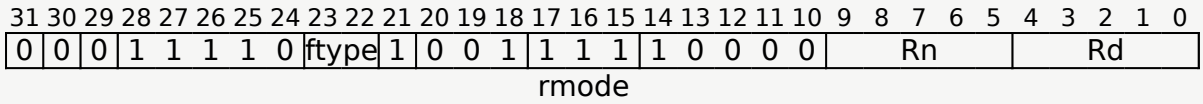
FRINTI (scalar)

Floating-point Round to Integral, using current rounding mode (scalar). This instruction rounds a floating-point value in the SIMD&FP source register to an integral floating-point value of the same size using the rounding mode that is determined by the *FPCR*, and writes the result to the SIMD&FP destination register.

A zero input gives a zero result with the same sign, an infinite input gives an infinite result with the same sign, and a NaN is propagated as for normal arithmetic.

A floating-point exception can be generated by this instruction. Depending on the settings in *FPCR*, the exception results in either a flag being set in *FPSR*, or a synchronous exception being generated. For more information, see *Floating-point exception traps*.

Depending on the settings in the *CPACR_EL1*, *CPTR_EL2*, and *CPTR_EL3* registers, and the current Security state and Exception level, an attempt to execute the instruction might be trapped.



Half-precision (ftype == 11)

(FEAT_FP16)

```
FRINTI <Hd>, <Hn>
```

Single-precision (ftype == 00)

```
FRINTI <Sd>, <Sn>
```

Double-precision (ftype == 01)

```
FRINTI <Dd>, <Dn>
```

```
if ftype == '10' || (ftype == '11' && !IsFeatureImplemented(FEAT_FP16)) then UNDEFINED;

integer d = UInt(Rd);
integer n = UInt(Rn);

constant integer esize = 8 << UInt(ftype EOR '10');
FPRounding rounding;
rounding = FPRoundingMode(FPCR[]);
```

Assembler Symbols

<Dd>	Is the 64-bit name of the SIMD&FP destination register, encoded in the "Rd" field.

<Dn>	Is the 64-bit name of the SIMD&FP source register, encoded in the "Rn" field.
<Hd>	Is the 16-bit name of the SIMD&FP destination register, encoded in the "Rd" field.
<Hn>	Is the 16-bit name of the SIMD&FP source register, encoded in the "Rn" field.
<Sd>	Is the 32-bit name of the SIMD&FP destination register, encoded in the "Rd" field.
<Sn>	Is the 32-bit name of the SIMD&FP source register, encoded in the "Rn" field.

Operation

```
CheckFPEnabled64();

FPCRType fpcr = FPCR[];
boolean merge = IsMerging(fpcr);
bits(128) result = if merge then V[d, 128] else Zeros(128);
bits(esize) operand = V[n, esize];

Elem[result, 0, esize] = FPRoundInt(operand, fpcr, rounding, FALSE);

V[d, 128] = result;
```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