Sh

Pseu

# **BIC** (vector, immediate)

Bitwise bit Clear (vector, immediate). This instruction reads each vector element from the destination SIMD&FP register, performs a bitwise AND between each result and the complement of an immediate constant, places the result into a vector, and writes the vector to the destination SIMD&FP register.

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.

```
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 1 0 1 1 1 1 0 0 0 0 0 a b c x x x 1 0 1 d e f g h
                                       cmode
    oр
```

```
16-bit (cmode == 10x1)
```

```
BIC <Vd>.<T>, #<imm8>{, LSL #<amount>}
```

# 32-bit (cmode == 0xx1)

```
BIC <Vd>.<T>, #<imm8>{, LSL #<amount>}
integer rd = UInt(Rd);
constant integer datasize = 64 << <u>UInt</u>(Q);
bits(datasize) imm;
bits(64) imm64;
ImmediateOp operation;
case cmode:op of
    when '0xx01' operation = ImmediateOp MVNI;
    when '0xx11' operation = ImmediateOp BIC;
    when '10x01' operation = ImmediateOp MVNI;
    when '10x11' operation = ImmediateOp BIC;
    when '110x1' operation = ImmediateOp MVNI;
    when '1110x' operation = ImmediateOp MOVI;
    when '11111'
        // FMOV Dn, #imm is in main FP instruction set
        if Q == '0' then UNDEFINED;
        operation = <u>ImmediateOp_MOVI</u>;
imm64 = AdvSIMDExpandImm(op, cmode, a:b:c:d:e:f:g:h);
imm = Replicate(imm64, datasize DIV 64);
```

## **Assembler Symbols**

<Vd>

Is the name of the SIMD&FP register, encoded in the "Rd" field.

For the 16-bit variant: is an arrangement specifier, encoded in "Q":

Q	<t></t>
0	4 H
1	8H

For the 32-bit variant: is an arrangement specifier, encoded in "Q":

Q	<t></t>
0	2S
1	4S

<100 <100 × 100 ×

Is an 8-bit immediate encoded in "a:b:c:d:e:f:g:h".

<amount>

For the 16-bit variant: is the shift amount encoded in "cmode<1>":

cmode<1>	<amount></amount>
0	0
1	8

defaulting to 0 if LSL is omitted.

For the 32-bit variant: is the shift amount encoded in "cmode<2:1>":

cmode<2:1>	<amount></amount>
00	0
01	8
10	16
11	24

defaulting to 0 if LSL is omitted.

#### **Operation**

```
CheckFPAdvSIMDEnabled64();
bits(datasize) operand;
bits(datasize) result;

case operation of
   when ImmediateOp MOVI
       result = imm;
   when ImmediateOp MVNI
       result = NOT(imm);
   when ImmediateOp ORR
       operand = V[rd, datasize];
       result = operand OR imm;
```

## **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.

BaseSIMD&FPSVESMEIndex byInstructionsInstructionsInstructionsInstructionsEncoding

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