

```
1 class RVInstVV_VEx<bits<3> funct3, dag outs, dag ins, string opcodestr, string argstr>
2   : RVInst<outs, ins, opcodestr, argstr, [], InstFormatR> {
3     bits<5> vs2;
4     bits<5> vs1;
5     bits<5> vd;
6
7     let Inst{31-27} = 0b00001;
8     let Inst{26-25} = 0b10;
9     let Inst{24-20} = vs2;
10    let Inst{19-15} = vs1;
11    let Inst{14-12} = funct3;
12    let Inst{11-7} = vd;
13    let Inst{6-0} = 0b0001011;
14  }
```