

RISC-V 向量指令扩展（V扩展及RVA23额外向量扩展）运算指令编码与功能整理表												
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extension	class	group	inst	func6	vm	op2_bit	opl_bit	func3_seg	dst_seg	opcode	function	note
V	Vector Integer Arithmetic Instructions	Vector Single-Width Integer Add and Subtract	vadd.vv vd, vs2, vs1, vm	000000	vm	vs2	vs1	000	vd	1010111	vd[i] = vs2[i] + vs1[i]	
V			vadd.vx vd, vs2, rs1, vm	000000	vm	vs2	rs1	100	vd	1010111	vd[i] = vs2[i] + x[rs1]	
V			vadd.vi vd, vs2, imm, vm	000000	vm	vs2	simm5	011	vd	1010111	vd[i] = simm5 + vs2[i]	
V			vsub.vv vd, vs2, vs1, vm	000010	vm	vs2	vs1	000	vd	1010111	vd[i] = vs2[i] - vs1[i]	
V			vsub.vx vd, vs2, rs1, vm	000010	vm	vs2	rs1	100	vd	1010111	vd[i] = vs2[i] - x[rs1]	
V			vrsub.vx vd, vs2, rs1, vm	000011	vm	vs2	rs1	100	vd	1010111	vd[i] = x[rs1] - vs2[i]	
V			vrsub.vi vd, vs2, imm, vm	000011	vm	vs2	simm5	011	vd	1010111	vd[i] = simm5 - vs2[i]	
V			vwaddu.vv vd, vs2, vs1, vm	110000	vm	vs2	vs1	010	vd	1010111	SEW位宽的vs2的元素跟SEW位宽的vs1进行无符号加法，2*SEW位宽的结果存入vd	Widening unsigned integer add/subtract, 2*SEW = SEW +/- SEW
V	Vector Widening Integer Add/Subtract		vwaddu.vx vd, vs2, rs1, vm	110000	vm	vs2	rs1	110	vd	1010111	SEW位宽的vs2的元素跟SEW位宽的x[rs1]进行无符号加法，2*SEW位宽的结果存入vd	
V			vwsubu.vv vd, vs2, vs1, vm	110010	vm	vs2	vs1	010	vd	1010111	SEW位宽的vs2的元素跟SEW位宽的vs1进行无符号减法，2*SEW位宽的结果存入vd	
V			vwsubu.vx vd, vs2, rs1, vm	110010	vm	vs2	rs1	110	vd	1010111	SEW位宽的vs2的元素跟SEW位宽的x[rs1]进行无符号减法，2*SEW位宽的结果存入vd	
V			vwadd.vv vd, vs2, vs1, vm	110001	vm	vs2	vs1	010	vd	1010111	SEW位宽的vs2的元素跟SEW位宽的vs1进行有符号加法，2*SEW位宽的结果存入vd	Widening signed integer add/subtract, 2*SEW = SEW +/- SEW
V			vwadd.vx vd, vs2, rs1, vm	110001	vm	vs2	rs1	110	vd	1010111	SEW位宽的vs2的元素跟SEW位宽的x[rs1]进行有符号加法，2*SEW位宽的结果存入vd	
V			vwsub.vv vd, vs2, vs1, vm	110011	vm	vs2	vs1	010	vd	1010111	SEW位宽的vs2的元素跟SEW位宽的vs1进行有符号减法，2*SEW位宽的结果存入vd	
V			vwsub.vx vd, vs2, rs1, vm	110011	vm	vs2	rs1	110	vd	1010111	SEW位宽的vs2的元素跟SEW位宽的x[rs1]进行有符号减法，2*SEW位宽的结果存入vd	
V			vwaddu.wv vd, vs2, vs1, vm	110100	vm	vs2	vs1	010	vd	1010111	2*SEW位宽的vs2的元素跟SEW位宽的vs1进行无符号加，2*SEW位宽的结果存入vd	Widening unsigned integer add/subtract, 2*SEW = 2*SEW +/- SEW
V			vwaddu.wx vd, vs2, rs1, vm	110100	vm	vs2	rs1	110	vd	1010111	2*SEW位宽的vs2的元素跟SEW位宽的x[rs1]进行无符号加，2*SEW位宽的结果存入vd	
V			vwsubu.wv vd, vs2, vs1, vm	110110	vm	vs2	vs1	010	vd	1010111	2*SEW位宽的vs2的元素跟SEW位宽的vs1进行有符号减法，2*SEW位宽的结果存入vd	
V			vwsubu.wx vd, vs2, rs1, vm	110110	vm	vs2	rs1	110	vd	1010111	2*SEW位宽的vs2的元素跟SEW位宽的x[rs1]进行有符号减法，2*SEW位宽的结果存入	
V			vwadd.wv vd, vs2, vs1, vm	110101	vm	vs2	vs1	010	vd	1010111	2*SEW位宽的vs2的元素跟SEW位宽的vs1进行有符号加，2*SEW位宽的结果存入vd	Widening signed integer add/subtract, 2*SEW = 2*SEW +/- SEW
V			vwadd.wx vd, vs2, rs1, vm	110101	vm	vs2	rs1	110	vd	1010111	2*SEW位宽的vs2的元素跟SEW位宽的x[rs1]进行由符号加，2*SEW位宽的结果存入vd	
V			vwsub.wv vd, vs2, vs1, vm	110111	vm	vs2	vs1	010	vd	1010111	2*SEW位宽的vs2的元素跟SEW位宽的vs1进行有符号减法，2*SEW位宽的结果存入vd	
V			vwsub.wx vd, vs2, rs1, vm	110111	vm	vs2	rs1	110	vd	1010111	2*SEW位宽的vs2的元素跟SEW位宽的x[rs1]进行有符号减法，2*SEW位宽的结果存入	
V	Vector Integer Extension		vzext.vf2 vd, vs2, vm	010010	vm	vs2	00110	010	vd	1010111	Zero-extend SEW/2 source to SEW destination	
V			vsext.vf2 vd, vs2, vm	010010	vm	vs2	00111	010	vd	1010111	Sign-extend SEW/2 source to SEW destination	
V			vzext.vf4 vd, vs2, vm	010010	vm	vs2	00100	010	vd	1010111	Zero-extend SEW/4 source to SEW destination	
V			vsext.vf4 vd, vs2, vm	010010	vm	vs2	00101	010	vd	1010111	Sign-extend SEW/4 source to SEW destination	
V			vzext.vf8 vd, vs2, vm	010010	vm	vs2	00010	010	vd	1010111	Zero-extend SEW/8 source to SEW destination	
V			vsext.vf8 vd, vs2, vm	010010	vm	vs2	00011	010	vd	1010111	Sign-extend SEW/8 source to SEW destination	
V			vadc.vvm vd, vs2, vs1, v0	010000	0	vs2	vs1	000	vd	1010111	vd[i] = vs2[i] + vs1[i] + v0.mask[i]	Produce sum with carry.
V			vadc.vxm vd, vs2, rs1, v0	010000	0	vs2	rs1	100	vd	1010111	vd[i] = vs2[i] + x[rs1] + v0.mask[i]	Produce sum with carry.
V	Vector Integer Add-with-Carry / Subtract-with-Borrow Instructions		vadc.vim vd, vs2, imm, v0	010000	0	vs2	simm5	011	vd	1010111	vd[i] = vs2[i] + imm + v0.mask[i]	Produce sum with carry.
V			vmacd.vvm vd, vs2, vs1, v0	010001	0	vs2	vs1	000	vd	1010111	vd.mask[i] = carry_out(vs2[i] + vs1[i] + v0.mask[i])	Produce carry out in mask register format
V			vmacd.vxm vd, vs2, rs1, v0	010001	0	vs2	rs1	100	vd	1010111	vd.mask[i] = carry_out(vs2[i] + x[rs1] + v0.mask[i])	Produce carry out in mask register format
V			vmacd.vim vd, vs2, imm, v0	010001	0	vs2	simm5	011	vd	1010111	vd.mask[i] = carry_out(vs2[i] + imm + v0.mask[i])	Produce carry out in mask register format
V			vmacd.vv vd, vs2, vs1	010001	1	vs2	vs1	000	vd	1010111	vd.mask[i] = carry_out(vs2[i] + vs1[i]), no carry-in	Produce carry out in mask register format
V			vmacd.vx vd, vs2, rs1	010001	1	vs2	rs1	100	vd	1010111	vd.mask[i] = carry_out(vs2[i] + x[rs1]), no carry-in	Produce carry out in mask register format
V			vmacd.vi vd, vs2, imm	010001	1	vs2	simm5	011	vd	1010111	vd.mask[i] = carry_out(vs2[i] + imm), no carry-in	Produce carry out in mask register format
V			vsbc.vvm vd, vs2, vs1, v0	010010	0	vs2	vs1	000	vd	1010111	vd[i] = vs2[i] - vs1[i] - v0.mask[i]	Produce difference with borrow.
V			vsbc.vxm vd, vs2, rs1, v0	010010	0	vs2	rs1	100	vd	1010111	vd[i] = vs2[i] - x[rs1] - v0.mask[i]	Produce difference with borrow.
V			vmsbc.vvm vd, vs2, vs1, v0	010011	0	vs2	vs1	000	vd	1010111	vd.mask[i] = borrow_out(vs2[i] - vs1[i] - v0.mask[i])	Produce borrow out in mask register format
V			vmsbc.vxm vd, vs2, rs1, v0	010011	0	vs2	rs1	100	vd	1010111	vd.mask[i] = borrow_out(vs2[i] - x[rs1] - v0.mask[i])	Produce borrow out in mask register format
V			vmsbc.vv vd, vs2, vs1	010011	1	vs2	vs1	000	vd	1010111	vd.mask[i] = borrow_out(vs2[i] - vs1[i]),no borrow-in	Produce borrow out in mask register format
V			vmsbc.vx vd, vs2, rs1	010011	1	vs2	rs1	100	vd	1010111	vd.mask[i] = borrow_out(vs2[i] - x[rs1]),no borrow-in	Produce borrow out in mask register format
V												
V			vand.vv vd, vs2, vs1, vm	001001	vm	vs2	vs1	000	vd	1010111	vd[i] = vs2[i] and vs1[i]	
V	Vector Bitwise Logical Instructions		vand.vx vd, vs2, rs1, vm	001001	vm	vs2	rs1	100	vd	1010111	vd[i] = vs2[i] and x[rs1]	
V			vand.vi vd, vs2, imm, vm	001001	vm	vs2	imm[4:0]	011	vd	1010111	vd[i] = vs2[i] and imm	
V			vor.vv vd, vs2, vs1, vm	001010	vm	vs2	vs1	000	vd	1010111	vd[i] = vs2[i] or vs1[i]	
V			vor.vx vd, vs2, rs1, vm	001010	vm	vs2	rs1	100	vd	1010111	vd[i] = vs2[i] or x[rs1]	
V			vor.vi vd, vs2, imm, vm	001010	vm	vs2	imm[4:0]	011	vd	1010111	vd[i] = vs2[i] or imm	
V			vxor.vv vd, vs2, vs1, vm	001011	vm	vs2	vs1	000	vd	1010111	vd[i] = vs2[i] xor vs1[i]	
V			vxor.vx vd, vs2, rs1, vm	001011	vm	vs2	rs1	100	vd	1010111	vd[i] = vs2[i] xor x[rs1]	
V			vxor.vi vd, vs2, imm, vm	001011	vm	vs2	imm[4:0]	011	vd	1010111	vd[i] = vs2[i] xor imm	
V	Vector Single-Width Shift Instructions		vsll.vv vd, vs2, vs1, vm	100101	vm	vs2	vs1	000	vd	1010111	Vector-vector, logical shift left	
V			vsll.vx vd, vs2, rs1, vm	100101	vm	vs2	rs1	100	vd	1010111	vector-scalar, logical shift left	
V			vsll.vi vd, vs2, uimm, vm	100101	vm	vs2	zimm5	011	vd	1010111	vector-immediate, logical shift left	
V			vsrl.vv vd, vs2, vs1, vm	101000	vm	vs2	vs1	000	vd	1010111	Vector-vector, logical shift right, zero-extending	
V			vsrl.vx vd, vs2, rs1, vm	101000	vm	vs2	rs1	100	vd	1010111	vector-scalar, logical shift right, zero-extending	
V			vsrl.vi vd, vs2, uimm, vm	101000	vm	vs2	zimm5	011	vd	1010111	vector-immediate, logical shift right, zero-extending	
V			vsra.vv vd, vs2, vs1, vm	101001	vm	vs2	vs1	000	vd	1010111	Vector-vector, arithmetic shift right, sign-extending	
V			vsra.vx vd, vs2, rs1, vm	101001	vm	vs2	rs1	100	vd	1010111	vector-scalar, arithmetic shift right, sign-extending	
V	Vector Narrowing Integer		vsra.vi vd, vs2, uimm, vm	101001	vm	vs2	zimm5	011	vd	1010111	vector-immediate, arithmetic shift right, sign-extending	
V			vnsrl.wv vd, vs2, vs1, vm	101100	vm	vs2	vs1	000	vd	1010111	将2*SEW位宽的vs2中的数据，向右移vs1中对应元素的量(只取低log2(2*SEW)位)，高位使用0填充，得到的SEW位宽的结果存入到vd	
V			vnsrl.wx vd, vs2, rs1, vm	101100	vm	vs2	rs1	100	vd	1010111	将2*SEW位宽的vs2中的数据，向右移x[rs1]中对应元素的量(只取低log2(2*SEW)位)，高位使用0填充，得到的SEW位宽的结果存入到vd	
V			vnsrl.wi vd, vs2, uimm, vm	101100	vm	vs2	zimm5	011	vd	1010111	将2*SEW位宽的vs2中的数据，向右移立即数中对应元素的量(只取低log2(2*SEW)位)，高位使用0填充，得到的SEW位宽的结果存入到vd	

[illegible]

V			vwmaccu.vv vd, vs1, vs2, vm	111100	vm	vs2	vs1	010	vd	1010111	vd[i] = +(vs1[i] * vs2[i]) + vd[i], Widening unsigned-integer multiply-add, overwrite addend	vs2, vs1, x[rs1]都是SEW, 乘积是2*SEW 最后将结果 (2*SEW) 存入vd		
V			vwmaccu.vx vd, rs1, vs2, vm	111100	vm	vs2	rs1	110	vd	1010111	vd[i] = +(x[rs1] * vs2[i]) + vd[i], Widening unsigned-integer multiply-add, overwrite addend			
V		Vector Widening Integer Multiply-Add Instructions	vwmacc.vv vd, vs1, vs2, vm	111101	vm	vs2	vs1	010	vd	1010111	vd[i] = +(vs1[i] * vs2[i]) + vd[i], Widening signed-integer multiply-add, overwrite addend			
V			vwmacc.vx vd, rs1, vs2, vm	111101	vm	vs2	rs1	110	vd	1010111	vd[i] = +(x[rs1] * vs2[i]) + vd[i], Widening signed-integer multiply-add, overwrite addend			
V			vwmaccsu.vv vd, vs1, vs2, vm	111111	vm	vs2	vs1	010	vd	1010111	vd[i] = +(signed(vs1[i]) * unsigned(vs2[i])) + vd[i], Widening signed-unsigned-integer multiply-add, overwrite addend			
V			vwmaccsu.vx vd, rs1, vs2, vm	111111	vm	vs2	rs1	110	vd	1010111	vd[i] = +(signed(x[rs1]) * unsigned(vs2[i])) + vd[i], Widening signed-unsigned-integer multiply-add, overwrite addend			
V			vwmaccus.vx vd, rs1, vs2, vm	111110	vm	vs2	rs1	110	vd	1010111	vd[i] = +(unsigned(x[rs1]) * signed(vs2[i])) + vd[i], # Widening unsigned-signed-integer multiply-add, overwrite addend			
V			Vector Integer Merge Instructions	vmerge.vvm vd, vs2, vs1, v0	010111	0	vs2	vs1	000	vd	1010111		vd[i] = v0.mask[i] ? vs1[i] : vs2[i]	
V		vmerge.vxm vd, vs2, rs1, v0		010111	0	vs2	rs1	100	vd	1010111	vd[i] = v0.mask[i] ? x[rs1] : vs2[i]			
V		vmerge.vim vd, vs2, imm, v0		010111	0	vs2	simm5	011	vd	1010111	vd[i] = v0.mask[i] ? imm : vs2[i]			
V		Vector Integer Move Instructions	vmv.v.v vd, vs1	010111	1	00000	vs1	000	vd	1010111	vd[i] = vs1[i]			
V			vmv.v.x vd, rs1	010111	1	00000	rs1	100	vd	1010111	vd[i] = x[rs1]			
V	Fixed-Point Arithmetic Instructions	Vector Single-Width Saturating Add and Subtract	vsaddu.vv vd, vs2, vs1, vm	100000	vm	vs2	vs1	000	vd	1010111	向量-向量无符号饱和加法	Saturating adds of unsigned integers		
V				vsaddu.vx vd, vs2, rs1, vm	100000	vm	vs2	rs1	100	vd	1010111	向量-标量无符号饱和加法		
V				vsaddu.vi vd, vs2, imm, vm	100000	vm	vs2	simm5	011	vd	1010111	向量-立即数无符号饱和加法		
V				vsadd.vv vd, vs2, vs1, vm	100001	vm	vs2	vs1	000	vd	1010111	Vector-vector, 有符号饱和加法	Saturating adds of signed integers.	
V				vsadd.vx vd, vs2, rs1, vm	100001	vm	vs2	rs1	100	vd	1010111	vector-scalar, 有符号饱和加法		
V				vsadd.vi vd, vs2, imm, vm	100001	vm	vs2	simm5	011	vd	1010111	vector-immediate, 有符号饱和加法		
V				vssubu.vv vd, vs2, vs1, vm	100010	vm	vs2	vs1	000	vd	1010111	对向量元素与向量执行逐元素无符号饱和减法	Saturating subtract of unsigned integers	
V				vssubu.vx vd, vs2, rs1, vm	100010	vm	vs2	rs1	100	vd	1010111	对向量元素与标量执行逐元素无符号饱和减法		
V				vssub.vv vd, vs2, vs1, vm	100011	vm	vs2	vs1	000	vd	1010111	对向量元素与向量执行逐元素有符号饱和减法, 结果写入目的向量	Saturating subtract of signed integers	
V				vssub.vx vd, vs2, rs1, vm	100011	vm	vs2	rs1	100	vd	1010111	对向量元素与标量执行逐元素有符号饱和减法, 结果写入目的向量		
V			Vector Single-Width Averaging Add and Subtract	vaaddu.vv vd, vs2, vs1, vm	001000	vm	vs2	vs1	010	vd	1010111	roundoff_unsigned(vs2[i] + vs1[i], 1), Averaging adds of unsigned integers.	roundoff_(un)signed, 将结果根据第二个参数右移, 并根据vxrm决定舍入	
V				vaaddu.vx vd, vs2, rs1, vm	001000	vm	vs2	rs1	110	vd	1010111	roundoff_unsigned(vs2[i] + x[rs1], 1), roundoff_unsigned(vs2[i] + x[rs1], 1)		
V				vaadd.vv vd, vs2, vs1, vm	001001	vm	vs2	vs1	010	vd	1010111	roundoff_signed(vs2[i] + vs1[i], 1), Averaging adds of signed integers		
V				vaadd.vx vd, vs2, rs1, vm	001001	vm	vs2	rs1	110	vd	1010111	roundoff_signed(vs2[i] + x[rs1], 1), Averaging adds of signed integers		
V				vasubu.vv vd, vs2, vs1, vm	001010	vm	vs2	vs1	010	vd	1010111	roundoff_unsigned(vs2[i] - vs1[i], 1), Averaging subtract of unsigned integers		
V				vasubu.vx vd, vs2, rs1, vm	001010	vm	vs2	rs1	110	vd	1010111	roundoff_unsigned(vs2[i] - x[rs1], 1), Averaging subtract of unsigned integers.		
V				vasub.vv vd, vs2, vs1, vm	001011	vm	vs2	vs1	010	vd	1010111	roundoff_signed(vs2[i] - vs1[i], 1), Averaging subtract of signed integers		
V				vasub.vx vd, vs2, rs1, vm	001011	vm	vs2	rs1	110	vd	1010111	roundoff_signed(vs2[i] - x[rs1], 1), Averaging subtract of signed integers		
V			Vector Single-Width Fractional Multiply with Rounding and Saturation	vsmul.vv vd, vs2, vs1, vm	100111	vm	vs2	vs1	000	vd	1010111	vd[i] = clip(roundoff_signed(vs2[i]*vs1[i], SEW-1))	结果右移以后, saturates the result to fit into SEW bits	
V				vsmul.vx vd, vs2, rs1, vm	100111	vm	vs2	rs1	100	vd	1010111	vd[i] = clip(roundoff_signed(vs2[i]*x[rs1], SEW-1))		
V				Vector Single-Width Scaling Shift Instructions	vssrl.vv vd, vs2, vs1, vm	101010	vm	vs2	vs1	000	vd	1010111	vd[i] = roundoff_unsigned(vs2[i], vs1[i])	Scaling shift right logical
V					vssrl.vx vd, vs2, rs1, vm	101010	vm	vs2	rs1	100	vd	1010111	vd[i] = roundoff_unsigned(vs2[i], x[rs1])	
V					vssrl.vi vd, vs2, uimm, vm	101010	vm	vs2	zimm5	011	vd	1010111	vd[i] = roundoff_unsigned(vs2[i], uimm)	
V					vssra.vv vd, vs2, vs1, vm	101011	vm	vs2	vs1	000	vd	1010111	vd[i] = roundoff_signed(vs2[i], vs1[i])	Scaling shift right arithmetic
V			vssra.vx vd, vs2, rs1, vm	101011	vm	vs2	rs1	100	vd	1010111	vd[i] = roundoff_signed(vs2[i], x[rs1])			
V			vssra.vi vd, vs2, uimm, vm	101011	vm	vs2	zimm5	011	vd	1010111	vd[i] = roundoff_signed(vs2[i], uimm)			
V			Vector Narrowing Fixed-Point Clip Instructions	vnclipu.vv vd, vs2, vs1, vm	101110	vm	vs2	vs1	000	vd	1010111	vd[i] = clip(roundoff_unsigned(vs2[i], vs1[i]))	vs2: 2*SEW vd: SEW 另一个源也是SEW	
V				vnclipu.wx vd, vs2, rs1, vm	101110	vm	vs2	rs1	100	vd	1010111	vd[i] = clip(roundoff_unsigned(vs2[i], x[rs1]))		
V				vnclipu.wi vd, vs2, uimm, vm	101110	vm	vs2	zimm5	011	vd	1010111	vd[i] = clip(roundoff_unsigned(vs2[i], uimm))		
V				vnclip.vv vd, vs2, vs1, vm	101111	vm	vs2	vs1	000	vd	1010111	vd[i] = clip(roundoff_signed(vs2[i], vs1[i]))		
V				vnclip.wx vd, vs2, rs1, vm	101111	vm	vs2	rs1	100	vd	1010111	vd[i] = clip(roundoff_signed(vs2[i], x[rs1]))		
V				vnclip.wi vd, vs2, uimm, vm	101111	vm	vs2	zimm5	011	vd	1010111	vd[i] = clip(roundoff_signed(vs2[i], uimm))		
V	Vector Floating-Point Instructions	Vector Single-Width Floating-Point Add/Subtract Instructions	vfadd.vv vd, vs2, vs1, vm	000000	vm	vs2	vs1	001	vd	1010111	vd[i] = vs2[i] + vs1[i]	浮点加		
V				vfadd.vf vd, vs2, rs1, vm	000000	vm	vs2	rs1	101	vd	1010111	vd[i] = vs2[i] + f[rs1]		
V				vfsub.vv vd, vs2, vs1, vm	000010	vm	vs2	vs1	001	vd	1010111	vd[i] = vs2[i] - vs1[i]	浮点减	
V				vfsub.vf vd, vs2, rs1, vm	000010	vm	vs2	rs1	101	vd	1010111	Vector-scalar vd[i] = vs2[i] - f[rs1]		
V				vfrsub.vf vd, vs2, rs1, vm	100111	vm	vs2	rs1	101	vd	1010111	Scalar-vector vd[i] = f[rs1] - vs2[i]		
V			Vector Widening Floating-Point Add/Subtract Instructions	vfwadd.vv vd, vs2, vs1, vm	110000	vm	vs2	vs1	001	vd	1010111	vd[i] = vs2[i] + vs1[i], 2*SEW = SEW +/- SEW	Widening FP add/subtract, 2*SEW = SEW +/- SEW	
V				vfwadd.vf vd, vs2, rs1, vm	110000	vm	vs2	rs1	101	vd	1010111	vd[i] = vs2[i] + f[rs1], 2*SEW = SEW +/- SEW		
V				vfwsb.vv vd, vs2, vs1, vm	110010	vm	vs2	vs1	001	vd	1010111	vd[i] = vs2[i] - vs1[i], 2*SEW = SEW +/- SEW		
V				vfwsb.vf vd, vs2, rs1, vm	110010	vm	vs2	rs1	101	vd	1010111	vd[i] = vs2[i] - f[rs1], 2*SEW = SEW +/- SEW		
V				vfwadd.wv vd, vs2, vs1, vm	110100	vm	vs2	vs1	001	vd	1010111	vd[i] = vs2[i] + vs1[i], 2*SEW = 2*SEW +/- SEW	Widening FP add/subtract, 2*SEW = 2*SEW +/- SEW	
V				vfwadd.wf vd, vs2, rs1, vm	110100	vm	vs2	rs1	101	vd	1010111	vd[i] = vs2[i] + f[rs1], 2*SEW = 2*SEW +/- SEW		
V				vfwsb.wv vd, vs2, vs1, vm	110110	vm	vs2	vs1	001	vd	1010111	vd[i] = vs2[i] - vs1[i], 2*SEW = 2*SEW +/- SEW		
V				vfwsb.wf vd, vs2, rs1, vm	110110	vm	vs2	rs1	101	vd	1010111	vd[i] = vs2[i] - f[rs1], 2*SEW = 2*SEW +/- SEW		
V			Vector Single-Width Floating-Point Multiply/Divide Instructions	vfmul.vv vd, vs2, vs1, vm	100100	vm	vs2	vs1	001	vd	1010111	vd[i] = vs2[i] * vs1[i]	Floating-point multiply	
V				vfmul.vf vd, vs2, rs1, vm	100100	vm	vs2	rs1	101	vd	1010111	vd[i] = vs2[i] * f[rs1]		
V				vfdiv.vv vd, vs2, vs1, vm	100000	vm	vs2	vs1	001	vd	1010111	vd[i] = vs2[i] / vs1[i]	Floating-point divide	
V				vfdiv.vf vd, vs2, rs1, vm	100000	vm	vs2	rs1	101	vd	1010111	vd[i] = vs2[i] / f[rs1]		
V				vfrdiv.vf vd, vs2, rs1, vm	100001	vm	vs2	rs1	101	vd	1010111	scalar-vector, vd[i] = f[rs1]/vs2[i]		

V		Vector Widening Floating-Point Multiply	vfwmul.vv vd, vs2, vs1, vm	111000	vm	vs2	vs1	001	vd	1010111	vd[i] = vs2[i] * vs[1],2*SEW= SEW*SEW	
V			vfwmul.vf vd, vs2, rs1, vm	111000	vm	vs2	rs1	101	vd	1010111	vd[i] = vs2[i] * f[rs1],2*SEW= SEW*SEW	
V		Vector Single-Width Floating-Point Fused Multiply-Add Instructions	vfmacc.vv vd, vs1, vs2, vm	101100	vm	vs2	vs1	001	vd	1010111	vd[i] = +(vs1[i] * vs2[i]) + vd[i]	FP multiply-accumulate, overwrites addend
V			vfmacc.vf vd, rs1, vs2, vm	101100	vm	vs2	rs1	101	vd	1010111	vd[i] = +(f[rs1] * vs2[i]) + vd[i]	
V			vfnmacc.vv vd, vs1, vs2, vm	101101	vm	vs2	vs1	001	vd	1010111	vd[i] = -(vs1[i] * vs2[i]) - vd[i]	FP negate-(multiply-accumulate), overwrites subtrahend
V			vfnmacc.vf vd, rs1, vs2, vm	101101	vm	vs2	rs1	101	vd	1010111	vd[i] = -(f[rs1] * vs2[i]) - vd[i]	
V			vfmsac.vv vd, vs1, vs2, vm	101110	vm	vs2	vs1	001	vd	1010111	vd[i] = +(vs1[i] * vs2[i]) - vd[i]	FP multiply-subtract-accumulator, overwrites subtrahend
V			vfmsac.vf vd, rs1, vs2, vm	101110	vm	vs2	rs1	101	vd	1010111	vd[i] = +(f[rs1] * vs2[i]) - vd[i]	
V			vfnmsac.vv vd, vs1, vs2, vm	101111	vm	vs2	vs1	001	vd	1010111	vd[i] = -(vs1[i] * vs2[i]) + vd[i]	FP negate-(multiply-subtract-accumulator), overwrites minuend
V			vfnmsac.vf vd, rs1, vs2, vm	101111	vm	vs2	rs1	101	vd	1010111	vd[i] = -(f[rs1] * vs2[i]) + vd[i]	
V			vfmadd.vv vd, vs1, vs2, vm	101000	vm	vs2	vs1	001	vd	1010111	vd[i] = +(vs1[i] * vd[i]) + vs2[i]	FP multiply-add, overwrites multiplicand
V			vfmadd.vf vd, rs1, vs2, vm	101000	vm	vs2	rs1	101	vd	1010111	vd[i] = +(f[rs1] * vd[i]) + vs2[i]	
V			vfnmadd.vv vd, vs1, vs2, vm	101001	vm	vs2	vs1	001	vd	1010111	vd[i] = -(vs1[i] * vd[i]) - vs2[i]	FP negate-(multiply-add), overwrites multiplicand
V			vfnmadd.vf vd, rs1, vs2, vm	101001	vm	vs2	rs1	101	vd	1010111	vd[i] = -(f[rs1] * vd[i]) - vs2[i]	
V			vfmsub.vv vd, vs1, vs2, vm	101010	vm	vs2	vs1	001	vd	1010111	vd[i] = +(vs1[i] * vd[i]) - vs2[i]	FP multiply-sub, overwrites multiplicand
V			vfmsub.vf vd, rs1, vs2, vm	101010	vm	vs2	rs1	101	vd	1010111	vd[i] = +(f[rs1] * vd[i]) - vs2[i]	
V			vfnmsub.vv vd, vs1, vs2, vm	101011	vm	vs2	vs1	001	vd	1010111	vd[i] = -(vs1[i] * vd[i]) + vs2[i]	FP negate-(multiply-sub), overwrites multiplicand
V			vfnmsub.vf vd, rs1, vs2, vm	101011	vm	vs2	rs1	101	vd	1010111	vd[i] = -(f[rs1] * vd[i]) + vs2[i]	
V		Vector Widening Floating-Point Fused Multiply-Add Instructions	vfwmacc.vv vd, vs1, vs2, vm	111100	vm	vs2	vs1	001	vd	1010111	vd[i] = +(vs1[i] * vs2[i]) + vd[i],FP widening multiply-accumulate, overwrites addend	乘号的两端都是SEW，乘积是2*SEW 加法另一端也是2*SEW 结果也是2*SEW，存入vd
V			vfwmacc.vf vd, rs1, vs2, vm	111100	vm	vs2	rs1	101	vd	1010111	vd[i] = +(f[rs1] * vs2[i]) + vd[i],FP widening multiply-accumulate, overwrites addend	
V			vfwnmacc.vv vd, vs1, vs2, vm	111101	vm	vs2	vs1	001	vd	1010111	vd[i] = -(vs1[i] * vs2[i]) - vd[i],FP widening negate-(multiply-accumulate), overwrites addend	
V			vfwnmacc.vf vd, rs1, vs2, vm	111101	vm	vs2	rs1	101	vd	1010111	vd[i] = -(f[rs1] * vs2[i]) - vd[i],FP widening negate-(multiply-accumulate), overwrites addend	
V			vfwnmsac.vv vd, vs1, vs2, vm	111110	vm	vs2	vs1	001	vd	1010111	vd[i] = +(vs1[i] * vs2[i]) - vd[i],FP widening multiply-subtract-accumulator, overwrites addend	
V			vfwnmsac.vf vd, rs1, vs2, vm	111110	vm	vs2	rs1	101	vd	1010111	vd[i] = +(f[rs1] * vs2[i]) - vd[i],FP widening multiply-subtract-accumulator, overwrites addend	
V			vfwnmsac.vv vd, vs1, vs2, vm	111111	vm	vs2	vs1	001	vd	1010111	vd[i] = -(vs1[i] * vs2[i]) + vd[i],FP widening negate-(multiply-subtract-accumulator), overwrites addend	
V			vfwnmsac.vf vd, rs1, vs2, vm	111111	vm	vs2	rs1	101	vd	1010111	vd[i] = -(f[rs1] * vs2[i]) + vd[i],FP widening negate-(multiply-subtract-accumulator), overwrites addend	
V		Vector Floating-Point Square-Root Instruction	vfsqrt.v vd, vs2, vm	010011	vm	vs2	00000	001	vd	1010111	向量浮点平方根	
V		Vector Floating-Point Reciprocal Square-Root Estimate Instruction	vfrrsqrt7.v vd, vs2, vm	010011	vm	vs2	00100	001	vd	1010111	一元向量-向量指令，用于返回 1/√x 的估计值，精度约为 7 位	
V		Vector Floating-Point Reciprocal Estimate Instruction	vfrec7.v vd, vs2, vm	010011	vm	vs2	00101	001	vd	1010111	一元向量-向量指令，返回 1/x的估计值，精度为7位	
V		Vector Floating-Point MIN/MAX Instructions	vfmin.vv vd, vs2, vs1, vm	000100	vm	vs2	vs1	001	vd	1010111	vd[i]是vs1[i],vs2[i]中的最小的	
V			vfmin.vf vd, vs2, rs1, vm	000100	vm	vs2	rs1	101	vd	1010111	vd[i]是f[rs1],vs2[i]中的最小的	
V			vfmax.vv vd, vs2, vs1, vm	000100	vm	vs2	vs1	001	vd	1010111	vd[i]是vs1[i],vs2[i]中的最大的	
V			vfmax.vf vd, vs2, rs1, vm	000100	vm	vs2	rs1	101	vd	1010111	vd[i]是f[rs1],vs2[i]中的最大的	
V		Vector Floating-Point Sign-Injection Instructions	vfsgnj.vv vd, vs2, vs1, vm	001000	vm	vs2	vs1	001	vd/rd	1010111	把 vs1 的符号给 vs2，把vs2存储在vd	
V			vfsgnj.vf vd, vs2, rs1, vm	001000	vm	vs2	rs1	101	vd	1010111	把 rs1 的符号给 vs2，把vs2存储在vd	
V			vfsgnjn.vv vd, vs2, vs1, vm	001001	vm	vs2	vs1	001	vd/rd	1010111	把 vs1 的符号取反后给 vs2，把vs2存储在vd	
V			vfsgnjn.vf vd, vs2, rs1, vm	001001	vm	vs2	rs1	101	vd	1010111	把 rs1 的符号取反后给 vs2，把vs2存储在vd	
V			vfsgnjx.vv vd, vs2, vs1, vm	001010	vm	vs2	vs1	001	vd/rd	1010111	vs2的符号异或vs1的符号作为vs2的新符号，存储在vd	
V			vfsgnjx.vf vd, vs2, rs1, vm	001010	vm	vs2	rs1	101	vd	1010111	vs2的符号异或rs1的符号作为vs2的新符号，存储在vd	
V		Vector Floating-Point Compare Instructions	vmfeq.vv vd, vs2, vs1, vm	011000	vm	vs2	vs1	001	vd	1010111	vd.mask[i] = vs2[i] == vs1[i]	
V			vmfeq.vf vd, vs2, rs1, vm	011000	vm	vs2	rs1	101	vd	1010111	vd.mask[i] = vs2[i] == f[rs1]	
V			vmfne.vv vd, vs2, vs1, vm	011100	vm	vs2	vs1	001	vd	1010111	vd.mask[i] = vs2[i] != vs1[i]	
V			vmfne.vf vd, vs2, rs1, vm	011100	vm	vs2	rs1	101	vd	1010111	vd.mask[i] = vs2[i] != f[rs1]	
V			vmflt.vv vd, vs2, vs1, vm	011011	vm	vs2	vs1	001	vd	1010111	vd.mask[i] = vs2[i] < vs1[i]	
V			vmflt.vf vd, vs2, rs1, vm	011011	vm	vs2	rs1	101	vd	1010111	vd.mask[i] = vs2[i] < f[rs1]	
V			vmfle.vv vd, vs2, vs1, vm	011001	vm	vs2	vs1	001	vd	1010111	vd.mask[i] = vs2[i] <= vs1[i]	
V			vmfle.vf vd, vs2, rs1, vm	011001	vm	vs2	rs1	101	vd	1010111	vd.mask[i] = vs2[i] <= f[rs1]	
V			vmfgt.vf vd, vs2, rs1, vm	011101	vm	vs2	rs1	101	vd	1010111	vd.mask[i] = vs2[i] > f[rs1]	
V			vmfge.vf vd, vs2, rs1, vm	011111	vm	vs2	rs1	101	vd	1010111	vd.mask[i] = vs2[i] >= f[rs1]	
V		Vector Floating-Point Classify Instruction	vfclass.v vd, vs2, vm	010011	vm	vs2	10000	001	vd	1010111	对每个向量浮点元素做分类，输出对应的 10-bit 类型编码，其他位填充0	
V		Vector Floating-Point Merge Instruction	vfmerge.vfm vd, vs2, rs1, v0	010111	0	vs2	rs1	101	vd	1010111	vd[i] = v0.mask[i] ? f[rs1] : vs2[i]	
V		Vector Floating-Point Move Instruction	vfmv.v.f vd, rs1	010111	1	0	rs1	101	vd	1010111	vd[i] = f[rs1]	

V			vfslidelup.vf vd, vs2, rs1, vm	001110	vm	vs2	rs1	101	vd	1010111	vd[0]=f[rs1], vd[i+1] = vs2[i]	
V			vslideltdown.vx vd, vs2, rs1, vm	001111	vm	vs2	rs1	110	vd	1010111	vd[i] = vs2[i+1], vd[v1-1]=x[rs1]	
V			vfslideltdown.vf vd, vs2, rs1, vm	001111	vm	vs2	rs1	101	vd	1010111	vd[i] = vs2[i+1], vd[v1-1]=f[rs1]	
V			vrgather.vv vd, vs2, vs1, vm	001100	vm	vs2	vs1	000	vd	1010111	vd[i] = (vs1[i] >= VLMAX) ? 0 : vs2[vs1[i]];	
V			vrgathereil6.vv vd, vs2, vs1, vm	001110	vm	vs2	vs1	000	vd	1010111	vd[i] = (vs1[i] >= VLMAX) ? 0 : vs2[vs1[i]];	
V			vrgather.vx vd, vs2, rs1, vm	001100	vm	vs2	rs1	100	vd	1010111	vd[i] = (x[rs1] >= VLMAX) ? 0 : vs2[x[rs1]]	
V			vrgather.vi vd, vs2, uimm, vm	001100	vm	vs2	zimm5	011	vd	1010111	vd[i] = (uimm >= VLMAX) ? 0 : vs2[uimm]	
											The vector compress instruction allows elements selected by a vector mask register from a source vector register group to be packed into contiguous elements at the start of the destination vector register group.	
V			vcompress.vm vd, vs2, vs1	010111	1	vs2	vs1	010	vd	1010111		
V			vmv<nr>r.v vd, vs2									
V			vmv1r.v v1, v2	100111	1	vs2	0	011	vd	1010111	Copy v1=v2	
V			vmv2r.v v10, v12	100111	1	vs2	1	011	vd	1010111	Copy v10=v12; v11=v13	
V			vmv4r.v v4, v8	100111	1	vs2	3	011	vd	1010111	Copy v4=v8; v5=v9; v6=v10; v7=v11	
V			vmv8r.v v0, v8	100111	1	vs2	7	011	vd	1010111	Copy v0=v8; v1=v9; ...; v7=v15	
RVA23中额外的向量相关扩展												
extension	class	group	inst	func6	vm	op2 bit	opl bit	func3 seg	dst seg	opcode	function	note
Zvbb			vandn.vv vd, vs2, vs1, vm	000001	vm	vs2	vs1	000	vd	1010111	把vs1按位取反然后跟vs2按位AND	
Zvbb			vandn.vx vd, vs2, rs1, vm	000001	vm	vs2	rs1	100	vd	1010111	把x[rs1]符号扩展或者截断，然后再取反并与vs2按位AND	
Zvbb		Vector Reverse Bits in Elements	vbrev.v vd, vs2, vm	010010	vm	vs2	01010	010	vd	1010111	把SEW位宽的每个数据的每一位翻转出现的顺序，LSB变MSB	
Zvbb		Vector Reverse Bits in Bytes	vbrev8.v vd, vs2, vm	010010	vm	vs2	01000	010	vd	1010111	以8bits为单位，单位内反转每个Bit出现的顺序	
Zvbb		Vector Reverse Bytes	vrev8.v vd, vs2, vm	010010	vm	vs2	01001	010	vd	1010111	翻转每个byte出现的顺序	
Zvbb		Vector Count Leading Zeros	vclz.v vd, vs2, vm	010010	vm	vs2	01100	010	vd	1010111	计算每个元素先导零的个数	
Zvbb		Vector Count Trailing Zeros	vctz.v vd, vs2, vm	010010	vm	vs2	01101	010	vd	1010111	计算每个元素从最低位开始零的个数	
Zvbb		Count the number of bits set in each element	vcpop.v vd, vs2, vm	010010	vm	vs2	01110	010	vd	1010111	计算每个元素1的个数	
Zvbb		Vector rotate left by vector/scalar.	vrol.vv vd, vs2, vs1, vm	010101	vm	vs2	vs1	000	vd	1010111	把vs2中的每个元素循环左移vs1指定的位数	
Zvbb			vrol.vx vd, vs2, rs1, vm	010101	vm	vs2	rs1	100	vd	1010111	把vs2中的每个元素循环左移x[rs1]指定的位数	
Zvbb		Vector rotate right by vector/scalar/immediate.	vror.vv vd, vs2, vs1, vm	010100	vm	vs2	vs1	000	vd	1010111	把vs2中的元素旋转右移vs1中指定的位数	
Zvbb			vror.vx vd, vs2, rs1, vm	010100	vm	vs2	rs1	100	vd	1010111	把vs2中的元素旋转右移x[rs1]中指定的位数	
Zvbb			vror.vi vd, vs2, uimm, vm	010101i5	vm	vs2	uimm[4:0]	011	vd	1010111	使用i5以及uimm[4:0]拼凑出6位的无符号数，然后vs2中的元素旋转右移相应的位	
Zvbb			vwsll.vv vd, vs2, vs1, vm	110101	vm	vs2	vs1	000	vd	1010111	vs2先使用零填充由SEW填充到2*SEW，然后根据vs1相应的值左移，偏移量只有低log2(2*SEW)有效	
Zvbb		Vector widening shift left logical by vector/scalar/immediate.	vwsll.vx vd, vs2, rs1, vm	110101	vm	vs2	rs1	100	vd	1010111	vs2先使用零填充由SEW填充到2*SEW，然后根据x[rs1]相应的值左移，偏移量只有低log2(2*SEW)有效	
Zvbb			vwsll.vi vd, vs2, uimm, vm	110101	vm	vs2	zimm5	011	vd	1010111	vs2先使用零填充由SEW填充到2*SEW，然后根据立即数相应的值左移，偏移量只有低log2(2*SEW)有效	
Zvbc		Vector Carry-less Multiply by vector or	vclmul.vv vd, vs2, vs1, vm	001100	vm	vs2	vs1	010	vd	1010111	对vs1和vs2中相应的两个64位数进行无进位乘法，结果取乘积的最低有效64位	
			vclmul.vx vd, vs2, rs1, vm	001100	vm	vs2	rs1	110	vd	1010111	对vs2和x[rs1]中相应的两个64位数进行无进位乘法，结果取乘积的最低有效64位	
		Vector Carry-less Multiply by vector or	vclmulh.vv vd, vs2, vs1, vm	001101	vm	vs2	vs1	010	vd	1010111	将vs2与vs1中的对应元素进行无进位乘法，结果取乘积的最高有效64位	
			vclmulh.vx vd, vs2, rs1, vm	001101	vm	vs2	rs1	110	vd	1010111	将vs2与x[rs1]中的对应元素进行无进位乘法，结果取乘积的最高有效64位	
Zvknhb		Vector SHA-2 message schedule.	vsha2ms.vv vd, vs2, vs1	101101	1	vs2	vs1	010	vd	1110111	执行SHA-256 (SEW=32)/SHA-512 (SEW=64) 信息调度的两个步骤，一次性计算4个新的信息调度值	SEW只允许是32或者64, vd不能跟vs1或vs2重叠
		Vector SHA-2 two rounds of compression.	vsha2ch.vv vd, vs2, vs1	101110	1	vs2	vs1	010	vd	1110111	更新前4个状态	来自 vs1 的两个字，会与当前状态中保存在 vd 和 vs2 中的八个字一起参与计算，执行两轮哈希运算，生成下一
			vsha2cl.vv vd, vs2, vs1	101111	1	vs2	vs1	010	vd	1110111	更新后4个状态	
Zvkned	NIST Suite: Vector AES Block Cipher	Vector AES final-round encryption	vaesef.vv vd, vs2	101000	1	vs2	00011	010	vd	1110111	对 AES 分组密码执行最终一轮的加密，轮密钥来自vs2中对应的元素组	
			vaesef.vs vd, vs2	101001	1	vs2	00011	010	vd	1110111	对 AES 分组密码执行最终一轮的加密，轮密钥来自vs2的第0个元素	SEW必须是32
		Vector AES middle-round encryption	vaesem.vv vd, vs2	101000	1	vs2	00010	010	vd	1110111	执行 AES 分组密码的一般（中间）轮加密，轮密钥来自vs2	
			vaesem.vs vd, vs2	101001	1	vs2	00010	010	vd	1110111	执行 AES 分组密码的一般（中间）轮加密，轮密钥来自vs2的第0个元素	SEW必须是32
		Vector AES final-round decryption	vaesdf.vv vd, vs2	101000	1	vs2	00001	010	vd	1110111	执行 AES 块密码的最终轮解密，轮密钥来自vs2	
			vaesdf.vs vd, vs2	101001	1	vs2	00001	010	vd	1110111	执行 AES 块密码的最终轮解密，轮密钥来自vs2的第0个元素	SEW必须是32
				101000	1	vs2	00000	010	vd	1110111	A middle-round AES block cipher decryption is performed.This is then XORed with the round key in either the corresponding element group in vs2 (vector-vector form)	
		Vector AES middle-round decryption	vaesdm.vv vd, vs2									
				101001	1	vs2	00000	010	vd	1110111	A middle-round AES block cipher decryption is performed.This is then XORed with the round key in either the corresponding element group in vs2 (vector-vector form) the scalar element group in vs2 (vector-scalar form)	SEW必须是32
		Vector AES-128 Forward KeySchedule generation	vaeskf1.vi vd, vs2, uimm	100010	1	vs2	zimm5	010	vd	1110111	执行一次前向 AES-128 密钥扩展（KeySchedule）的单轮操作。轮数（round number）范围为 1 到 10，由 uimm[3:0] 提供；uimm[4] 被忽略。超出范围的 uimm[3:0] 值（即 0 和 11-15）通过取 uimm[3] 的反码映射到有效范围。因此，0 映射为 8，11-15 映射为 3-7。轮数用于指定轮常量，从而生成第一个轮密钥字。	SEW必须是32
				101010	1	vs2	zimm5	010	vd	1110111	A single round of the forward AES-256 KeySchedule is performed.The round number, which ranges from 2 to 14, comes from uimm[3:0]; uimm[4] is ignored. The out-of-range uimm[3:0] values of 0-1 and 15 are mapped to in-range values by inverting uimm[3]. Thus, 0-1 maps to 8-9, and 15 maps to 7.	SEW必须是32
		Vector AES-256 Forward KeySchedule generation	vaeskf2.vi vd, vs2, uimm									
		Vector AES round zero encryption/decryption	vaesz.vs vd, vs2	101001	1	vs2	00111	010	vd	1110111	A round-0 AES block cipher operation is performed.Vs2 holds a scalar element group that is used as the round key for all of the round state element groups	SEW必须是32

	ShangMi Suite: SM4 Block Cipher											
Zvksed		Vector SM4 KeyExpansion	vsm4k.vi vd, vs2, uimm	100001	1	vs2	zimm5	010	vd	1110111	Four rounds of the SM4 Key Expansion are performed. The Round group number (rnd) comes from uimm[2:0]; the bits in uimm[4:3] are ignored. Round group numbers range from 0 to 7 and indicate which group of four round keys are being generated. Round Keys range from 0-31.	
		Vector SM4 Rounds	vsm4r.vv vd, vs2	101000	1	vs2	10000	010	vd	1110111	Four rounds of SM4 Encryption/Decryption are performed. round keys are read from corresponding 4-element group in vs2	
			vsm4r.vs vd, vs2	101001	1	vs2	10000	010	vd	1110111	Four rounds of SM4 Encryption/Decryption are performed. round keys are read from scalar element group in vs2	
Zvkg		Vector Add-Multiply over GHASH Galois-Field	vghsh.vv vd, vs2, vs1	101100	1	vs2	vs1	010	vd	1110111	A single "iteration" of the GHASH _H algorithm is performed.	
		Vector Multiply over GHASH Galois-Field	vgmul.vv vd, vs2	101000	1	vs2	vs1	010	vd	1110111	A GHASH _H multiply is performed.	
Zvksh	ShangMi Suite: SM3 Secure Hash	Vector SM3 Message Expansion	vsm3me.vv vd, vs2, vs1	100000	1	vs1	vs1	010	vd	1110111	Eight rounds of SM3 message expansion are performed.	SEW要等于32
		Vector SM3 Compression	vsm3c.vi vd, vs2, uimm	101011	1	vs1	zimm5	010	vd	1110111	Two rounds of SM3 compression are performed.	