UCVTF (vector, integer)

Unsigned integer Convert to Floating-point (vector). This instruction converts each element in a vector from an unsigned integer value to a floating-point value 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 4 classes: Scalar half precision , Scalar single-precision and double-precision , Vector half precision and Vector single-precision and double-precision

Scalar half precision
(FEAT_FP16)

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

UCVTF <Hd>, <Hn>

```
if !IsFeatureImplemented(FEAT_FP16) then UNDEFINED;

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

constant integer esize = 16;
constant integer datasize = esize;
integer elements = 1;
boolean unsigned = (U == '1');
```

Scalar single-precision and double-precision

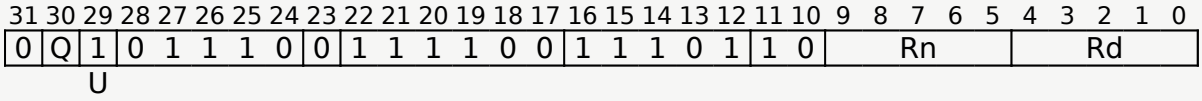
31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
0	1	1	1	1	1	1	0	0	sz	1	0	0	0	0	1	1	1	0	1	1	0	Rn					Rd				
		U																													

UCVTF <V><d>, <V><n>

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

constant integer esize = 32 << UInt(sz);
constant integer datasize = esize;
integer elements = 1;
boolean unsigned = (U == '1');
```

Vector half precision
(FEAT_FP16)



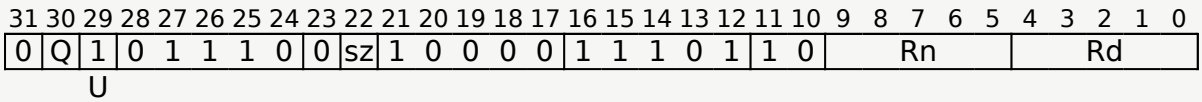
UCVTF <Vd>.<T>, <Vn>.<T>

```
if !IsFeatureImplemented(FEAT_FP16) then UNDEFINED;

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

constant integer esize = 16;
constant integer datasize = 64 << UInt(Q);
integer elements = datasize DIV esize;
boolean unsigned = (U == '1');
```

Vector single-precision and double-precision



UCVTF <Vd>.<T>, <Vn>.<T>

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

if sz:Q == '10' then UNDEFINED;
constant integer esize = 32 << UInt(sz);
constant integer datasize = 64 << UInt(Q);
integer elements = datasize DIV esize;
boolean unsigned = (U == '1');
```

Assembler Symbols

<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.

<V>

Is a width specifier, encoded in “sz”:

sz	<V>
0	S
1	D

<d>

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

<n>

Is the number of the 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>

For the half-precision variant: is an arrangement specifier, encoded in “Q”:

Q	<T>
0	4H
1	8H

For the single-precision and double-precision variant: is an arrangement specifier, encoded in “sz:Q”:

sz	Q	<T>
0	0	2S
0	1	4S
1	0	RESERVED
1	1	2D

<Vn>

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

Operation

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

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

FPRounding rounding = FPRoundingMode(fpcr);
bits(esize) element;
for e = 0 to elements-1
    element = Elem[operand, e, esize];
    Elem[result, e, esize] = FixedToFP(element, 0, unsigned, fpcr, roun

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

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