

## SCVTF (vector, fixed-point)

Signed fixed-point Convert to Floating-point (vector). This instruction converts each element in a vector from fixed-point to floating-point using the rounding mode that is specified by the [FPCR](#), and writes the result to the SIMD&FP destination register.

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 Security state and Exception level in which the instruction is executed, an attempt to execute the instruction might be trapped.

It has encodings from 2 classes: [Scalar](#) and [Vector](#)

### Scalar

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		1		0		1		1		1		1		1		0		0		1		Rn						Rd					
U									immb																								

**SCVTF** [<V><d>](#), [<V><n>](#), #[<fbits>](#)

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

if immh IN {'000x'} || (immh IN {'001x'} && !IsFeatureImplemented(FEAT_
constant integer esize = if immh IN {'1xxx'} then 64 else if immh IN {'
constant integer datasize = esize;
integer elements = 1;

integer fracbits = (esize * 2) - UInt(immh:immb);
boolean unsigned = (U == '1');
FPRounding rounding = FPRoundingMode(FPCR[]);
```

### Vector

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	Q	0	0	1	1	1	1	0	!= 0000				immb		1	1	1	0	0	1	Rn						Rd									
U									immbh																											

**SCVTF** [<Vd>.<T>](#), [<Vn>.<T>](#), #[<fbits>](#)

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

if immh == '0000' then SEE\(asimdimm\);
if immh IN {'000x'} || (immh IN {'001x'} && !IsFeatureImplemented(FEAT_
if immh<3>:Q == '10' then UNDEFINED;
constant integer esize = if immh IN {'1xxx'} then 64 else if immh IN {'
constant integer datasize = 64 << UInt(Q);
```

```
integer elements = datasize DIV esize;

integer fracbits = (esize * 2) - UInt(immh:immb);
boolean unsigned = (U == '1');
FPRounding rounding = FPRoundingMode(FPCR[]);
```

## Assembler Symbols

<V>

Is a width specifier, encoded in “immh”:

immh	<V>
000x	RESERVED
001x	H
01xx	S
1xxx	D

<d>

Is the number of the SIMD&FP destination register, in the “Rd” field.

<n>

Is the number of the first SIMD&FP source register, encoded in the “Rn” field.

<Vd>

Is the name of the SIMD&FP destination register, encoded in the “Rd” field.

<T>

Is an arrangement specifier, encoded in “immh:Q”:

immh	Q	<T>
0000	x	<a href="#">SEE Advanced SIMD modified immediate</a>
0001	x	RESERVED
001x	0	4H
001x	1	8H
01xx	0	2S
01xx	1	4S
1xxx	0	RESERVED
1xxx	1	2D

<Vn>

Is the name of the SIMD&FP source register, encoded in the “Rn” field.

<fbits>

For the scalar variant: is the number of fractional bits, in the range 1 to the operand width, encoded in “immh:immb”:

immh	<fbits>
000x	RESERVED
001x	(32-UInt(immh:immb))
01xx	(64-UInt(immh:immb))
1xxx	(128-UInt(immh:immb))

For the vector variant: is the number of fractional bits, in the range 1 to the element width, encoded in “immh:immb”:

immh	<fbits>
0000	<a href="#">SEE Advanced SIMD modified immediate</a>
0001	RESERVED
001x	(32-UInt (immh:immb))
01xx	(64-UInt (immh:immb))
1xxx	(128-UInt (immh:immb))

Operation

```
CheckFPAdvSIMDEnabled64();
bits(datasize) operand = V[n, datasize];

bits(esize) element;
FPCRType fpcr = FPCR[];
boolean merge = elements == 1 && IsMerging(fpcr);
bits(128) result = if merge then V[d, 128] else Zeros(128);

for e = 0 to elements-1
    element = Elem[operand, e, esize];
    Elem[result, e, esize] = FixedToFP(element, fracbits, unsigned, fpcr);

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