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## **ANDS (immediate)**

Bitwise AND (immediate), setting flags, performs a bitwise AND of a register value and an immediate value, and writes the result to the destination register. It updates the condition flags based on the result.

This instruction is used by the alias <u>TST (immediate)</u>.

```
32-bit (sf == 0 \&\& N == 0)
```

```
ANDS <Wd>, <Wn>, #<imm>
```

# 64-bit (sf == 1)

```
ANDS <Xd>, <Xn>, #<imm>
integer d = UInt(Rd);
integer n = UInt(Rn);
constant integer datasize = 32 << UInt(sf);

bits(datasize) imm;
if sf == '0' && N != '0' then UNDEFINED;
(imm, -) = DecodeBitMasks(N, imms, immr, TRUE, datasize);</pre>
```

## **Assembler Symbols**

<wd></wd>	Is the 32-bit name of the general-purpose destination register, encoded in the "Rd" field.
<wn></wn>	Is the 32-bit name of the general-purpose source register, encoded in the "Rn" field.
<xd></xd>	Is the 64-bit name of the general-purpose destination register, encoded in the "Rd" field.
<xn></xn>	Is the 64-bit name of the general-purpose source register, encoded in the "Rn" field.
<imm></imm>	For the 32-bit variant: is the bitmask immediate, encoded in "imms:immr".
	For the 64-bit variant: is the bitmask immediate, encoded in "N:imms:immr".

#### **Alias Conditions**

Alias	Is preferred when	
TST (immediate)	Rd == '11111'	

## **Operation**

```
bits(datasize) result;
bits(datasize) operand1 = X[n, datasize];

result = operand1 AND imm;
PSTATE.<N,Z,C,V> = result<datasize-1>: IsZeroBit (result):'00';
X[d, datasize] = result;
```

### **Operational information**

If PSTATE.DIT is 1:

- The execution time of this instruction is independent of:
  - The values of the data supplied in any of its registers.
  - The values of the NZCV flags.
- The response of this instruction to asynchronous exceptions does not vary based on:
  - The values of the data supplied in any of its registers.
  - The values of the NZCV flags.

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Internal version only: isa v33.64, AdvSIMD v29.12, pseudocode no diffs 2023 09 RC2, sve v2023-06 rel ; Build timestamp: 2023-09-18T17:56

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