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Floating-point Round to 64-bit Integer toward Zero (scalar). This instruction rounds a floating-point value in the SIMD&FP source register to an integral floating-point value that fits into a 64-bit integer size using the Round towards Zero rounding mode, and writes the result to the SIMD&FP destination register.

A zero input returns a zero result with the same sign. When the result value is not numerically equal to the {corresponding} input value, an Inexact exception is raised. When the input is infinite, NaN or out-of-range, the instruction returns {for the corresponding result value} the most negative integer representable in the destination size, and an Invalid Operation floating-point exception is raised.

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.

# Floating-point (FEAT\_FRINTTS)

```
31\ 30\ 29\ 28\ 27\ 26\ 25\ 24\ 23\ 22\ 21\ 20\ 19\ 18\ 17\ 16\ 15\ 14\ 13\ 12\ 11\ 10\ 9\ 8\ 7\ 6\ 5\ 4\ 3\ 2\ 1\ 0
0 0 0 1 1 1 1 0 0 x 1 0 1 0 0 1 0 1 0 0 0
                                                                     Rn
                                                                                    Rd
                       ftype
                                             op
```

## Single-precision (ftype == 00)

```
FRINT64Z <Sd>, <Sn>
```

#### Double-precision (ftype == 01)

```
FRINT64Z <Dd>, <Dn>
if !IsFeatureImplemented(FEAT_FRINTTS) then UNDEFINED;
if ftype IN {'1x'} then UNDEFINED;
integer d = UInt(Rd);
integer n = UInt(Rn);
constant integer esize = 32 << UInt(ftype);</pre>
constant integer intsize = 32 << 1;</pre>
```

#### **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.
<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] = FPRoundIntN(operand, fpcr, FPRounding ZERO, ir
V[d, 128] = result;
```

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