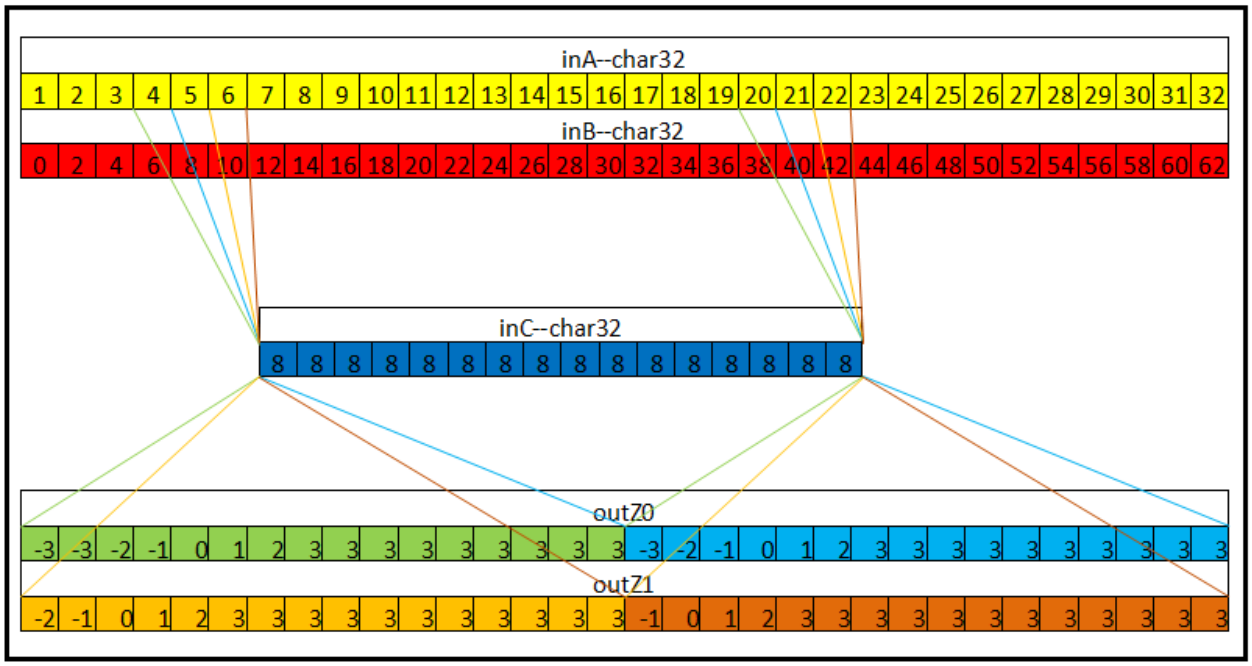
vswsub

```
#define SRC_OFFSET        8
#define SATUATION        24
#define VSWSUB_CONFIG(satuation,src_offset)
      (((satuation&0xf)<<SATUATION)|((src_offset&0x1f)<<SRC_OFFSET))
char32 inA, inB, inC, outZ0, outZ1;
unsigned int inD = VSWSUB_CONFIG (2, 3); //saturation=(1<<2)-1; src_offset=3;
vswsub (sat, inA, inB, inC, inD, outZ0, outZ1);
```

vswsub

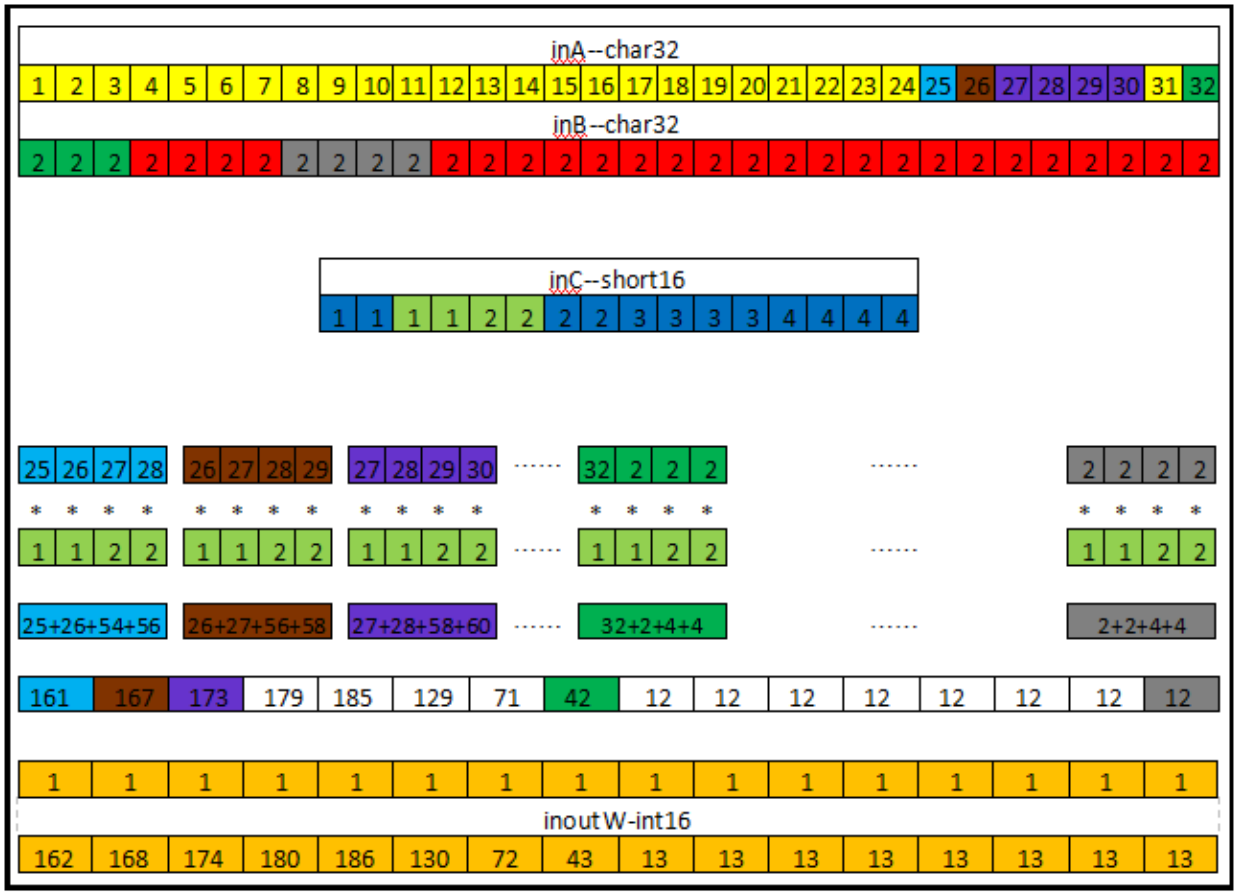


For more details regarding vswsub instructions, refer to the CEVA-XM4 Volume II Instruction Set document.

vswmac5

```
#define PARTERN_OFFSET 8
#define COEFF_OFFSET   16
#define VSWMAC5_CONFIG(coeff_offset, pattern_offset, init_value)
(((coeff_offset&0x1f)<<COEFF_OFFSET)|((pattern_offset&0x3f)<< PARTERN_OFFSET)|(init_value&0x1f))
char32 inA, inB;
short16 inC;
unsigned int inD;
int16 inoutW;
inD = VSWMAC5_CONFIG(2, 24, 1);
inoutW = (int16)1; //initial inoutW with 1
inoutW = vswmac5(accumulate,inA, inB, inC, inD, inoutW);
```

vswmac5



For more details regarding vswsub instructions, refer to the CEVA-XM4 Volume II Instruction Set document.

vswmac5

```
#define PARTERN_OFFSET 8
#define COEFF_OFFSET   16
#define NUMBER_ABS     6
#define VSWSAD_CONFIG(coeff_offset, pattern_offset, num_abs,post_shift)
(((coeff_offset&0x1f)<<COEFF_OFFSET)|((pattern_offset&0x3f)<<PARTERN_OFFSET)|((num_ab
s&0x3)<<NUMBER_ABS)|(post_shift&0x1f))
short16 inA, inB, inC;
unsigned int inD;
int16 inoutW;
inD = VSWSAD_CONFIG(7, 2, 1, 0);
inoutW = (int16)2;
inoutW = vswsad(accumulate,inA, inB, inC, inD, inoutW);
```

vswsad