Bitwise Not (Vector Ones' Complement) of one vector.

**Parameters:**

*va* The vector

**Returns:**

$va \wedge (-1)$

**2.3.2.19 vec32u vor (vec32u va, vec32u vb)**

Bitwise Or of two vectors.

**Parameters:**

*va* The first vector

*vb* The second vector

**Returns:**

$va \vee vb$

**2.3.2.20 vec32s vor (vec32s va, vec32s vb)**

Bitwise Or of two vectors.

**Parameters:**

*va* The first vector

*vb* The second vector

**Returns:**

$va \mid vb$

**2.3.2.21 vec16u vor (vec16u va, vec16u vb)**

Bitwise Or of two vectors.

**Parameters:**

*va* The first vector

*vb* The second vector

**Returns:**

$va \mid vb$

**2.3.2.22 vec16s vor (vec16s va, vec16s vb)**

Bitwise Or of two vectors.

**Parameters:**

*va* The first vector

*vb* The second vector

**Returns:**

$va \mid vb$

**2.3.2.23 vec08u vor (vec08u va, vec08u vb)**

Bitwise Or of two vectors.

**Parameters:**

*va* The first vector

*vb* The second vector

**Returns:**

$va \mid vb$



**2.3.2.24 vec08s vor (vec08s *va*, vec08s *vb*)**

Bitwise Or of two vectors.

**Parameters:**

*va* The first vector

*vb* The second vector

**Returns:**

$va \mid vb$

**2.3.2.25 vec32u vxor (vec32u *va*, vec32u *vb*)**

Bitwise Exclusive-Or of two vectors.

**Parameters:**

*va* The first vector

*vb* The second vector

**Returns:**

$va \wedge vb$

**2.3.2.26 vec32s vxor (vec32s *va*, vec32s *vb*)**

Bitwise Exclusive-Or of two vectors.

**Parameters:**

*va* The first vector

*vb* The second vector

**Returns:**

$va \wedge vb$

**2.3.2.27 vec16u vxor (vec16u *va*, vec16u *vb*)**

Bitwise Exclusive-Or of two vectors.

**Parameters:**

*va* The first vector  
*vb* The second vector

**Returns:**

$va \wedge vb$

**2.3.2.28 vec16s vxor (vec16s va, vec16s vb)**

Bitwise Exclusive-Or of two vectors.

**Parameters:**

*va* The first vector  
*vb* The second vector

**Returns:**

$va \wedge vb$

**2.3.2.29 vec08u vxor (vec08u va, vec08u vb)**

Bitwise Exclusive-Or of two vectors.

**Parameters:**

*va* The first vector  
*vb* The second vector

**Returns:**

$va \wedge vb$

**2.3.2.30 vec08s vxor (vec08s va, vec08s vb)**

Bitwise Exclusive-Or of two vectors.

**Parameters:**

*va* The first vector  
*vb* The second vector

**Returns:**

$va \wedge vb$

## 2.4 Shift Intrinsics

Vector shift intrinsics.

### Functions

- `vec16s vsi` (`vec16s va`, `vec16s vb`)  
*Vector Shift Left (Logical).*
- `vec16u vsi` (`vec16u va`, `vec16u vb`)  
*Vector Shift Left (Logical).*
- `vec32s vsi` (`vec32s va`, `vec16s vb`)  
*Vector Shift Left (Logical).*
- `vec16s vsr` (`vec16s va`, `vec16s vb`)  
*Vector Shift Right (Arithmetic).*
- `vec16u vsr` (`vec16u va`, `vec16u vb`)  
*Vector Shift Right (Arithmetic).*
- `vec32s vsr` (`vec32s va`, `vec32s vb`)  
*Vector Shift Right (Arithmetic).*
- `vec32s vsr` (`vec32s va`, `vec16s vb`)  
*Vector Shift Right (Arithmetic).*
- `vec16s vsll` (`vec16s va`, `vec16s vb`)  
*Vector Shift Left (Logical).*
- `vec16u vsll` (`vec16u va`, `vec16u vb`)  
*Vector Shift Left (Logical).*
- `vec32s vsll` (`vec32s va`, `vec32s vb`)  
*Vector Shift Left (Logical).*
- `vec16s vsra` (`vec16s va`, `vec16s vb`)  
*Vector Shift Right (Arithmetic).*
- `vec16u vsra` (`vec16u va`, `vec16u vb`)  
*Vector Shift Right (Arithmetic).*
- `vec32s vsra` (`vec32s va`, `vec32s vb`)  
*Vector Shift Right (Arithmetic).*
- `vec32s vsra` (`vec32u va`, `int s`)

*Vector Shift Right (Arithmetic).*

- `vec16s vsrl` (`vec16s va`, `vec16s vb`)  
*Vector Shift Right (Logical).*
- `vec16u vsrl` (`vec16u va`, `vec16u vb`)  
*Vector Shift Right (Logical).*
- `vec32s vsrl` (`vec32s va`, `vec32s vb`)  
*Vector Shift Right (Logical).*
- `vec16s vslo` (`vec16s va`, `vbool vc`, `vbool *restrict vf`)  
*Vector Left Shift-in with OV (Logical).*
- `vec16s vslo` (`vec16s va`, `vbool vc`)  
*Vector Left Shift-in with OV (Logical).*
- `vec16s vslc` (`vec16s va`, `vbool vc`)  
*Vector left Shift-in with VC (Logical).*
- `vec16s vsro` (`vec16s va`, `vbool vc`, `vbool *restrict vf`)  
*Vector Right Shift-in with OV (Logical).*
- `vec16s vsro` (`vec16s va`, `vbool vc`)  
*Vector Right Shift-in with OV (Logical).*
- `vec16s vsrc` (`vec16s va`, `vbool vc`)  
*Vector Right Shift-in with VC (Logical).*

### 2.4.1 Detailed Description

Vector shift intrinsics.

### 2.4.2 Function Documentation

#### 2.4.2.1 `vec32s vsl` (`vec32s va`, `vec16s vb`)

Vector Shift Left (Logical).

#### Parameters:

*va* The vector

*vb* The shift amount vector

**Returns:** $va \ll vb$ **2.4.2.2 `vec16u vsl (vec16u va, vec16u vb)`**

Vector Shift Left (Logical).

**Parameters:**

*va* The vector

*vb* The shift amount vector

**Returns:** $va \ll vb$ **2.4.2.3 `vec16s vsl (vec16s va, vec16s vb)`**

Vector Shift Left (Logical).

**Parameters:**

*va* The vector

*vb* The shift amount vector

**Returns:** $va \ll vb$ **2.4.2.4 `vec16s vslc (vec16s va, vbool vc)`**

Vector left Shift-in with VC (Logical).

**Parameters:**

*va* Input vector

*vc* Input vector condition being shifted in to LSB

**Returns:**

vector *va* left shift by 1 bit, with *vc* shifted into LSB

**2.4.2.5 vec32s vsll (vec32s *va*, vec32s *vb*)**

Vector Shift Left (Logical).

**Parameters:**

*va* The vector

*vb* The shift amount vector

**Returns:**

$va \ll vb$

**2.4.2.6 vec16u vsll (vec16u *va*, vec16u *vb*)**

Vector Shift Left (Logical).

**Parameters:**

*va* The vector

*vb* The shift amount vector

**Returns:**

$va \ll vb$

**2.4.2.7 vec16s vsll (vec16s *va*, vec16s *vb*)**

Vector Shift Left (Logical).

**Parameters:**

*va* The vector

*vb* The shift amount vector

**Returns:**

$va \ll vb$

**2.4.2.8 vec16s vslo (vec16s *va*, vbool *vc*)**

Vector Left Shift-in with OV (Logical).

**Parameters:**

*va* Input vector  
*vc* Input OV vector being shifted in to LSB

**Returns:**

vector *va* left shift by 1 bit, with *vc* shifted into LSB

**2.4.2.9 vec16s vslo (vec16s *va*, vbool *vc*, vbool \*restrict *vf*)**

Vector Left Shift-in with OV (Logical).

**Parameters:**

*va* Input vector  
*vc* Input OV vector being shifted in to LSB  
*vf* Output vector of result MSB

**Returns:**

vector *va* left shift by 1 bit, with *vc* shifted into LSB

**2.4.2.10 vec32s vsr (vec32s *va*, vec16s *vb*)**

Vector Shift Right (Arithmetic).

**Parameters:**

*va* The vector  
*vb* The shift amount vector

**Returns:**

*va* >> *vb*

**2.4.2.11 vec32s vsr (vec32s *va*, vec32s *vb*)**

Vector Shift Right (Arithmetic).

**Parameters:**

*va* The vector

*vb* The shift amount vector

**Returns:**

$va \gg vb$

**2.4.2.12 `vec16u vsr (vec16u va, vec16u vb)`**

Vector Shift Right (Arithmetic).

**Parameters:**

*va* The vector

*vb* The shift amount vector

**Returns:**

$va \gg vb$

**2.4.2.13 `vec16s vsr (vec16s va, vec16s vb)`**

Vector Shift Right (Arithmetic).

**Parameters:**

*va* The vector

*vb* The shift amount vector

**Returns:**

$va \gg vb$

**2.4.2.14 `vec32s vsra (vec32u va, int s)`**

Vector Shift Right (Arithmetic).

**Parameters:**

*va* The vector

*s* The shift amount

**Returns:**

$va \gg vb$



**2.4.2.15** `vec32s vsra (vec32s va, vec32s vb)`

Vector Shift Right (Arithmetic).

**Parameters:**

*va* The vector

*vb* The shift amount vector

**Returns:**

$va \gg vb$

**2.4.2.16** `vec16u vsra (vec16u va, vec16u vb)`

Vector Shift Right (Arithmetic).

**Parameters:**

*va* The vector

*vb* The shift amount vector

**Returns:**

$va \gg vb$

**2.4.2.17** `vec16s vsra (vec16s va, vec16s vb)`

Vector Shift Right (Arithmetic).

**Parameters:**

*va* The vector

*vb* The shift amount vector

**Returns:**

$va \gg vb$

**2.4.2.18** `vec16s vsrc (vec16s va, vbool vc)`

Vector Right Shift-in with VC (Logical).

**Parameters:**

*va* Input vector  
*vc* Input vector condition being shifted in to MSB

**Returns:**

vector *va* right shift by 1 bit, with *vc* shifted into MSB

**2.4.2.19 vec32s vsrl (vec32s *va*, vec32s *vb*)**

Vector Shift Right (Logical).

**Parameters:**

*va* The vector  
*vb* The shift amount vector

**Returns:**

$va \gg vb$

**2.4.2.20 vec16u vsrl (vec16u *va*, vec16u *vb*)**

Vector Shift Right (Logical).

**Parameters:**

*va* The vector  
*vb* The shift amount vector

**Returns:**

$va \gg vb$

**2.4.2.21 vec16s vsrl (vec16s *va*, vec16s *vb*)**

Vector Shift Right (Logical).

**Parameters:**

*va* The vector  
*vb* The shift amount vector

**Returns:**

$va \gg vb$

**2.4.2.22 vec16s vsro (vec16s va, vbool vc)**

Vector Right Shift-in with OV (Logical).

**Parameters:**

- va* Input vector
- vc* Input OV vector being shifted in to MSB

**Returns:**

vector va right shift by 1 bit, with vc shifted into MSB

**2.4.2.23 vec16s vsro (vec16s va, vbool vc, vbool \*restrict vf)**

Vector Right Shift-in with OV (Logical).

**Parameters:**

- va* Input vector
- vc* Input OV vector being shifted in to MSB
- vf* Output vector of result LSB

**Returns:**

vector va right shift by 1 bit, with vc shifted into MSB

**2.5 Comparison Intrinsics**

Vector comparison intrinsics.

**Functions**

- vbool [vseq](#) (vec16s va, vec16s vb)  
*Vector Set Comparison Equal.*
- vbool [vsequ](#) (vec16u va, vec16u vb)  
*Vector Set Comparison Equal.*
- vbool [vseq](#) (vec16u va, vec16u vb)  
*Vector Set Comparison Equal.*
- vbool [vseq](#) (vec32s va, vec32s vb)  
*Vector Set Comparison Equal.*

- vbool **vseq** (vec32u va, vec32u vb)  
*Vector Set Comparison Equal.*
- vbool **vsne** (vec16s va, vec16s vb)  
*Vector Set Comparison Not Equal.*
- vbool **vsneu** (vec16u va, vec16u vb)  
*Vector Set Comparison Not Equal.*
- vbool **vsne** (vec16u va, vec16u vb)  
*Vector Set Comparison Not Equal.*
- vbool **vsne** (vec32s va, vec32s vb)  
*Vector Set Comparison Not Equal.*
- vbool **vsne** (vec32u va, vec32u vb)  
*Vector Set Comparison Not Equal.*
- vbool **vsge** (vec16s va, vec16s vb)  
*Vector Set Greater than or Equal.*
- vbool **vsgeu** (vec16u va, vec16u vb)  
*Vector Set Greater than or Equal.*
- vbool **vsge** (vec16u va, vec16u vb)  
*Vector Set Greater than or Equal.*
- vbool **vsge** (vec32s va, vec32s vb)  
*Vector Set Greater than or Equal.*
- vbool **vsge** (vec32u va, vec32u vb)  
*Vector Set Greater than or Equal.*
- vbool **vsgt** (vec16s va, vec16s vb)  
*Vector Set Greater than.*
- vbool **vsgtu** (vec16u va, vec16u vb)  
*Vector Set Greater than.*
- vbool **vsgt** (vec16u va, vec16u vb)  
*Vector Set Greater than.*
- vbool **vsgt** (vec32s va, vec32s vb)  
*Vector Set Greater than.*

- vbool **vsgt** (vec32u va, vec32u vb)  
*Vector Set Greater than.*
- vbool **vsle** (vec16s va, vec16s vb)  
*Vector Set Less than or Equal.*
- vbool **vsleu** (vec16u va, vec16u vb)  
*Vector Set Less than or Equal.*
- vbool **vsle** (vec16u va, vec16u vb)  
*Vector Set Less than or Equal.*
- vbool **vsle** (vec32s va, vec32s vb)  
*Vector Set Less than or Equal.*
- vbool **vsle** (vec32u va, vec32u vb)  
*Vector Set Less than or Equal.*
- vbool **vslt** (vec16s va, vec16s vb)  
*Vector Set Less than.*
- vbool **vsltu** (vec16u va, vec16u vb)  
*Vector Set Less than.*
- vbool **vslt** (vec16u va, vec16u vb)  
*Vector Set Less than.*
- vbool **vslt** (vec32s va, vec32s vb)  
*Vector Set Less than.*
- vbool **vslt** (vec32u va, vec32u vb)  
*Vector Set Less than.*

### 2.5.1 Detailed Description

Vector comparison intrinsics.

### 2.5.2 Function Documentation

#### 2.5.2.1 vbool vseq (vec32u va, vec32u vb)

Vector Set Comparison Equal.

**Parameters:**

*va* The first vector  
*vb* The second vector

**Returns:**

*va* == *vb*

**2.5.2.2 vbool vseq (vec32s *va*, vec32s *vb*)**

Vector Set Comparison Equal.

**Parameters:**

*va* The first vector  
*vb* The second vector

**Returns:**

*va* == *vb*

**2.5.2.3 vbool vseq (vec16u *va*, vec16u *vb*)**

Vector Set Comparison Equal.

**Parameters:**

*va* The first vector  
*vb* The second vector

**Returns:**

*va* == *vb*

**2.5.2.4 vbool vseq (vec16s *va*, vec16s *vb*)**

Vector Set Comparison Equal.

**Parameters:**

*va* The first vector  
*vb* The second vector

**Returns:**

*va* == *vb*

**2.5.2.5 vbool vsequ (vec16u *va*, vec16u *vb*)**

Vector Set Comparison Equal.

**Parameters:**

*va* The first vector  
*vb* The second vector

**Returns:**

*va* == *vb*

**2.5.2.6 vbool vsge (vec32u *va*, vec32u *vb*)**

Vector Set Greater than or Equal.

**Parameters:**

*va* The first vector  
*vb* The second vector

**Returns:**

*va* >= *vb*

**2.5.2.7 vbool vsge (vec32s *va*, vec32s *vb*)**

Vector Set Greater than or Equal.

**Parameters:**

*va* The first vector  
*vb* The second vector

**Returns:**

*va* >= *vb*

**2.5.2.8 vbool vsge (vec16u *va*, vec16u *vb*)**

Vector Set Greater than or Equal.

**Parameters:**

*va* The first vector  
*vb* The second vector

**Returns:**

$va \geq vb$

**2.5.2.9 vbool vsge (vec16s *va*, vec16s *vb*)**

Vector Set Greater than or Equal.

**Parameters:**

*va* The first vector  
*vb* The second vector

**Returns:**

$va \geq vb$

**2.5.2.10 vbool vsgeu (vec16u *va*, vec16u *vb*)**

Vector Set Greater than or Equal.

**Parameters:**

*va* The first vector  
*vb* The second vector

**Returns:**

$va \geq vb$

**2.5.2.11 vbool vsge (vec32u *va*, vec32u *vb*)**

Vector Set Greater than.

**Parameters:**

*va* The first vector  
*vb* The second vector

**Returns:**

$va > vb$



**2.5.2.12 vbool vsgt (vec32s *va*, vec32s *vb*)**

Vector Set Greater than.

**Parameters:**

*va* The first vector

*vb* The second vector

**Returns:**

$va > vb$

**2.5.2.13 vbool vsgt (vec16u *va*, vec16u *vb*)**

Vector Set Greater than.

**Parameters:**

*va* The first vector

*vb* The second vector

**Returns:**

$va > vb$

**2.5.2.14 vbool vsgt (vec16s *va*, vec16s *vb*)**

Vector Set Greater than.

**Parameters:**

*va* The first vector

*vb* The second vector

**Returns:**

$va > vb$

**2.5.2.15 vbool vsgtu (vec16u *va*, vec16u *vb*)**

Vector Set Greater than.

**Parameters:**

*va* The first vector  
*vb* The second vector

**Returns:**

$va > vb$

**2.5.2.16 vbool vsle (vec32u va, vec32u vb)**

Vector Set Less than or Equal.

**Parameters:**

*va* The first vector  
*vb* The second vector

**Returns:**

$va \leq vb$

**2.5.2.17 vbool vsle (vec32s va, vec32s vb)**

Vector Set Less than or Equal.

**Parameters:**

*va* The first vector  
*vb* The second vector

**Returns:**

$va \leq vb$

**2.5.2.18 vbool vsle (vec16u va, vec16u vb)**

Vector Set Less than or Equal.

**Parameters:**

*va* The first vector  
*vb* The second vector

**Returns:**

$va \leq vb$

**2.5.2.19 vbool vsle (vec16s *va*, vec16s *vb*)**

Vector Set Less than or Equal.

**Parameters:**

*va* The first vector

*vb* The second vector

**Returns:**

$va \leq vb$

**2.5.2.20 vbool vsleu (vec16u *va*, vec16u *vb*)**

Vector Set Less than or Equal.

**Parameters:**

*va* The first vector

*vb* The second vector

**Returns:**

$va \leq vb$

**2.5.2.21 vbool vslt (vec32u *va*, vec32u *vb*)**

Vector Set Less than.

**Parameters:**

*va* The first vector

*vb* The second vector

**Returns:**

$va < vb$

**2.5.2.22 vbool vslt (vec32s *va*, vec32s *vb*)**

Vector Set Less than.

**Parameters:**

*va* The first vector  
*vb* The second vector

**Returns:**

$va < vb$

**2.5.2.23 vbool vslt (vec16u va, vec16u vb)**

Vector Set Less than.

**Parameters:**

*va* The first vector  
*vb* The second vector

**Returns:**

$va < vb$

**2.5.2.24 vbool vslt (vec16s va, vec16s vb)**

Vector Set Less than.

**Parameters:**

*va* The first vector  
*vb* The second vector

**Returns:**

$va < vb$

**2.5.2.25 vbool vsltu (vec16u va, vec16u vb)**

Vector Set Less than.

**Parameters:**

*va* The first vector  
*vb* The second vector

**Returns:**

$va < vb$

**2.5.2.26 vbool vsne (vec32u *va*, vec32u *vb*)**

Vector Set Comparison Not Equal.

**Parameters:**

*va* The first vector  
*vb* The second vector

**Returns:**

$va \neq vb$

**2.5.2.27 vbool vsne (vec32s *va*, vec32s *vb*)**

Vector Set Comparison Not Equal.

**Parameters:**

*va* The first vector  
*vb* The second vector

**Returns:**

$va \neq vb$

**2.5.2.28 vbool vsne (vec16u *va*, vec16u *vb*)**

Vector Set Comparison Not Equal.

**Parameters:**

*va* The first vector  
*vb* The second vector

**Returns:**

$va \neq vb$

**2.5.2.29 vbool vsne (vec16s *va*, vec16s *vb*)**

Vector Set Comparison Not Equal.

**Parameters:**

- va* The first vector
- vb* The second vector

**Returns:**

*va* != *vb*

**2.5.2.30 vbool vsneu (vec16u va, vec16u vb)**

Vector Set Comparison Not Equal.

**Parameters:**

- va* The first vector
- vb* The second vector

**Returns:**

*va* != *vb*

**2.6 Element Ininsics**

Vector element intrinsics.

**Functions**

- bool **vget** (vbool va, int i)  
*Read vector element value at CU[i].*
- int08s **vget** (vec08s v, int i)  
*Read vector element value at CU[i].*
- int08u **vget** (vec08u v, int i)  
*Read vector element value at CU[i].*
- int16s **vget** (vec16s v, int i)  
*Read vector element value at CU[i].*
- int16u **vget** (vec16u v, int i)  
*Read vector element value at CU[i].*
- int32s **vget** (vec32s va, int c)  
*Read vector element value at CU[i].*

- `int32u vget (vec32u va, int c)`  
*Read vector element value at CU[i].*
- `vec08s vput (vec08s s0, int08s s1, int i)`  
*Write vector element from vector s1 in vector s0 at CU[i].*
- `vec08s vput (vec08s s0, int s1, int i)`  
*Write vector element from vector s1 in vector s0 at CU[i].*
- `vec08s vput (vec08s s0, vec08s s1, int i)`  
*Write vector element from vector s1 in vector s0 at CU[i].*
- `vec08s vput (vec08s s0, vec08s s1, vec08s i)`  
*Write vector element from vector s1 in vector s0 at CU[i].*
- `vec08u vput (vec08u s0, int08u s1, int i)`  
*Write vector element from vector s1 in vector s0 at CU[i].*
- `vec08u vput (vec08u s0, int s1, int i)`  
*Write vector element from vector s1 in vector s0 at CU[i].*
- `vec08u vput (vec08u s0, vec08u s1, int i)`  
*Write vector element from vector s1 in vector s0 at CU[i].*
- `vec08u vput (vec08u s0, vec08u s1, vec08u i)`  
*Write vector element from vector s1 in vector s0 at CU[i].*
- `vec16s vput (vec16s s0, int16s s1, int i)`  
*Write vector element from vector s1 in vector s0 at CU[i].*
- `vec16s vput (vec16s s0, int s1, int i)`  
*Write vector element from vector s1 in vector s0 at CU[i].*
- `vec16s vput (vec16s s0, vec16s s1, int i)`  
*Write vector element from vector s1 in vector s0 at CU[i].*
- `vec16s vput (vec16s s0, vec16s s1, vec16s i)`  
*Write vector element from vector s1 in vector s0 at CU[i].*
- `vec16u vput (vec16u s0, int16u s1, int i)`  
*Write vector element from vector s1 in vector s0 at CU[i].*
- `vec16u vput (vec16u s0, int s1, int i)`  
*Write vector element from vector s1 in vector s0 at CU[i].*
- `vec16u vput (vec16u s0, vec16u s1, int i)`

*Write vector element from vector  $s1$  in vector  $s0$  at  $CU[i]$ .*

- `vec16u vput (vec16u s0, vec16u s1, vec16u i)`

*Write vector element from vector  $s1$  in vector  $s0$  at  $CU[i]$ .*

- `vec32s vput (vec32s s0, int32s s1, int i)`

*Write vector element from vector  $s1$  in vector  $s0$  at  $CU[i]$ .*

- `vec32s vput (vec32s s0, vec32s s1, int i)`

*Write vector element from vector  $s1$  in vector  $s0$  at  $CU[i]$ .*

- `vec32u vput (vec32u s0, int32u s1, int i)`

*Write vector element from vector  $s1$  in vector  $s0$  at  $CU[i]$ .*

- `vec32u vput (vec32u s0, int s1, int i)`

*Write vector element from vector  $s1$  in vector  $s0$  at  $CU[i]$ .*

- `vec32u vput (vec32u s0, vec32u s1, int i)`

*Write vector element from vector  $s1$  in vector  $s0$  at  $CU[i]$ .*

### 2.6.1 Detailed Description

Vector element intrinsics.

### 2.6.2 Function Documentation

#### 2.6.2.1 `int32u vget (vec32u va, int c)`

Read vector element value at  $CU[i]$ .

##### Parameters:

*va* The vector

*c* The index

##### Returns:

`va[c]`

#### 2.6.2.2 `int32s vget (vec32s va, int c)`

Read vector element value at  $CU[i]$ .



**Parameters:**

*va* The vector

*c* The index

**Returns:**

va[c]

**2.6.2.3 int16u vget (vec16u *v*, int *i*)**

Read vector element value at CU[i].

**Parameters:**

*v* The vector

*i* The index

**Returns:**

va[i]

**2.6.2.4 int16s vget (vec16s *v*, int *i*)**

Read vector element value at CU[i].

**Parameters:**

*v* The vector

*i* The index

**Returns:**

va[i]

**2.6.2.5 int08u vget (vec08u *v*, int *i*)**

Read vector element value at CU[i].

**Parameters:**

*v* The vector

*i* The index

**Returns:**

va[i]

### 2.6.2.6 `int08s vget (vec08s v, int i)`

Read vector element value at CU[*i*].

**Parameters:**

*v* The vector

*i* The index

**Returns:**

va[*i*]

### 2.6.2.7 `bool vget (vbool va, int i)`

Read vector element value at CU[*i*].

**Parameters:**

*va* The vector

*i* The index

**Returns:**

va[*i*]

### 2.6.2.8 `vec32u vput (vec32u s0, vec32u s1, int i)`

Write vector element from vector *s1* in vector *s0* at CU[*i*].

**Parameters:**

*s0* The base vector

*s1* The new value

*i* The index

**Returns:**

*s0*, with *s1* at position *i*

**2.6.2.9 vec32u vput (vec32u s0, int s1, int i)**

Write vector element from vector s1 in vector s0 at CU[i].

**Parameters:**

*s0* The base vector

*s1* The new value

*i* The index

**Returns:**

s0, with s1 at position i

**2.6.2.10 vec32u vput (vec32u s0, int32u s1, int i)**

Write vector element from vector s1 in vector s0 at CU[i].

**Parameters:**

*s0* The base vector

*s1* The new value

*i* The index

**Returns:**

s0, with s1 at position i

**2.6.2.11 vec32s vput (vec32s s0, vec32s s1, int i)**

Write vector element from vector s1 in vector s0 at CU[i].

**Parameters:**

*s0* The base vector

*s1* The new value

*i* The index

**Returns:**

s0, with s1 at position i

**2.6.2.12 vec32s vput (vec32s *s0*, int32s *s1*, int *i*)**

Write vector element from vector *s1* in vector *s0* at CU[*i*].

**Parameters:**

*s0* The base vector

*s1* The new value

*i* The index

**Returns:**

*s0*, with *s1* at position *i*

**2.6.2.13 vec16u vput (vec16u *s0*, vec16u *s1*, vec16u *i*)**

Write vector element from vector *s1* in vector *s0* at CU[*i*].

**Parameters:**

*s0* The base vector

*s1* The new value

*i* The index

**Returns:**

*s0*, with *s1* at position *i*

**2.6.2.14 vec16u vput (vec16u *s0*, vec16u *s1*, int *i*)**

Write vector element from vector *s1* in vector *s0* at CU[*i*].

**Parameters:**

*s0* The base vector

*s1* The new value

*i* The index

**Returns:**

*s0*, with *s1* at position *i*

**2.6.2.15 vec16u vput (vec16u s0, int s1, int i)**

Write vector element from vector s1 in vector s0 at CU[i].

**Parameters:**

*s0* The base vector

*s1* The new value

*i* The index

**Returns:**

s0, with s1 at position i

**2.6.2.16 vec16u vput (vec16u s0, int16u s1, int i)**

Write vector element from vector s1 in vector s0 at CU[i].

**Parameters:**

*s0* The base vector

*s1* The new value

*i* The index

**Returns:**

s0, with s1 at position i

**2.6.2.17 vec16s vput (vec16s s0, vec16s s1, vec16s i)**

Write vector element from vector s1 in vector s0 at CU[i].

**Parameters:**

*s0* The base vector

*s1* The new value

*i* The index

**Returns:**

s0, with s1 at position i

**2.6.2.18 vec16s vput (vec16s s0, vec16s s1, int i)**

Write vector element from vector s1 in vector s0 at CU[i].

**Parameters:**

*s0* The base vector

*s1* The new value

*i* The index

**Returns:**

s0, with s1 at position i

**2.6.2.19 vec16s vput (vec16s s0, int s1, int i)**

Write vector element from vector s1 in vector s0 at CU[i].

**Parameters:**

*s0* The base vector

*s1* The new value

*i* The index

**Returns:**

s0, with s1 at position i

**2.6.2.20 vec16s vput (vec16s s0, int16s s1, int i)**

Write vector element from vector s1 in vector s0 at CU[i].

**Parameters:**

*s0* The base vector

*s1* The new value

*i* The index

**Returns:**

s0, with s1 at position i

**2.6.2.21 vec08u vput (vec08u s0, vec08u s1, vec08u i)**

Write vector element from vector s1 in vector s0 at CU[i].

**Parameters:**

*s0* The base vector

*s1* The new value

*i* The index

**Returns:**

s0, with s1 at position i

**2.6.2.22 vec08u vput (vec08u s0, vec08u s1, int i)**

Write vector element from vector s1 in vector s0 at CU[i].

**Parameters:**

*s0* The base vector

*s1* The new value

*i* The index

**Returns:**

s0, with s1 at position i

**2.6.2.23 vec08u vput (vec08u s0, int s1, int i)**

Write vector element from vector s1 in vector s0 at CU[i].

**Parameters:**

*s0* The base vector

*s1* The new value

*i* The index

**Returns:**

s0, with s1 at position i

**2.6.2.24 vec08u vput (vec08u s0, int08u s1, int i)**

Write vector element from vector s1 in vector s0 at CU[i].

**Parameters:**

*s0* The base vector

*s1* The new value

*i* The index

**Returns:**

s0, with s1 at position i

**2.6.2.25 vec08s vput (vec08s s0, vec08s s1, vec08s i)**

Write vector element from vector s1 in vector s0 at CU[i].

**Parameters:**

*s0* The base vector

*s1* The new value

*i* The index

**Returns:**

s0, with s1 at position i

**2.6.2.26 vec08s vput (vec08s s0, vec08s s1, int i)**

Write vector element from vector s1 in vector s0 at CU[i].

**Parameters:**

*s0* The base vector

*s1* The new value

*i* The index

**Returns:**

s0, with s1 at position i



**2.6.2.27 vec08s vput (vec08s s0, int s1, int i)**

Write vector element from vector s1 in vector s0 at CU[i].

**Parameters:**

*s0* The base vector

*s1* The new value

*i* The index

**Returns:**

s0, with s1 at position i

**2.6.2.28 vec08s vput (vec08s s0, int08s s1, int i)**

Write vector element from vector s1 in vector s0 at CU[i].

**Parameters:**

*s0* The base vector

*s1* The new value

*i* The index

**Returns:**

s0, with s1 at position i

**2.7 Memory Intrinsics**

Vector memory intrinsics.

**Functions**

- vec08s [vload](#) (const vec08s \*restrict ptr, vec16s vi)  
*Load from vector address.*
- vec08s [vload](#) (const vec08s \*restrict ptr, vec08s vi)  
*Load from vector address.*
- vec08s [vload](#) (const vec08s \*restrict ptr, vec08u vi)  
*Load from vector address.*
- vec08u [vload](#) (const vec08u \*restrict ptr, vec16s vi)

*Load from vector address.*

- `vec08u vload` (`const vec08u *restrict ptr, vec08s vi`)  
*Load from vector address.*
- `vec08u vload` (`const vec08u *restrict ptr, vec08u vi`)  
*Load from vector address.*
- `vec16s vload` (`const vec16s *restrict ptr, vec16s vi`)  
*Load from vector address.*
- `vec16s vload` (`const vec16s *restrict ptr, vec08s vi`)  
*Load from vector address.*
- `vec16s vload` (`const vec16s *restrict ptr, vec08u vi`)  
*Load from vector address.*
- `vec16u vload` (`const vec16u *restrict ptr, vec16s vi`)  
*Load from vector address.*
- `vec16u vload` (`const vec16u *restrict ptr, vec08s vi`)  
*Load from vector address.*
- `vec16u vload` (`const vec16u *restrict ptr, vec08u vi`)  
*Load from vector address.*
- `vec32s vload` (`const vec32s *restrict ptr, vec16s vi`)  
*Load from vector address.*
- `vec32s vload` (`const vec32s *restrict ptr, vec08s vi`)  
*Load from vector address.*
- `vec32s vload` (`const vec32s *restrict ptr, vec08u vi`)  
*Load from vector address.*
- `vec32u vload` (`const vec32u *restrict ptr, vec16s vi`)  
*Load from vector address.*
- `vec32u vload` (`const vec32u *restrict ptr, vec08s vi`)  
*Load from vector address.*
- `vec32u vload` (`const vec32u *restrict ptr, vec08u vi`)  
*Load from vector address.*
- `void vstore` (`vec08s *restrict ptr, vec16s vi, vec08s v`)  
*Store a value to a vector address.*

- void **vstore** (vec08s \*restrict ptr, vec08s vi, vec08s v)  
*Store a value to a vector address.*
- void **vstore** (vec08s \*restrict ptr, vec08u vi, vec08s v)  
*Store a value to a vector address.*
- void **vstore** (vec08u \*restrict ptr, vec16s vi, vec08u v)  
*Store a value to a vector address.*
- void **vstore** (vec08u \*restrict ptr, vec08s vi, vec08u v)  
*Store a value to a vector address.*
- void **vstore** (vec08u \*restrict ptr, vec08u vi, vec08u v)  
*Store a value to a vector address.*
- void **vstore** (vec16s \*restrict ptr, vec16s vi, vec16s v)  
*Store a value to a vector address.*
- void **vstore** (vec16s \*restrict ptr, vec08s vi, vec16s v)  
*Store a value to a vector address.*
- void **vstore** (vec16s \*restrict ptr, vec08u vi, vec16s v)  
*Store a value to a vector address.*
- void **vstore** (vec16u \*restrict ptr, vec16s vi, vec16u v)  
*Store a value to a vector address.*
- void **vstore** (vec16u \*restrict ptr, vec08s vi, vec16u v)  
*Store a value to a vector address.*
- void **vstore** (vec16u \*restrict ptr, vec08u vi, vec16u v)  
*Store a value to a vector address.*
- void **vstore** (vec32s \*restrict ptr, vec16s vi, vec32s v)  
*Store a value to a vector address.*
- void **vstore** (vec32s \*restrict ptr, vec08s vi, vec32s v)  
*Store a value to a vector address.*
- void **vstore** (vec32s \*restrict ptr, vec08u vi, vec32s v)  
*Store a value to a vector address.*
- void **vstore** (vec32u \*restrict ptr, vec16s vi, vec32u v)  
*Store a value to a vector address.*

- void `vstore` (vec32u \*restrict ptr, vec08s vi, vec32u v)  
*Store a value to a vector address.*
- void `vstore` (vec32u \*restrict ptr, vec08u vi, vec32u v)  
*Store a value to a vector address.*

### 2.7.1 Detailed Description

Vector memory intrinsics.

### 2.7.2 Function Documentation

#### 2.7.2.1 vec32u vload (const vec32u \*restrict ptr, vec08u vi)

Load from vector address.

**Parameters:**

- ptr* The base address  
*vi* The vector index

**Returns:**

ptr[vi]

#### 2.7.2.2 vec32u vload (const vec32u \*restrict ptr, vec08s vi)

Load from vector address.

**Parameters:**

- ptr* The base address  
*vi* The vector index

**Returns:**

ptr[vi]

#### 2.7.2.3 vec32u vload (const vec32u \*restrict ptr, vec16s vi)

Load from vector address.

**Parameters:**

*ptr* The base address

*vi* The vector index

**Returns:**

*ptr*[*vi*]

**2.7.2.4 vec32s vload (const vec32s \*restrict *ptr*, vec08u *vi*)**

Load from vector address.

**Parameters:**

*ptr* The base address

*vi* The vector index

**Returns:**

*ptr*[*vi*]

**2.7.2.5 vec32s vload (const vec32s \*restrict *ptr*, vec08s *vi*)**

Load from vector address.

**Parameters:**

*ptr* The base address

*vi* The vector index

**Returns:**

*ptr*[*vi*]

**2.7.2.6 vec32s vload (const vec32s \*restrict *ptr*, vec16s *vi*)**

Load from vector address.

**Parameters:**

*ptr* The base address

*vi* The vector index

**Returns:**

*ptr*[*vi*]

**2.7.2.7 vec16u vload (const vec16u \*restrict *ptr*, vec08u *vi*)**

Load from vector address.

**Parameters:**

*ptr* The base address

*vi* The vector index

**Returns:**

*ptr*[*vi*]

**2.7.2.8 vec16u vload (const vec16u \*restrict *ptr*, vec08s *vi*)**

Load from vector address.

**Parameters:**

*ptr* The base address

*vi* The vector index

**Returns:**

*ptr*[*vi*]

**2.7.2.9 vec16u vload (const vec16u \*restrict *ptr*, vec16s *vi*)**

Load from vector address.

**Parameters:**

*ptr* The base address

*vi* The vector index

**Returns:**

*ptr*[*vi*]

**2.7.2.10 vec16s vload (const vec16s \*restrict *ptr*, vec08u *vi*)**

Load from vector address.

**Parameters:**

*ptr* The base address

*vi* The vector index

**Returns:**

*ptr*[*vi*]

**2.7.2.11 vec16s vload (const vec16s \*restrict ptr, vec08s vi)**

Load from vector address.

**Parameters:**

*ptr* The base address

*vi* The vector index

**Returns:**

*ptr*[*vi*]

**2.7.2.12 vec16s vload (const vec16s \*restrict ptr, vec16s vi)**

Load from vector address.

**Parameters:**

*ptr* The base address

*vi* The vector index

**Returns:**

*ptr*[*vi*]

**2.7.2.13 vec08u vload (const vec08u \*restrict ptr, vec08u vi)**

Load from vector address.

**Parameters:**

*ptr* The base address

*vi* The vector index

**Returns:**

*ptr*[*vi*]

**2.7.2.14 vec08u vload (const vec08u \*restrict *ptr*, vec08s *vi*)**

Load from vector address.

**Parameters:**

*ptr* The base address

*vi* The vector index

**Returns:**

*ptr*[*vi*]

**2.7.2.15 vec08u vload (const vec08u \*restrict *ptr*, vec16s *vi*)**

Load from vector address.

**Parameters:**

*ptr* The base address

*vi* The vector index

**Returns:**

*ptr*[*vi*]

**2.7.2.16 vec08s vload (const vec08s \*restrict *ptr*, vec08u *vi*)**

Load from vector address.

**Parameters:**

*ptr* The base address

*vi* The vector index

**Returns:**

*ptr*[*vi*]

**2.7.2.17 vec08s vload (const vec08s \*restrict *ptr*, vec08s *vi*)**

Load from vector address.



**Parameters:**

*ptr* The base address

*vi* The vector index

**Returns:**

*ptr*[*vi*]

**2.7.2.18 vec08s vload (const vec08s \*restrict *ptr*, vec16s *vi*)**

Load from vector address.

**Parameters:**

*ptr* The base address

*vi* The vector index

**Returns:**

*ptr*[*vi*]

**2.7.2.19 void vstore (vec32u \*restrict *ptr*, vec08u *vi*, vec32u *v*)**

Store a value to a vector address.

**Parameters:**

*ptr* The base address

*vi* The vector index

*v* The value that will be written

**2.7.2.20 void vstore (vec32u \*restrict *ptr*, vec08s *vi*, vec32u *v*)**

Store a value to a vector address.

**Parameters:**

*ptr* The base address

*vi* The vector index

*v* The value that will be written

**2.7.2.21 void vstore (vec32u \*restrict *ptr*, vec16s *vi*, vec32u *v*)**

Store a value to a vector address.

**Parameters:**

- ptr* The base address
- vi* The vector index
- v* The value that will be written

**2.7.2.22 void vstore (vec32s \*restrict *ptr*, vec08u *vi*, vec32s *v*)**

Store a value to a vector address.

**Parameters:**

- ptr* The base address
- vi* The vector index
- v* The value that will be written

**2.7.2.23 void vstore (vec32s \*restrict *ptr*, vec08s *vi*, vec32s *v*)**

Store a value to a vector address.

**Parameters:**

- ptr* The base address
- vi* The vector index
- v* The value that will be written

**2.7.2.24 void vstore (vec32s \*restrict *ptr*, vec16s *vi*, vec32s *v*)**

Store a value to a vector address.

**Parameters:**

- ptr* The base address
- vi* The vector index
- v* The value that will be written

**2.7.2.25 void vstore (vec16u \*restrict *ptr*, vec08u *vi*, vec16u *v*)**

Store a value to a vector address.

**Parameters:**

- ptr* The base address
- vi* The vector index
- v* The value that will be written

**2.7.2.26 void vstore (vec16u \*restrict *ptr*, vec08s *vi*, vec16u *v*)**

Store a value to a vector address.

**Parameters:**

- ptr* The base address
- vi* The vector index
- v* The value that will be written

**2.7.2.27 void vstore (vec16u \*restrict *ptr*, vec16s *vi*, vec16u *v*)**

Store a value to a vector address.

**Parameters:**

- ptr* The base address
- vi* The vector index
- v* The value that will be written

**2.7.2.28 void vstore (vec16s \*restrict *ptr*, vec08u *vi*, vec16s *v*)**

Store a value to a vector address.

**Parameters:**

- ptr* The base address
- vi* The vector index
- v* The value that will be written

**2.7.2.29 void vstore (vec16s \*restrict *ptr*, vec08s *vi*, vec16s *v*)**

Store a value to a vector address.

**Parameters:**

- ptr* The base address
- vi* The vector index
- v* The value that will be written

**2.7.2.30 void vstore (vec16s \*restrict *ptr*, vec16s *vi*, vec16s *v*)**

Store a value to a vector address.

**Parameters:**

- ptr* The base address
- vi* The vector index
- v* The value that will be written

**2.7.2.31 void vstore (vec08u \*restrict *ptr*, vec08u *vi*, vec08u *v*)**

Store a value to a vector address.

**Parameters:**

- ptr* The base address
- vi* The vector index
- v* The value that will be written

**2.7.2.32 void vstore (vec08u \*restrict *ptr*, vec08s *vi*, vec08u *v*)**

Store a value to a vector address.

**Parameters:**

- ptr* The base address
- vi* The vector index
- v* The value that will be written

**2.7.2.33 void vstore (vec08u \*restrict *ptr*, vec16s *vi*, vec08u *v*)**

Store a value to a vector address.

**Parameters:**

- ptr* The base address
- vi* The vector index
- v* The value that will be written

**2.7.2.34 void vstore (vec08s \*restrict *ptr*, vec08u *vi*, vec08s *v*)**

Store a value to a vector address.

**Parameters:**

- ptr* The base address
- vi* The vector index
- v* The value that will be written

**2.7.2.35 void vstore (vec08s \*restrict *ptr*, vec08s *vi*, vec08s *v*)**

Store a value to a vector address.

**Parameters:**

- ptr* The base address
- vi* The vector index
- v* The value that will be written

**2.7.2.36 void vstore (vec08s \*restrict *ptr*, vec16s *vi*, vec08s *v*)**

Store a value to a vector address.

**Parameters:**

- ptr* The base address
- vi* The vector index
- v* The value that will be written

## 2.8 Specialized Shift Intrinsics

Vector specialized shift intrinsics.

### Functions

- void **vsllx** (vec16s \*restrict vc, vec16s \*restrict vd, vec16s va, vec16s vb, vec16s vs)  
*Vector Shift Left (Logical) of vec16 pairs.*
- void **vsrax** (vec16s \*restrict vc, vec16s \*restrict vd, vec16s va, vec16s vb, vec16s vs)  
*Vector Shift Right (Arithmetic) of vec16 pairs.*
- void **vsrlx** (vec16s \*restrict vc, vec16s \*restrict vd, vec16s va, vec16s vb, vec16s vs)  
*Vector Shift Right (Logical) of vec16 pairs.*
- void **vsllx** (vec16u \*restrict vc, vec16u \*restrict vd, vec16u va, vec16u vb, vec16u vs)  
*Vector Shift Left (Logical) of vec16 pairs.*
- void **vsrax** (vec16u \*restrict vc, vec16u \*restrict vd, vec16u va, vec16u vb, vec16u vs)  
*Vector Shift Right (Arithmetic) of vec16 pairs.*
- void **vsrlx** (vec16u \*restrict vc, vec16u \*restrict vd, vec16u va, vec16u vb, vec16u vs)  
*Vector Shift Right (Logical) of vec16 pairs.*
- void **vsr** (vec16u \*restrict vc, vec16u \*restrict vd, vec16u va, vec16u vb, int s)  
*Vector Shift Right (Arithmetic) of vec16 pairs.*

### 2.8.1 Detailed Description

Vector specialized shift intrinsics.

### 2.8.2 Function Documentation

#### 2.8.2.1 void vsllx (vec16u \*restrict vc, vec16u \*restrict vd, vec16u va, vec16u vb, vec16u vs)

Vector Shift Left (Logical) of vec16 pairs.

**Parameters:**

*vc* [out] Pointer to the lo part  
*vd* [out] Pointer to the hi part  
*va* The lo part  
*vb* The hi part  
*vs* The shift amount

**2.8.2.2 void vsllx (vec16s \*restrict *vc*, vec16s \*restrict *vd*, vec16s *va*, vec16s *vb*, vec16s *vs*)**

Vector Shift Left (Logical) of vec16 pairs.

**Parameters:**

*vc* [out] Pointer to the lo part  
*vd* [out] Pointer to the hi part  
*va* The lo part  
*vb* The hi part  
*vs* The shift amount

**2.8.2.3 void vsr (vec16u \*restrict *vc*, vec16u \*restrict *vd*, vec16u *va*, vec16u *vb*, int *s*)**

Vector Shift Right (Arithmetic) of vec16 pairs.

**Parameters:**

*vc* [out] Pointer to the lo part  
*vd* [out] Pointer to the hi part  
*va* The lo part  
*vb* The hi part  
*s* The shift amount

**2.8.2.4 void vsrax (vec16u \*restrict *vc*, vec16u \*restrict *vd*, vec16u *va*, vec16u *vb*, vec16u *vs*)**

Vector Shift Right (Arithmetic) of vec16 pairs.

**Parameters:**

*vc* [out] Pointer to the lo part  
*vd* [out] Pointer to the hi part  
*va* The lo part  
*vb* The hi part  
*vs* The shift amount

**2.8.2.5** `void vsrax (vec16s *restrict vc, vec16s *restrict vd, vec16s va, vec16s vb, vec16s vs)`

Vector Shift Right (Arithmetic) of vec16 pairs.

**Parameters:**

*vc* [out] Pointer to the lo part  
*vd* [out] Pointer to the hi part  
*va* The lo part  
*vb* The hi part  
*vs* The shift amount

**2.8.2.6** `void vsrlx (vec16u *restrict vc, vec16u *restrict vd, vec16u va, vec16u vb, vec16u vs)`

Vector Shift Right (Logical) of vec16 pairs.

**Parameters:**

*vc* [out] Pointer to the lo part  
*vd* [out] Pointer to the hi part  
*va* The lo part  
*vb* The hi part  
*vs* The shift amount

**2.8.2.7** `void vsrlx (vec16s *restrict vc, vec16s *restrict vd, vec16s va, vec16s vb, vec16s vs)`

Vector Shift Right (Logical) of vec16 pairs.



**Parameters:**

- vc** [out] Pointer to the lo part
- vd** [out] Pointer to the hi part
- va** The lo part
- vb** The hi part
- vs** The shift amount

## 2.9 Specialized Multiplication Intrinsics

Vector specialized multiplication intrinsics.

**Functions**

- vec16u **vmul\_ulul** (vec16s a, vec16s b)  
*Vector multiplication unsigned-low unsigned-low.*
- vec16u **vmul\_ulul** (vec16u a, vec16u b)  
*Vector multiplication unsigned-low unsigned-low.*
- vec16u **vmul\_uluh** (vec16s a, vec16s b)  
*Vector multiplication unsigned-low unsigned-high.*
- vec16u **vmul\_uluh** (vec16u a, vec16u b)  
*Vector multiplication unsigned-low unsigned-high.*
- vec16s **vmul\_ulsh** (vec16s a, vec16s b)  
*Vector multiplication unsigned-low signed-high.*
- vec16u **vmul\_ulsh** (vec16u a, vec16u b)  
*Vector multiplication unsigned-low signed-high.*
- vec16u **vmul\_uhul** (vec16s a, vec16s b)  
*Vector multiplication unsigned-high unsigned-low.*
- vec16u **vmul\_uhul** (vec16u a, vec16u b)  
*Vector multiplication unsigned-high unsigned-low.*
- vec16u **vmul\_uhuh** (vec16s a, vec16s b)  
*Vector multiplication unsigned-high unsigned-high.*
- vec16u **vmul\_uhuh** (vec16u a, vec16u b)  
*Vector multiplication unsigned-high unsigned-high.*
- vec16s **vmul\_uhsh** (vec16s a, vec16s b)

*Vector multiplication unsigned-high signed-high.*

- vec16u [vmul\\_uhsh](#) (vec16u a, vec16u b)  
*Vector multiplication unsigned-high signed-high.*
- vec16s [vmul\\_shul](#) (vec16s a, vec16s b)  
*Vector multiplication signed-high unsigned-low.*
- vec16u [vmul\\_shul](#) (vec16u a, vec16u b)  
*Vector multiplication signed-high unsigned-low.*
- vec16s [vmul\\_shuh](#) (vec16s a, vec16s b)  
*Vector multiplication signed-high unsigned-high.*
- vec16u [vmul\\_shuh](#) (vec16u a, vec16u b)  
*Vector multiplication signed-high unsigned-high.*
- vec16s [vmul\\_shsh](#) (vec16s a, vec16s b)  
*Vector multiplication signed-high signed-high.*
- vec16u [vmul\\_shsh](#) (vec16u a, vec16u b)  
*Vector multiplication signed-high signed-high.*
- vec16s [vmul\\_slul](#) (vec16s a, vec16s b)  
*Vector multiplication signed-low unsigned-low.*
- vec16u [vmul\\_slul](#) (vec16u a, vec16u b)  
*Vector multiplication signed-low unsigned-low.*
- vec16s [vmul\\_uls](#) (vec16s a, vec16s b)  
*Vector multiplication unsigned-low signed-low.*
- vec16u [vmul\\_uls](#) (vec16u a, vec16u b)  
*Vector multiplication unsigned-low signed-low.*
- vec16s [vmul\\_uhsl](#) (vec16s a, vec16s b)  
*Vector multiplication unsigned-high signed-low.*
- vec16u [vmul\\_uhsl](#) (vec16u a, vec16u b)  
*Vector multiplication unsigned-high signed-low.*
- vec16s [vmul\\_sls](#) (vec16s a, vec16s b)  
*Vector multiplication signed-low signed-low.*
- vec16u [vmul\\_sls](#) (vec16u a, vec16u b)  
*Vector multiplication signed-low signed-low.*

- `vec16s vmul_shsl` (`vec16s a`, `vec16s b`)  
*Vector multiplication signed-high signed-low.*
- `vec16u vmul_shsl` (`vec16u a`, `vec16u b`)  
*Vector multiplication signed-high signed-low.*
- `vec16s vmul_sluh` (`vec16s a`, `vec16s b`)  
*Vector multiplication signed-low unsigned-high.*
- `vec16u vmul_sluh` (`vec16u a`, `vec16u b`)  
*Vector multiplication signed-low unsigned-high.*
- `vec16s vmul_slsh` (`vec16s a`, `vec16s b`)  
*Vector multiplication signed-low signed-high.*
- `vec16u vmul_slsh` (`vec16u a`, `vec16u b`)  
*Vector multiplication signed-low signed-high.*
- `void vmul` (`vec16s *restrict h`, `vec16u *restrict l`, `vec16s a`, `vec16s b`)  
*Vector 16 x 16 -> 32-bit multiplication.*
- `void vmul` (`vec16s *restrict h`, `vec16u *restrict l`, `vec16u a`, `vec16s b`)  
*Vector 16 x 16 -> 32-bit multiplication.*
- `void vmul` (`vec16s *restrict h`, `vec16u *restrict l`, `vec16s a`, `vec16u b`)  
*Vector 16 x 16 -> 32-bit multiplication.*
- `void vmul` (`vec16u *restrict h`, `vec16u *restrict l`, `vec16u a`, `vec16u b`)  
*Vector 16 x 16 -> 32-bit multiplication.*
- `void vmac` (`vec16s *restrict h`, `vec16u *restrict l`, `vec16s a`, `vec16s b`)  
*Vector 16 x 16 -> 32-bit mult-add.*
- `void vmac` (`vec16s *restrict h`, `vec16u *restrict l`, `vec16u a`, `vec16s b`)  
*Vector 16 x 16 -> 32-bit mult-add.*
- `void vmac` (`vec16s *restrict h`, `vec16u *restrict l`, `vec16s a`, `vec16u b`)  
*Vector 16 x 16 -> 32-bit mult-add.*
- `void vmac` (`vec16u *restrict h`, `vec16u *restrict l`, `vec16u a`, `vec16u b`)  
*Vector 16 x 16 -> 32-bit mult-add.*
- `void vmad` (`vec16s *restrict h`, `vec16u *restrict l`, `vec16s a`, `vec16s b`, `vec16s ch`, `vec16u cl`)  
*Vector 16 x 16 -> 32-bit mult-add with src.*

- void **vmad** (vec16s \*restrict *h*, vec16u \*restrict *l*, vec16u *a*, vec16s *b*, vec16s *ch*, vec16u *cl*)  
*Vector 16 x 16 -> 32-bit mult-add with src.*
- void **vmad** (vec16s \*restrict *h*, vec16u \*restrict *l*, vec16s *a*, vec16u *b*, vec16s *ch*, vec16u *cl*)  
*Vector 16 x 16 -> 32-bit mult-add with src.*
- void **vmad** (vec16u \*restrict *h*, vec16u \*restrict *l*, vec16u *a*, vec16u *b*, vec16u *ch*, vec16u *cl*)  
*Vector 16 x 16 -> 32-bit mult-add with src.*

### 2.9.1 Detailed Description

Vector specialized multiplication intrinsics.

### 2.9.2 Function Documentation

#### 2.9.2.1 void vmac (vec16u \*restrict *h*, vec16u \*restrict *l*, vec16u *a*, vec16u *b*)

Vector 16 x 16 -> 32-bit mult-add.

**Parameters:**

- h* [out] Pointer to output vector for high 16-bit result
- l* [out] Pointer to output vector for low 16-bit result
- a* First input vector
- b* Second input vector

#### 2.9.2.2 void vmac (vec16s \*restrict *h*, vec16u \*restrict *l*, vec16s *a*, vec16u *b*)

Vector 16 x 16 -> 32-bit mult-add.

**Parameters:**

- h* [out] Pointer to output vector for high 16-bit result
- l* [out] Pointer to output vector for low 16-bit result
- a* First input vector
- b* Second input vector

**2.9.2.3 void vmac (vec16s \*restrict *h*, vec16u \*restrict *l*, vec16u *a*, vec16s *b*)**

Vector 16 x 16 -> 32-bit mult-add.

**Parameters:**

*h* [out] Pointer to output vector for high 16-bit result

*l* [out] Pointer to output vector for low 16-bit result

*a* First input vector

*b* Second input vector

**2.9.2.4 void vmac (vec16s \*restrict *h*, vec16u \*restrict *l*, vec16s *a*, vec16s *b*)**

Vector 16 x 16 -> 32-bit mult-add.

**Parameters:**

*h* [out] Pointer to output vector for high 16-bit result

*l* [out] Pointer to output vector for low 16-bit result

*a* First input vector

*b* Second input vector

**2.9.2.5 void vmad (vec16u \*restrict *h*, vec16u \*restrict *l*, vec16u *a*, vec16u *b*,  
vec16u *ch*, vec16u *cl*)**

Vector 16 x 16 -> 32-bit mult-add with src.

**Parameters:**

*h* [out] Pointer to output vector for high 16-bit result

*l* [out] Pointer to output vector for low 16-bit result

*a* First input vector

*b* Second input vector

*ch* High 16-bit of addend input vector

*cl* Low 16-bit of addend input vector

**2.9.2.6** void vmad (vec16s \*restrict *h*, vec16u \*restrict *l*, vec16s *a*, vec16u *b*,  
vec16s *ch*, vec16u *cl*)

Vector 16 x 16 -> 32-bit mult-add with src.

**Parameters:**

*h* [out] Pointer to output vector for high 16-bit result  
*l* [out] Pointer to output vector for low 16-bit result  
*a* First input vector  
*b* Second input vector  
*ch* High 16-bit of addend input vector  
*cl* Low 16-bit of addend input vector

**2.9.2.7** void vmad (vec16s \*restrict *h*, vec16u \*restrict *l*, vec16u *a*, vec16s *b*,  
vec16s *ch*, vec16u *cl*)

Vector 16 x 16 -> 32-bit mult-add with src.

**Parameters:**

*h* [out] Pointer to output vector for high 16-bit result  
*l* [out] Pointer to output vector for low 16-bit result  
*a* First input vector  
*b* Second input vector  
*ch* High 16-bit of addend input vector  
*cl* Low 16-bit of addend input vector

**2.9.2.8** void vmad (vec16s \*restrict *h*, vec16u \*restrict *l*, vec16s *a*, vec16s *b*,  
vec16s *ch*, vec16u *cl*)

Vector 16 x 16 -> 32-bit mult-add with src.

**Parameters:**

*h* [out] Pointer to output vector for high 16-bit result  
*l* [out] Pointer to output vector for low 16-bit result  
*a* First input vector  
*b* Second input vector  
*ch* High 16-bit of addend input vector  
*cl* Low 16-bit of addend input vector

**2.9.2.9 void vmul (vec16u \*restrict *h*, vec16u \*restrict *l*, vec16u *a*, vec16u *b*)**

Vector 16 x 16 -> 32-bit multiplication.

**Parameters:**

- h* [out] Pointer to output vector for high 16-bit result
- l* [out] Pointer to output vector for low 16-bit result
- a* First input vector
- b* Second input vector

**2.9.2.10 void vmul (vec16s \*restrict *h*, vec16u \*restrict *l*, vec16s *a*, vec16u *b*)**

Vector 16 x 16 -> 32-bit multiplication.

**Parameters:**

- h* [out] Pointer to output vector for high 16-bit result
- l* [out] Pointer to output vector for low 16-bit result
- a* First input vector
- b* Second input vector

**2.9.2.11 void vmul (vec16s \*restrict *h*, vec16u \*restrict *l*, vec16u *a*, vec16s *b*)**

Vector 16 x 16 -> 32-bit multiplication.

**Parameters:**

- h* [out] Pointer to output vector for high 16-bit result
- l* [out] Pointer to output vector for low 16-bit result
- a* First input vector
- b* Second input vector

**2.9.2.12 void vmul (vec16s \*restrict *h*, vec16u \*restrict *l*, vec16s *a*, vec16s *b*)**

Vector 16 x 16 -> 32-bit multiplication.

**Parameters:**

- h* [out] Pointer to output vector for high 16-bit result

*l* [out] Pointer to output vector for low 16-bit result

*a* First input vector

*b* Second input vector

#### 2.9.2.13 `vec16u vmul_shsh (vec16u a, vec16u b)`

Vector multiplication signed-high signed-high.

**Parameters:**

*a* The first vector

*b* The second vector

**Returns:**

$va(\text{signed-high}) * vb(\text{signed-high})$

#### 2.9.2.14 `vec16s vmul_shsh (vec16s a, vec16s b)`

Vector multiplication signed-high signed-high.

**Parameters:**

*a* The first vector

*b* The second vector

**Returns:**

$va(\text{signed-high}) * vb(\text{signed-high})$

#### 2.9.2.15 `vec16u vmul_shsl (vec16u a, vec16u b)`

Vector multiplication signed-high signed-low.

**Parameters:**

*a* The first vector

*b* The second vector

**Returns:**

$va(\text{signed-high}) * vb(\text{signed-low})$



**2.9.2.16 vec16s vmul\_shsl (vec16s *a*, vec16s *b*)**

Vector multiplication signed-high signed-low.

**Parameters:**

- a* The first vector
- b* The second vector

**Returns:**

va(signed-high) \* vb(signed-low)

**2.9.2.17 vec16u vmul\_shuh (vec16u *a*, vec16u *b*)**

Vector multiplication signed-high unsigned-high.

**Parameters:**

- a* The first vector
- b* The second vector

**Returns:**

va(signed-high) \* vb(unsigned-high)

**2.9.2.18 vec16s vmul\_shuh (vec16s *a*, vec16s *b*)**

Vector multiplication signed-high unsigned-high.

**Parameters:**

- a* The first vector
- b* The second vector

**Returns:**

va(signed-high) \* vb(unsigned-high)

**2.9.2.19 vec16u vmul\_shul (vec16u *a*, vec16u *b*)**

Vector multiplication signed-high unsigned-low.

**Parameters:**

- a* The first vector
- b* The second vector

**Returns:**

va(signed-high) \* vb(unsigned-low)

**2.9.2.20 vec16s vmul\_shul (vec16s *a*, vec16s *b*)**

Vector multiplication signed-high unsigned-low.

**Parameters:**

- a* The first vector
- b* The second vector

**Returns:**

va(signed-high) \* vb(unsigned-low)

**2.9.2.21 vec16u vmul\_slsh (vec16u *a*, vec16u *b*)**

Vector multiplication signed-low signed-high.

**Parameters:**

- a* The first vector
- b* The second vector

**Returns:**

va(signed-low) \* vb(signed-high)

**2.9.2.22 vec16s vmul\_slsh (vec16s *a*, vec16s *b*)**

Vector multiplication signed-low signed-high.

**Parameters:**

- a* The first vector
- b* The second vector

**Returns:**

va(signed-low) \* vb(signed-high)

**2.9.2.23 vec16u vmul\_ssl (vec16u *a*, vec16u *b*)**

Vector multiplication signed-low signed-low.

**Parameters:**

- a* The first vector
- b* The second vector

**Returns:**

$va(\text{signed-lo}) * vb(\text{signed-lo})$

**2.9.2.24 vec16s vmul\_ssl (vec16s *a*, vec16s *b*)**

Vector multiplication signed-low signed-low.

**Parameters:**

- a* The first vector
- b* The second vector

**Returns:**

$va(\text{signed-lo}) * vb(\text{signed-lo})$

**2.9.2.25 vec16u vmul\_sluh (vec16u *a*, vec16u *b*)**

Vector multiplication signed-low unsigned-high.

**Parameters:**

- a* The first vector
- b* The second vector

**Returns:**

$va(\text{signed-low}) * vb(\text{unsigned-high})$

**2.9.2.26 vec16s vmul\_sluh (vec16s *a*, vec16s *b*)**

Vector multiplication signed-low unsigned-high.

**Parameters:**

- a* The first vector
- b* The second vector

**Returns:**

va(signed-low) \* vb(unsigned-high)

**2.9.2.27 vec16u vmul\_slul (vec16u *a*, vec16u *b*)**

Vector multiplication signed-low unsigned-low.

**Parameters:**

- a* The first vector
- b* The second vector

**Returns:**

va(signed-low) \* vb(unsigned-low)

**2.9.2.28 vec16s vmul\_slul (vec16s *a*, vec16s *b*)**

Vector multiplication signed-low unsigned-low.

**Parameters:**

- a* The first vector
- b* The second vector

**Returns:**

va(signed-low) \* vb(unsigned-low)

**2.9.2.29 vec16u vmul\_uhsh (vec16u *a*, vec16u *b*)**

Vector multiplication unsigned-high signed-high.

**Parameters:**

- a* The first vector
- b* The second vector

**Returns:**

va(unsigned-high) \* vb(signed-high)

**2.9.2.30 vec16s vmul\_uhsh (vec16s *a*, vec16s *b*)**

Vector multiplication unsigned-high signed-high.

**Parameters:**

- a* The first vector
- b* The second vector

**Returns:**

va(unsigned-high) \* vb(signed-high)

**2.9.2.31 vec16u vmul\_uhsl (vec16u *a*, vec16u *b*)**

Vector multiplication unsigned-high signed-low.

**Parameters:**

- a* The first vector
- b* The second vector

**Returns:**

va(unsigned-high) \* vb(signed-low)

**2.9.2.32 vec16s vmul\_uhsl (vec16s *a*, vec16s *b*)**

Vector multiplication unsigned-high signed-low.

**Parameters:**

- a* The first vector
- b* The second vector

**Returns:**

va(unsigned-high) \* vb(signed-low)

**2.9.2.33 vec16u vmul\_uhuh (vec16u *a*, vec16u *b*)**

Vector multiplication unsigned-high unsigned-high.

**Parameters:**

- a* The first vector
- b* The second vector

**Returns:**

va(unsigned-high) \* vb(unsigned-high)

**2.9.2.34 vec16u vmul\_uhuh (vec16s *a*, vec16s *b*)**

Vector multiplication unsigned-high unsigned-high.

**Parameters:**

- a* The first vector
- b* The second vector

**Returns:**

va(unsigned-high) \* vb(unsigned-high)

**2.9.2.35 vec16u vmul\_uhul (vec16u *a*, vec16u *b*)**

Vector multiplication unsigned-high unsigned-low.

**Parameters:**

- a* The first vector
- b* The second vector

**Returns:**

va(unsigned-high) \* vb(unsigned-low)

**2.9.2.36 vec16u vmul\_uhul (vec16s *a*, vec16s *b*)**

Vector multiplication unsigned-high unsigned-low.

**Parameters:**

- a* The first vector
- b* The second vector

**Returns:**

va(unsigned-high) \* vb(unsigned-low)

**2.9.2.37 vec16u vmul\_ulsh (vec16u *a*, vec16u *b*)**

Vector multiplication unsigned-low signed-high.

**Parameters:**

- a* The first vector
- b* The second vector

**Returns:**

va(unsigned-low) \* vb(signed-high)

**2.9.2.38 vec16s vmul\_ulsh (vec16s *a*, vec16s *b*)**

Vector multiplication unsigned-low signed-high.

**Parameters:**

- a* The first vector
- b* The second vector

**Returns:**

va(unsigned-low) \* vb(signed-high)

**2.9.2.39 vec16u vmul\_uls (vec16u *a*, vec16u *b*)**

Vector multiplication unsigned-low signed-low.

**Parameters:**

- a* The first vector
- b* The second vector

**Returns:**

va(unsigned-low) \* vb(signed-low)

**2.9.2.40 vec16s vmul\_uls (vec16s *a*, vec16s *b*)**

Vector multiplication unsigned-low signed-low.

**Parameters:**

- a* The first vector
- b* The second vector

**Returns:**

$va(\text{unsigned-low}) * vb(\text{signed-low})$

**2.9.2.41 `vec16u vmul_uluh (vec16u a, vec16u b)`**

Vector multiplication unsigned-low unsigned-high.

**Parameters:**

- a* The first vector
- b* The second vector

**Returns:**

$va(\text{unsigned-low}) * vb(\text{unsigned-high})$

**2.9.2.42 `vec16u vmul_uluh (vec16s a, vec16s b)`**

Vector multiplication unsigned-low unsigned-high.

**Parameters:**

- a* The first vector
- b* The second vector

**Returns:**

$va(\text{unsigned-low}) * vb(\text{unsigned-high})$

**2.9.2.43 `vec16u vmul_ulul (vec16u a, vec16u b)`**

Vector multiplication unsigned-low unsigned-low.

**Parameters:**

- a* The first vector
- b* The second vector

**Returns:**

$va(\text{unsigned-low}) * vb(\text{unsigned-low})$



**2.9.2.44 vec16u vmul\_ulul (vec16s *a*, vec16s *b*)**

Vector multiplication unsigned-low unsigned-low.

**Parameters:**

- a* The first vector
- b* The second vector

**Returns:**

va(unsigned-low) \* vb(unsigned-low)

**2.10 Swap Intrinsics**

Vector swap intrinsics.

**Functions**

- vec16s **vselect** (vec16s *a*, vec16s *b*, vbool *c*)  
*Vector select.*
- vec16u **vselect** (vec16u *a*, vec16u *b*, vbool *c*)  
*Vector select.*
- vec16s **vselect** (vec08s *a*, vec08s *b*, vbool *c*)  
*Vector select.*
- vec16u **vselect** (vec08u *a*, vec08u *b*, vbool *c*)  
*Vector select.*
- vec32s **vselect** (vec32s *a*, vec32s *b*, vbool *c*)  
*Vector select.*
- vec32u **vselect** (vec32u *a*, vec32u *b*, vbool *c*)  
*Vector select.*
- void **vswap** (vec16s \*restrict *a*, vec16s \*restrict *b*, vbool *c*)  
*Vector conditional swap.*
- void **vswap** (vec16u \*restrict *a*, vec16u \*restrict *b*, vbool *c*)  
*Vector conditional swap.*
- void **vswap** (vec32s \*restrict *a*, vec32s \*restrict *b*, vbool *c*)  
*Vector conditional swap.*

- void `vswap` (vec32u \*restrict a, vec32u \*restrict b, vbool c)  
*Vector conditional swap.*

### 2.10.1 Detailed Description

Vector swap intrinsics.

### 2.10.2 Function Documentation

#### 2.10.2.1 `vec32u vselect (vec32u a, vec32u b, vbool c)`

Vector select.

##### Parameters:

- a* Input first vector
- b* Input second vector
- c* Input condition vector

##### Returns:

vc ? va : vb

#### 2.10.2.2 `vec32s vselect (vec32s a, vec32s b, vbool c)`

Vector select.

##### Parameters:

- a* Input first vector
- b* Input second vector
- c* Input condition vector

##### Returns:

vc ? va : vb

#### 2.10.2.3 `vec16u vselect (vec08u a, vec08u b, vbool c)`

Vector select.

**Parameters:**

- a* Input first vector
- b* Input second vector
- c* Input condition vector

**Returns:**

$vc ? va : vb$

**2.10.2.4 vec16s vselect (vec08s *a*, vec08s *b*, vbool *c*)**

Vector select.

**Parameters:**

- a* Input first vector
- b* Input second vector
- c* Input condition vector

**Returns:**

$vc ? va : vb$

**2.10.2.5 vec16u vselect (vec16u *a*, vec16u *b*, vbool *c*)**

Vector select.

**Parameters:**

- a* Input first vector
- b* Input second vector
- c* Input condition vector

**Returns:**

$vc ? va : vb$

**2.10.2.6 vec16s vselect (vec16s *a*, vec16s *b*, vbool *c*)**

Vector select.

**Parameters:**

- a* Input first vector
- b* Input second vector
- c* Input condition vector

**Returns:**

vc ? va : vb

**2.10.2.7 void vswap (vec32u \*restrict *a*, vec32u \*restrict *b*, vbool *c*)**

Vector conditional swap.

**Parameters:**

- a* The first input vector
- b* The second input vector
- c* Input condition vector

**Returns:**

if(vc) swap(va,vb)

**2.10.2.8 void vswap (vec32s \*restrict *a*, vec32s \*restrict *b*, vbool *c*)**

Vector conditional swap.

**Parameters:**

- a* The first input vector
- b* The second input vector
- c* Input condition vector

**Returns:**

if(vc) swap(va,vb)

**2.10.2.9 void vswap (vec16u \*restrict *a*, vec16u \*restrict *b*, vbool *c*)**

Vector conditional swap.

**Parameters:**

- a* The first input vector
- b* The second input vector
- c* Input condition vector

**Returns:**

if(vc) swap(va,vb)

**2.10.2.10 void vswap (vec16s \*restrict a, vec16s \*restrict b, vbool c)**

Vector conditional swap.

**Parameters:**

- a* The first input vector
- b* The second input vector
- c* Input condition vector

**Returns:**

if(vc) swap(va,vb)

**2.11 Move/Rotate Intrinsics**

Vector move/rotate intrinsics.

**Functions**

- vec16s **vml** (vec16s a, vec16s b)  
*Vector element shift left.*
- vec16u **vml** (vec16u a, vec16u b)  
*Vector element shift left.*
- vec08s **vml** (vec08s a, vec08s b)  
*Vector element shift left.*
- vec08u **vml** (vec08u a, vec08u b)  
*Vector element shift left.*
- vec32s **vml** (vec32s a, vec32s b)  
*Vector element shift left.*

- `vec32u vml` (`vec32u a`, `vec32u b`)  
*Vector element shift left.*
- `vec16s vmsl` (`vec16s a`, `vec16s b`)  
*Vector element shift left.*
- `vec16u vmsl` (`vec16u a`, `vec16u b`)  
*Vector element shift left.*
- `vec08s vmsl` (`vec08s a`, `vec08s b`)  
*Vector element shift left.*
- `vec08u vmsl` (`vec08u a`, `vec08u b`)  
*Vector element shift left.*
- `vec32s vmsl` (`vec32s a`, `vec32s b`)  
*Vector element shift left.*
- `vec32u vmsl` (`vec32u a`, `vec32u b`)  
*Vector element shift left.*
- `vec16s vmsl` (`vec16s a`)  
*Vector element shift left.*
- `vec16u vmsl` (`vec16u a`)  
*Vector element shift left.*
- `vec08s vmsl` (`vec08s a`)  
*Vector element shift left.*
- `vec08u vmsl` (`vec08u a`)  
*Vector element shift left.*
- `vec32s vmsl` (`vec32s a`)  
*Vector element shift left.*
- `vec32u vmsl` (`vec32u a`)  
*Vector element shift left.*
- `vec16s vmrl` (`vec16s a`, `vec16s b`)  
*Vector element rotate left.*
- `vec16u vmrl` (`vec16u a`, `vec16u b`)  
*Vector element rotate left.*
- `vec08s vmrl` (`vec08s a`, `vec08s b`)

*Vector element rotate left.*

- `vec08u vmrl` (`vec08u a`, `vec08u b`)

*Vector element rotate left.*

- `vec32s vmrl` (`vec32s a`, `vec32s b`)

*Vector element rotate left.*

- `vec32u vmrl` (`vec32u a`, `vec32u b`)

*Vector element rotate left.*

- `vec16s vmrl` (`vec16s a`)

*Vector element rotate left.*

- `vec16u vmrl` (`vec16u a`)

*Vector element rotate left.*

- `vec08s vmrl` (`vec08s a`)

*Vector element rotate left.*

- `vec08u vmrl` (`vec08u a`)

*Vector element rotate left.*

- `vec32s vmrl` (`vec32s a`)

*Vector element rotate left.*

- `vec32u vmrl` (`vec32u a`)

*Vector element rotate left.*

- `vec16s vmr` (`vec16s a`, `vec16s b`)

*Vector element shift right.*

- `vec16u vmr` (`vec16u a`, `vec16u b`)

*Vector element shift right.*

- `vec08s vmr` (`vec08s a`, `vec08s b`)

*Vector element shift right.*

- `vec08u vmr` (`vec08u a`, `vec08u b`)

*Vector element shift right.*

- `vec32s vmr` (`vec32s a`, `vec32s b`)

*Vector element shift right.*

- `vec32u vmr` (`vec32u a`, `vec32u b`)

*Vector element shift right.*

- `vec16s vmsr` (`vec16s a`, `vec16s b`)  
*Vector element shift right.*
- `vec16u vmsr` (`vec16u a`, `vec16u b`)  
*Vector element shift right.*
- `vec08s vmsr` (`vec08s a`, `vec08s b`)  
*Vector element shift right.*
- `vec08u vmsr` (`vec08u a`, `vec08u b`)  
*Vector element shift right.*
- `vec32s vmsr` (`vec32s a`, `vec32s b`)  
*Vector element shift right.*
- `vec32u vmsr` (`vec32u a`, `vec32u b`)  
*Vector element shift right.*
- `vec16s vmsr` (`vec16s a`)  
*Vector element shift right.*
- `vec16u vmsr` (`vec16u a`)  
*Vector element shift right.*
- `vec08s vmsr` (`vec08s a`)  
*Vector element shift right.*
- `vec08u vmsr` (`vec08u a`)  
*Vector element shift right.*
- `vec32s vmsr` (`vec32s a`)  
*Vector element shift right.*
- `vec32u vmsr` (`vec32u a`)  
*Vector element shift right.*
- `vec16s vmrr` (`vec16s a`, `vec16s b`)  
*Vector element rotate right.*
- `vec16u vmrr` (`vec16u a`, `vec16u b`)  
*Vector element rotate right.*
- `vec08s vmrr` (`vec08s a`, `vec08s b`)  
*Vector element rotate right.*



- `vec08u vmrr` (`vec08u a`, `vec08u b`)  
*Vector element rotate right.*
- `vec32s vmrr` (`vec32s a`, `vec32s b`)  
*Vector element rotate right.*
- `vec32u vmrr` (`vec32u a`, `vec32u b`)  
*Vector element rotate right.*
- `vec16s vmrr` (`vec16s a`)  
*Vector element rotate right.*
- `vec16u vmrr` (`vec16u a`)  
*Vector element rotate right.*
- `vec08s vmrr` (`vec08s a`)  
*Vector element rotate right.*
- `vec08u vmrr` (`vec08u a`)  
*Vector element rotate right.*
- `vec32s vmrr` (`vec32s a`)  
*Vector element rotate right.*
- `vec32u vmrr` (`vec32u a`)  
*Vector element rotate right.*
- `vec16u vextract_hi` (`int i`)  
*Vector splate hi.*
- `vec16u vextract_lo` (`int i`)  
*Vector splate lo.*

### 2.11.1 Detailed Description

Vector move/rotate intrinsics.

### 2.11.2 Function Documentation

#### 2.11.2.1 `vec16u vextract_hi` (`int i`)

Vector splate hi.

**Parameters:**

*i* Input integer

**Returns:**

vector of high 16-bit of *i*

**2.11.2.2 vec16u vextract\_lo (int *i*)**

Vector splate lo.

**Parameters:**

*i* Input integer

**Returns:**

vector of low 16-bit of *i*

**2.11.2.3 vec32u vml (vec32u *a*, vec32u *b*)**

Vector element shift left.

**Parameters:**

*a* Output vector and first input vector

*b* The second vector

**Returns:**

*va* shift left by one CU; *va*[31]=*vb*[0]

**2.11.2.4 vec32s vml (vec32s *a*, vec32s *b*)**

Vector element shift left.

**Parameters:**

*a* Output vector and first input vector

*b* The second vector

**Returns:**

*va* shift left by one CU; *va*[31]=*vb*[0]

### 2.11.2.5 `vec08u vml (vec08u a, vec08u b)`

Vector element shift left.

**Parameters:**

*a* Output vector and first input vector

*b* The second vector

**Returns:**

va shift left by one CU; va[31]=vb[0]

### 2.11.2.6 `vec08s vml (vec08s a, vec08s b)`

Vector element shift left.

**Parameters:**

*a* Output vector and first input vector

*b* The second vector

**Returns:**

va shift left by one CU; va[31]=vb[0]

### 2.11.2.7 `vec16u vml (vec16u a, vec16u b)`

Vector element shift left.

**Parameters:**

*a* Output vector and first input vector

*b* The second vector

**Returns:**

va shift left by one CU; va[31]=vb[0]

### 2.11.2.8 `vec16s vml (vec16s a, vec16s b)`

Vector element shift left.

**Parameters:**

*a* Output vector and first input vector

*b* The second vector

**Returns:**

va shift left by one CU; va[31]=vb[0]

**2.11.2.9 vec32u vmr (vec32u a, vec32u b)**

Vector element shift right.

**Parameters:**

*a* Output vector and first input vector

*b* The second vector

**Returns:**

va shift right by one CU; va[0]=vb[31]

**2.11.2.10 vec32s vmr (vec32s a, vec32s b)**

Vector element shift right.

**Parameters:**

*a* Output vector and first input vector

*b* The second vector

**Returns:**

va shift right by one CU; va[0]=vb[31]

**2.11.2.11 vec08u vmr (vec08u a, vec08u b)**

Vector element shift right.

**Parameters:**

*a* Output vector and first input vector

*b* The second vector

**Returns:**

va shift right by one CU; va[0]=vb[31]

**2.11.2.12 vec08s vmr (vec08s *a*, vec08s *b*)**

Vector element shift right.

**Parameters:**

*a* Output vector and first input vector

*b* The second vector

**Returns:**

va shift right by one CU; va[0]=vb[31]

**2.11.2.13 vec16u vmr (vec16u *a*, vec16u *b*)**

Vector element shift right.

**Parameters:**

*a* Output vector and first input vector

*b* The second vector

**Returns:**

va shift right by one CU; va[0]=vb[31]

**2.11.2.14 vec16s vmr (vec16s *a*, vec16s *b*)**

Vector element shift right.

**Parameters:**

*a* Output vector and first input vector

*b* The second vector

**Returns:**

va shift right by one CU; va[0]=vb[31]

**2.11.2.15 vec32u vmrl (vec32u *a*)**

Vector element rotate left.

**Parameters:**

*a* Output vector and first input vector

**Returns:**

va shift left by one CU; va[31]=va[0]

**2.11.2.16 vec32s vmrl (vec32s *a*)**

Vector element rotate left.

**Parameters:**

*a* Output vector and first input vector

**Returns:**

va shift left by one CU; va[31]=va[0]

**2.11.2.17 vec08u vmrl (vec08u *a*)**

Vector element rotate left.

**Parameters:**

*a* Output vector and first input vector

**Returns:**

va shift left by one CU; va[31]=va[0]

**2.11.2.18 vec08s vmrl (vec08s *a*)**

Vector element rotate left.

**Parameters:**

*a* Output vector and first input vector

**Returns:**

va shift left by one CU; va[31]=va[0]

**2.11.2.19 vec16u vmrl (vec16u *a*)**

Vector element rotate left.

**Parameters:**

*a* Output vector and first input vector

**Returns:**

va shift left by one CU; va[31]=va[0]

**2.11.2.20 vec16s vmrl (vec16s *a*)**

Vector element rotate left.

**Parameters:**

*a* Output vector and first input vector

**Returns:**

va shift left by one CU; va[31]=va[0]

**2.11.2.21 vec32u vmrl (vec32u *a*, vec32u *b*)**

Vector element rotate left.

**Parameters:**

*a* Output vector and first input vector

*b* The second vector

**Returns:**

va shift left by one CU; va[31]=vb[0]

**2.11.2.22 vec32s vmrl (vec32s *a*, vec32s *b*)**

Vector element rotate left.

**Parameters:**

*a* Output vector and first input vector

*b* The second vector

**Returns:**

va shift left by one CU; va[31]=vb[0]

**2.11.2.23   `vec08u vmrl (vec08u a, vec08u b)`**

Vector element rotate left.

**Parameters:**

*a* Output vector and first input vector

*b* The second vector

**Returns:**

va shift left by one CU; va[31]=vb[0]

**2.11.2.24   `vec08s vmrl (vec08s a, vec08s b)`**

Vector element rotate left.

**Parameters:**

*a* Output vector and first input vector

*b* The second vector

**Returns:**

va shift left by one CU; va[31]=vb[0]

**2.11.2.25   `vec16u vmrl (vec16u a, vec16u b)`**

Vector element rotate left.

**Parameters:**

*a* Output vector and first input vector

*b* The second vector

**Returns:**

va shift left by one CU; va[31]=vb[0]



**2.11.2.26 vec16s vmrl (vec16s *a*, vec16s *b*)**

Vector element rotate left.

**Parameters:**

- a* Output vector and first input vector
- b* The second vector

**Returns:**

va shift left by one CU; va[31]=vb[0]

**2.11.2.27 vec32u vmrr (vec32u *a*)**

Vector element rotate right.

**Parameters:**

- a* Output vector and first input vector

**Returns:**

va shift right by one CU; va[0]=va[31]

**2.11.2.28 vec32s vmrr (vec32s *a*)**

Vector element rotate right.

**Parameters:**

- a* Output vector and first input vector

**Returns:**

va shift right by one CU; va[0]=va[31]

**2.11.2.29 vec08u vmrr (vec08u *a*)**

Vector element rotate right.

**Parameters:**

- a* Output vector and first input vector

**Returns:**

va shift right by one CU; va[0]=va[31]

**2.11.2.30 vec08s vmrr (vec08s *a*)**

Vector element rotate right.

**Parameters:**

*a* Output vector and first input vector

**Returns:**

va shift right by one CU; va[0]=va[31]

**2.11.2.31 vec16u vmrr (vec16u *a*)**

Vector element rotate right.

**Parameters:**

*a* Output vector and first input vector

**Returns:**

va shift right by one CU; va[0]=va[31]

**2.11.2.32 vec16s vmrr (vec16s *a*)**

Vector element rotate right.

**Parameters:**

*a* Output vector and first input vector

**Returns:**

va shift right by one CU; va[0]=va[31]

**2.11.2.33 vec32u vmrr (vec32u *a*, vec32u *b*)**

Vector element rotate right.

**Parameters:**

*a* Output vector and first input vector

*b* The second vector

**Returns:**

va shift right by one CU; va[0]=vb[31]

**2.11.2.34 vec32s vmrr (vec32s *a*, vec32s *b*)**

Vector element rotate right.

**Parameters:**

*a* Output vector and first input vector

*b* The second vector

**Returns:**

va shift right by one CU; va[0]=vb[31]

**2.11.2.35 vec08u vmrr (vec08u *a*, vec08u *b*)**

Vector element rotate right.

**Parameters:**

*a* Output vector and first input vector

*b* The second vector

**Returns:**

va shift right by one CU; va[0]=vb[31]

**2.11.2.36 vec08s vmrr (vec08s *a*, vec08s *b*)**

Vector element rotate right.

**Parameters:**

*a* Output vector and first input vector

*b* The second vector

**Returns:**

va shift right by one CU; va[0]=vb[31]

**2.11.2.37 vec16u vmrr (vec16u *a*, vec16u *b*)**

Vector element rotate right.

**Parameters:**

*a* Output vector and first input vector

*b* The second vector

**Returns:**

va shift right by one CU; va[0]=vb[31]

**2.11.2.38 vec16s vmrr (vec16s *a*, vec16s *b*)**

Vector element rotate right.

**Parameters:**

*a* Output vector and first input vector

*b* The second vector

**Returns:**

va shift right by one CU; va[0]=vb[31]

**2.11.2.39 vec32u vmsl (vec32u *a*)**

Vector element shift left.

**Parameters:**

*a* Output vector and first input vector

**Returns:**

va shift left by one CU; va[31]=0

**2.11.2.40 vec32s vmsl (vec32s *a*)**

Vector element shift left.

**Parameters:**

*a* Output vector and first input vector

**Returns:**

va shift left by one CU; va[31]=0

**2.11.2.41 vec08u vmsl (vec08u *a*)**

Vector element shift left.

**Parameters:**

*a* Output vector and first input vector

**Returns:**

va shift left by one CU; va[31]=0

**2.11.2.42 vec08s vmsl (vec08s *a*)**

Vector element shift left.

**Parameters:**

*a* Output vector and first input vector

**Returns:**

va shift left by one CU; va[31]=0

**2.11.2.43 vec16u vmsl (vec16u *a*)**

Vector element shift left.

**Parameters:**

*a* Output vector and first input vector

**Returns:**

va shift left by one CU; va[31]=0

**2.11.2.44 vec16s vmsl (vec16s *a*)**

Vector element shift left.

**Parameters:**

*a* Output vector and first input vector

**Returns:**

va shift left by one CU; va[31]=0

**2.11.2.45 vec32u vmsl (vec32u *a*, vec32u *b*)**

Vector element shift left.

**Parameters:**

*a* Output vector and first input vector

*b* The second vector

**Returns:**

va shift left by one CU; va[31]=vb[0]

**2.11.2.46 vec32s vmsl (vec32s *a*, vec32s *b*)**

Vector element shift left.

**Parameters:**

*a* Output vector and first input vector

*b* The second vector

**Returns:**

va shift left by one CU; va[31]=vb[0]

**2.11.2.47 vec08u vmsl (vec08u *a*, vec08u *b*)**

Vector element shift left.

**Parameters:**

*a* Output vector and first input vector

*b* The second vector

**Returns:**

va shift left by one CU; va[31]=vb[0]

**2.11.2.48 vec08s vmsl (vec08s *a*, vec08s *b*)**

Vector element shift left.

**Parameters:**

*a* Output vector and first input vector

*b* The second vector

**Returns:**

va shift left by one CU; va[31]=vb[0]

**2.11.2.49 vec16u vmsl (vec16u *a*, vec16u *b*)**

Vector element shift left.

**Parameters:**

*a* Output vector and first input vector

*b* The second vector

**Returns:**

va shift left by one CU; va[31]=vb[0]

**2.11.2.50 vec16s vmsl (vec16s *a*, vec16s *b*)**

Vector element shift left.

**Parameters:**

*a* Output vector and first input vector

*b* The second vector

**Returns:**

va shift left by one CU; va[31]=vb[0]

**2.11.2.51 vec32u vmsr (vec32u *a*)**

Vector element shift right.

**Parameters:**

*a* Output vector and first input vector

**Returns:**

va shift right by one CU; va[0]=0

**2.11.2.52 vec32s vmsr (vec32s *a*)**

Vector element shift right.

**Parameters:**

*a* Output vector and first input vector

**Returns:**

va shift right by one CU; va[0]=0

**2.11.2.53 vec08u vmsr (vec08u *a*)**

Vector element shift right.

**Parameters:**

*a* Output vector and first input vector

**Returns:**

va shift right by one CU; va[0]=0

**2.11.2.54 vec08s vmsr (vec08s *a*)**

Vector element shift right.

**Parameters:**

*a* Output vector and first input vector



**Returns:**

va shift right by one CU; va[0]=0

**2.11.2.55 vec16u vmsr (vec16u a)**

Vector element shift right.

**Parameters:**

*a* Output vector and first input vector

**Returns:**

va shift right by one CU; va[0]=0

**2.11.2.56 vec16s vmsr (vec16s a)**

Vector element shift right.

**Parameters:**

*a* Output vector and first input vector

**Returns:**

va shift right by one CU; va[0]=0

**2.11.2.57 vec32u vmsr (vec32u a, vec32u b)**

Vector element shift right.

**Parameters:**

*a* Output vector and first input vector

*b* The second vector

**Returns:**

va shift right by one CU; va[0]=vb[31]

**2.11.2.58 vec32s vmsr (vec32s *a*, vec32s *b*)**

Vector element shift right.

**Parameters:**

*a* Output vector and first input vector

*b* The second vector

**Returns:**

va shift right by one CU; va[0]=vb[31]

**2.11.2.59 vec08u vmsr (vec08u *a*, vec08u *b*)**

Vector element shift right.

**Parameters:**

*a* Output vector and first input vector

*b* The second vector

**Returns:**

va shift right by one CU; va[0]=vb[31]

**2.11.2.60 vec08s vmsr (vec08s *a*, vec08s *b*)**

Vector element shift right.

**Parameters:**

*a* Output vector and first input vector

*b* The second vector

**Returns:**

va shift right by one CU; va[0]=vb[31]

**2.11.2.61 vec16u vmsr (vec16u *a*, vec16u *b*)**

Vector element shift right.

**Parameters:**

- a* Output vector and first input vector
- b* The second vector

**Returns:**

va shift right by one CU; va[0]=vb[31]

**2.11.2.62 vec16s vmsr (vec16s *a*, vec16s *b*)**

Vector element shift right.

**Parameters:**

- a* Output vector and first input vector
- b* The second vector

**Returns:**

va shift right by one CU; va[0]=vb[31]

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