

ANY-1 Instruction Set

© 2021 Robert Finch

Table of Contents

Instruction Formats	5
Example Instruction	6
Instructions.....	7
Arithmetic / Logical	7
ABS – Absolute Value.....	7
ADD - Addition	8
ADDIS – Add Immediate Shifted.....	9
AND – Bitwise And.....	10
ANDIS – Bitwise And Immediate Shifted.....	11
AISIP – Add Immediate Shifted to IP	12
BMM – Bit Matrix Multiply	13
BYTNDX – Byte Index	14
CNTLZ – Count Leading Zeros.....	15
CNTPOP – Count Population	16
CSRx – Control and Status Access	17
DEP – Deposit.....	18
DIV – Division.....	19
DIVR – Division	20
DIVU – Division Unsigned.....	20
EXT –Extract Bitfield	21
EXTU –Extract Bitfield Unsigned	22
FDP – Fused Dot Product	22
FFO –Find First One	23
MAX – Maximum Value	24
MIN – Minimum Value	24
MUL – Signed Multiply.....	25
MULF – Fast Unsigned Multiply.....	25
MUX – Multiplex	25
NEG - Negate.....	26

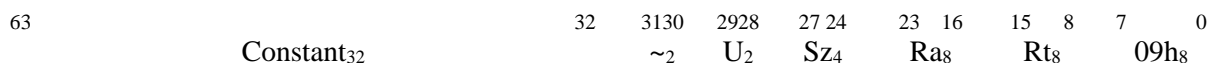
NOT – Logical Not	27
OR – Bitwise Or.....	28
ORIS – Bitwise Or Immediate Shifted	29
PERM – Permute Bytes	29
SEQ – Set if Equal	30
SGE – Set if Greater Than or Equal.....	30
SGEU – Set if Greater Than or Equal Unsigned.....	30
SGT – Set if Greater Than	31
SGTU – Set if Greater Than Unsigned	32
SIGN – Sign.....	32
SLL –Shift Left Logical Pair	33
SLT – Set if Less Than	33
SLE – Set if Less Than or Equal.....	34
SLEU – Set if Less Than or Equal.....	34
SLTU – Set if Less Than Unsigned	34
SNE – Set if Not Equal	34
SRA –Shift Right Arithmetic Pair	35
SRL –Shift Right Logical Pair	36
SUB - Subtract.....	37
SUBF – Subtract From.....	38
U21NDX – UTF21 Index	39
WYDNDX – Wyde Index.....	40
XOR – Bitwise Exclusive Or	41
ZXB –Zero Extend Byte	42
ZXW –Zero Extend Wyde	42
ZXT –Zero Extend Tetra.....	43
Memory Operations	44
LDx – Load.....	44
LDB – Load Byte (8 bits)	46
LDBZ – Load Byte, Zero Extend (8 bits)	46
LDO – Load Octa (64 bits)	47
LDT – Load Tetra (32 bits).....	48
LDTZ – Load Tetra, Zero Extend (32 bits).....	48

LDW – Load Wyde (16 bits)	49
LDWZ – Load Wyde, Zero Extend (16 bits)	49
LEA – Load Effective Address.....	50
LSM – Load or Store Multiple.....	52
STx – Store	53
STB – Store Byte (8 bits).....	55
STBZ – Store Byte and Zero (8 bits)	55
STO – Store Octa (64 bits).....	56
STOZ – Store Octa and Zero (64 bits).....	56
STT – Store Tetra (32 bits)	57
STTZ – Store Tetra and Zero (32 bits).....	57
STW – Store Wyde (16 bits).....	57
STWZ – Store Wyde and Zero (16 bits)	57
Flow Control (Branch Unit) Operations	59
BEQ – Branch if Equal	59
BGE – Branch if Greater Than or Equal	60
BGEU – Branch if Greater Than or Equal Unsigned.....	61
BGT – Branch if Greater Than	61
BGTU – Branch if Greater Than Unsigned	62
BNE – Branch if Not Equal	63
BLE – Branch if Less Than or Equal	64
BLEU – Branch if Less Than or Equal Unsigned.....	64
BLT – Branch if Less Than.....	65
BLTU – Branch if Less Than Unsigned	65
BRA – Unconditional Branch	66
BRK – Break.....	67
CHK – Check Register Against Bounds	68
JAL – Jump and Link.....	69
JMP – Jump.....	70
PFI – Poll for Interrupt.....	70
RET – Return from Subroutine.....	72
REX – Redirect Exception.....	73
SYNC -Synchronize.....	75

Floating Point Instructions	77
Vector Specific Instructions.....	78
Arithmetic / Logical	78
V2BITS	78
VACC - Accumulate.....	79
VBITS2V	80
VCIDX – Compress Index.....	81
VCMRSS – Compress Vector	82
VEINS / VMOVSV – Vector Element Insert	83
VEX / VMOVSV – Vector Element Extract	84
VSCAN	85
VSHLV – Shift Vector Left	86
VSHRV – Shift Vector Right.....	87
Memory Operations	88
CVLDx – Compressed Vector Load.....	88
CVSTx – Compressed Vector Store	90
Root Opcode Map	92
{SR3} Triadic Register Ops.....	93
{SR2} Dyadic Register Ops.....	93
{SR1} Monadic Register Ops.....	93

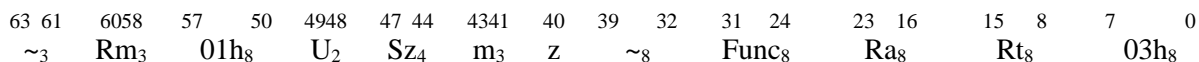
Instruction Formats

Immediate Format:

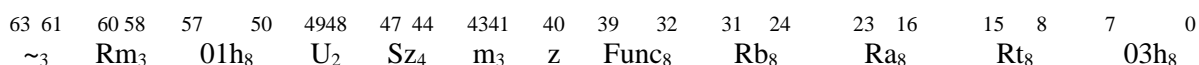


Register Format:

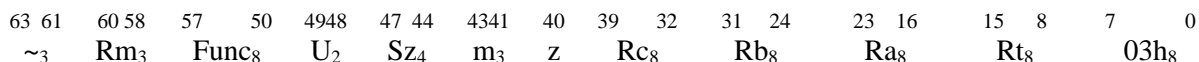
SR1 (one source register)



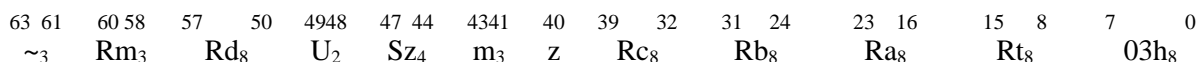
SR2 (two source register)



SR3 (three source register)



SR4 (four source register)



z: 1 = zero vector element if mask bit clear, 0 = vector element unchanged (ignored for scalar ops)

m₃: vector mask register (ignored for scalar operations).

Rm₃: rounding mode

If any of Rt, Ra, Rb, Rc are vector registers, then the instruction is a vector instruction.

Rn₈

0 to 63 scalar registers

64 to 127 vector registers

128 to 255 Rn is a seven-bit constant

U ₂	Execution Unit	Qualifier	
0	Integer	.int	
1	Floating-point	.fp	
2	Decimal floating-point	.dfp	
3	Posit	.pos	

Sz ₄	Size	Qualifier	Alt Qualifier
0	byte	.b	
1	wyde	.w	
2	tetra	.t	.s (single)
3	octa	.o	.d (double)
4	hexi	.h	.q (quad)
8	SIMD byte	.bp	

9	SIMD wyde	.wp	
10	SIMD tetra	.tp	.sp
11	SIMD octa	.op	.dp
12	SIMD hexi	.hp	.qp

Example Instruction

add.int.o x1,x2,x3,x0 ; scalar add of integers x2,x3

add.int.o v1,v2,v3,v0 ; vector add of integers v2,v3

add.int.o v1,v2,v0,x4 ; vector add scalar integers v2,x4

add.fp.o v1,v2,v3,v0 ; vector add float-point double v2,v3

Instructions

Arithmetic / Logical

ABS – Absolute Value

Description:

This instruction takes the absolute value of a register and places the result in a target register.

Instruction Format: SR1

63 61	60 58	57	50	49 48	47 44	43 41	40	39	32	31	24	23	16	15	8	7	0
\sim_3	Rm ₃	01h ₈	U ₂	Sz ₄	m ₃	Z	\sim_8	4 ₈	Ra ₈	Rt ₈	03h ₈						

Operation:

```

If Ra < 0
    Rt = -Ra
else
    Rt = Ra

```

Vector Operation

for x = 0 to VL - 1

if (Vm[x]) Rt[x] = Ra[x] < 0 ? -Ra[x] : Ra[x]

Execution Units: I, F, D, P

Exceptions: none

Notes:

For sign-magnitude formats this instruction simply clears the MSB of the number. No rounding occurs.

ADD - Addition

Description:

Add two values. The first operand must be in a register. The second operand may be in a register or may be an immediate value specified in the instruction.

Operation:

$$Rt = Ra + Imm$$

or

$$Rt = Ra + Rb + Rc$$

Vector Operation

for $x = 0$ to $VL - 1$

if $(Vm[x]) \quad Vt[x] = Va[x] + Vb[x] + Vc[x]$

else if $(z) \quad Vt[x] = 0$

Immediate Instruction Format

63		32	31	30	29	28	27	24	23	16	15	8	7	0
	Constant ₃₂		~ ₂	U ₂	S ₄	Ra ₈	Rt ₈	04h ₈						

Register Instruction Format

63	61	60	58	57	50	49	48	47	44	43	41	40	39	32	31	24	23	16	15	8	7	0
	~ ₃	Rm ₃		4 ₈		U ₂	S ₄	m ₃	z	Rc ₈	Rb ₈	Ra ₈	Rt ₈	03h ₈								

Exceptions: none

ADDIS – Add Immediate Shifted

Description:

Perform an addition operation between operands. The immediate constant is shifted left by a multiple of 32 bits and sign extended to the left and zero extended to the right before use.

Immediate Instruction Format

63		32	3128	2724	23 16	15 8	7 0
	Constant ₃₂		Fn ₄	Sh ₄	Ra ₈	Rt ₈	Opcode ₈

63		32	3128	2724	23 16	15 8	7 0
	Constant ₃₂		4 ₄	Sh ₄	Ra ₈	Rt ₈	Opcode ₈

Operation

$$Rt = Ra + (\text{Immediate} \ll (32 * Sh))$$

Exceptions: none

AND – Bitwise And

Description:

Perform a bitwise ‘and’ operation between operands. The first operand must be in a register. The second operand may be in a register or may be an immediate value specified in the instruction. A third source operand must be in a register. The immediate constant is one extended before use.

Immediate Instruction Format

63		32	31	30	29	28	27	24	23	16	15	8	7	0
	Constant ₃₂		~ ₂	~ ₂	SZ ₄	Ra ₈	Rt ₈	08h ₈						

Register Instruction Format

63	61	60	58	57	50	49	48	47	44	43	41	40	39	32	31	24	23	16	15	8	7	0
	~ ₃	Rm ₃	8 ₈	~ ₂	SZ ₄	m ₃	z	Rc ₈	Rb ₈	Ra ₈	Rt ₈	03h ₈										

Operation:

$$Rt = Ra \& Imm$$

or

$$Rt = Ra \& Rb \& Rc$$

Vector Operation

for $x = 0$ to $VL - 1$

if $(Vm[x]) \quad Vt[x] = Va[x] \& Vb[x] \& Vc[x]$

else if $(z) \quad Vt[x] = 0$

Exceptions: none

ANDIS – Bitwise And Immediate Shifted

Description:

Perform a bitwise and operation between operands. The immediate constant is shifted left a multiple of 32 bits and one extended to the left and right before use.

Immediate Instruction Format

63		32	31	28	23	16	15	8	7	0
	Constant ₃₂		8 ₄	Sh ₄	Ra ₈	Rt ₈	Opcode ₈			

Operation

$$Rt = Ra \& ((\text{Immediate} \ll (32 * Sh2)) \mid 0xFFFFFFFF)$$

Exceptions: none

AISIP – Add Immediate Shifted to IP

Description:

This instruction forms the sum of the instruction pointer and an immediate value shifted left a multiple of 32 times. The result is then placed in the target register. The low order 32 bits of the target register are zeroed out.

Instruction Format

63		32	3128	2724	23	16	15	8	7	0
	Constant ₃₂		F ₄	Sh ₄		63 ₈		Rt ₈		Opcode ₈

Exceptions: none

BMM – Bit Matrix Multiply

BMM Rt, Ra, Rb

Description:

The BMM instruction treats the bits of register Ra and register Rb as an 8x8 matrix and performs a bit matrix multiply of the two registers and stores the result in the target register. An alternate mnemonic for this instruction is MOR.

Instruction Format: S2

63 61	60 58	57	50	49 48	47 44	43 41	40	39	32	31 24	23 16	15 8	7	0
Fn ₃	Rm ₃	03h ₈	U ₂	Sz ₄	m ₃	z	~ ₈			Rb ₈	Ra ₈	Rt ₈		03h ₈

Fn ₃	Function
0	MOR
1	MXOR
2	MORT (MOR transpose)
3	MXORT (MXOR transpose)
4 to 7	reserved

Operation:

for I = 0 to 7

for j = 0 to 7

$$Rt.bit[i][j] = (Ra[i][0] \& Rb[0][j]) \mid (Ra[i][1] \& Rb[1][j]) \mid \dots \mid (Ra[i][15] \& Rb[15][j])$$

Clock Cycles: 1

Execution Units: Integer ALU

Exceptions: none

Notes:

The bits are numbered with bit 63 of a register representing I_j = 0,0 and bit 0 of the register representing I_j = 7,7.

BYTNDX – Byte Index

Description:

This instruction searches Ra, which is treated as an array of eight bytes, for a byte value specified by Rb or an immediate value and places the index of the byte into the target register Rt. If the byte is not found -1 is placed in the target register. A common use would be to search for a null byte. The index result may vary from -1 to +7. The index of the first found byte is returned (closest to zero).

Instruction Format: SR2

63 61	60 58	57	50	49 48	47 44	43 41	40	39	32	31 24	23 16	15 8	7	0
0 ₃	Rm ₃	~ ₈	0 ₂	Sz ₄	m ₃	Z	~ ₈	Rb ₈	Ra ₈	Rt ₈	1Ah ₈			

63 61	60 58	57	50	49 48	47 44	43 41	40	39	32	31 24	23 16	15 8	7	0
1 ₃	Rm ₃	~ ₈	0 ₂	Sz ₄	m ₃	Z	~ ₈	Imm ₈	Ra ₈	Rt ₈	1Ah ₈			

R2 Supported Formats: .w, .t, .o

Clock Cycles: 1

Execution Units: Integer ALU

Operation:

Rt = Index of (Rb in Ra)

Exceptions: none

CNTLZ – Count Leading Zeros

Description:

Count the number of leading zeros (starting at the MSB) in Ra and place the count in the target register.

Instruction Format: SR1

63 61	60 58	57	50	49 48	47 44	43 41	40	39	32	31	24	23	16	15	8	7	0
~ ₃	Rm ₃	0	Ch ₈	0 ₂	Sz ₄	m ₃	Z	0	Ch ₈	0 ₈		Ra ₈		Rt ₈		0	3h ₈

R1 Supported Formats: .b .w, .t, .o

Clock Cycles: 1

Execution Units: Integer ALU

Exceptions: none

CNTPOP – Count Population

Description:

Count the number of ones and place the count in the target register.

Vector Operation

for $x = 0$ to $VL - 1$

if ($Vm[x]$) $Vt[x] = \text{popcnt}(Va[x])$

Instruction Format: SR1

63 61	60 58	57	50	49 48	47 44	43 41	40	39	32	31	24	23	16	15	8	7	0
\sim_3	Rm_3	$0Ch_8$	0_2	SZ_4	m_3	z	$0Ch_8$		2_8		Ra_8		Rt_8				$03h_8$

Execution Units: integer ALU

Exceptions: none

CSRx – Control and Status Access

Description:

The CSR instruction group provides access to control and status registers in the core. For the read operation the current value of the CSR is placed in the target register Rt.

Instruction Format: CSR

63 61 60 58 57 50 49 48 47 44 43 41 40 39 24 23 16 15 8 7 0
 ~3 Op₃ OFh₈ U₂ SZ₄ m₃ Z Regno₁₆ Ra₈ Rt₈ 44h₈

Op ₃	Operation
0	CSRR Only read the CSR, no update takes place, Ra should be R0.
1	CSRW Write to CSR
2	CSRS Set CSR bits
3	CSRC Clear CSR bits
4 to 7	reserved

CSRS and CSRC operations are only valid on registers that support the capability.

The Regno_[15..12] field is reserved to specify the operating mode. Note that registers cannot be accessed by a lower operating mode.

Execution Units: Integer, the instruction may be available on only a single execution unit (not supported on all available integer units).

Clock Cycles: 1

Exceptions: privilege violation attempting to access registers outside of those allowed for the operating mode.

DEP – Deposit

Description:

Insert to a bitfield. Rc specifies the bitfield offset, Rd specifies the width of the bitfield. Rb specifies the data to insert. Ra contains the original source data. The least significant Rd minus one bits of Rb are inserted into Ra at the position specified by Rc. The final result is placed into Rt.

This instruction may also be used to perform a left shift of a single register by specifying x0 for Ra.

Formats Supported: SR3

63 61	60 58	57	50	49 48	47 44	43 41	40	39	32	31	24	23	16	15	8	7	0
3 ₃	Rm ₃		Rd ₈	U ₂	Sz ₄	m ₃	z		Rc ₈		Rb ₈		Ra ₈		Rt ₈		1Dh ₈

Operation Size: .o, .t, .w, .b

Execution Units: integer ALU

Exceptions: none

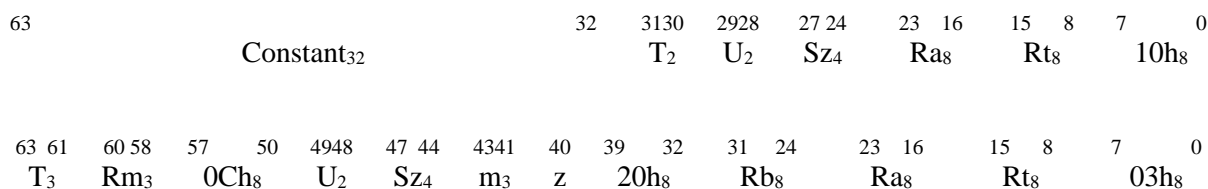
Example:

DIV – Division

Description:

Divide two operand values and place the result in the target register. The first operand must be in a register specified by the Ra field of the instruction. The second operand may be either a register specified by the Rb field of the instruction, an immediate value. Both operands are treated as signed values.

Formats Supported: R2, RI



Execution Units: ALU

Clock Cycles: 67

Exceptions: none

T2	Mnemonic	Trap
0	DIV	none
1	DIVZ	zero
2	DIVO	overflow
3	DIVZO	zero and overflow

DIVR – Division

Description:

This instruction is supplied as division is not commutative. Divide two operand values and place the result in the target register. The first operand must be an immediate value. The second operand must be a register specified by the Rs2 field of the instruction. Both operands are treated as signed values. This instruction allows a constant to be divided by a register value “reverse” to how the DIV instruction works.

Formats Supported: RI

Execution Units: ALU

Clock Cycles: 67

Exceptions: none

DIVU – Division Unsigned

Description:

Divide two operand values and place the result in the target register. The first operand must be in a register specified by the Ra field of the instruction. The second operand may be either a register specified by the Rb field of the instruction, an immediate value. Both operands are treated as unsigned values.

Formats Supported: R2, RI

63				32	31	30	29	28	27	24	23	16	15	8	7	0
				Constant ₃₂	~ ₂	U ₂	Sz ₄				Ra ₈		Rt ₈			11h ₈

63	61	60	58	57	50	49	48	47	44	43	41	40	39	32	31	24	23	16	15	8	7	0
~ ₃		Rm ₃		0Ch ₈		U ₂		Sz ₄		m ₃		z		21h ₈		Rb ₈		Ra ₈		Rt ₈		03h ₈

Execution Units: ALU

Clock Cycles: 67

Exceptions: none

EXT –Extract Bitfield

Description:

A bitfield is extracted from the source by shifting the source to the right and ‘and’ masking. The result is sign extended to the width of the machine. This instruction may be used to sign extend a value from an arbitrary bit position. The width specified should be one less than the desired width. The source is value is contained in the register pair Ra, Rb. The field width is specified by Rc and field offset by Rd.

Instruction Format: SR4

63 61	60 58	57	50	49 48	47 44	43 41	40	39	32	31	24	23	16	15	8	7	0
4 ₃	Rm ₃	Rd ₈	U ₂	Sz ₄	m ₃	z	Rc ₈	Rb ₈	Ra ₈	Rt ₈	2Ch ₈						

Execution Units: Integer ALU

Exceptions: none

Notes:

EXTU –Extract Bitfield Unsigned

Description:

A bitfield is extracted from the source by shifting the source to the right and ‘and’ masking. The result is zero extended to the width of the machine. This instruction may be used to zero extend a value from an arbitrary bit position. The width specified should be one less than the desired width. The source is a 128-bit value which is the concatenation of Rb and Ra. Rc contains the field offset, Rd the width.

Instruction Format: SR4

63 61	60 58	57	50	49 48	47 44	43 41	40	39	32	31	24	23	16	15	8	7	0
5 ₃	Rm ₃		Rd ₈	U ₂	Sz ₄	m ₃	z		Rc ₈		Rb ₈		Ra ₈		Rt ₈		24h ₈

Execution Units: Integer ALU

Exceptions: none

Notes:

FDP – Fused Dot Product

Description:

Calculate the dot product $x = (a * b) + (c * d)$. The operations are fused together meaning no rounding occurs until the final product is produced.

Instruction Format: SR4

63 61	60 58	57	50	49 48	47 44	43 41	40	39	32	31	24	23	16	15	8	7	0
~ ₃	Rm ₃		Rd ₈	U ₂	Sz ₄	m ₃	z		Rc ₈		Rb ₈		Ra ₈		Rt ₈		37h ₈

FFO –Find First One

Description:

A bitfield contained in Ra is searched beginning at the most significant bit to the least significant bit for a bit that is set. The index into the bitfield of the bit that is set is stored in Rt. If no bits are set, then Rt is set equal to -1. The field offset is specified by Rc, the field width by Rd.

Instruction Format: BF

Clock Cycles:

Execution Units: Integer

Exceptions: none

MAX – Maximum Value

Description:

Determines the maximum of three values in registers Ra, Rb, Rc and places the result in the target register Rt.

Instruction Format

63 61	60 58	57	50	49 48	47 44	43 41	40	39	32	31	24	23	16	15	8	7	0
~ ₃	Rm ₃	Func ₈	U ₂	Sz ₄	m ₃	Z	Rc ₈	Rb ₈	Ra ₈	Rt ₈	03h ₈						

Operation:

```

IF Ra > Rb and Ra > Rc
    Rt = Ra
else if Rb > Rc
    Rt = Rb
else
    Rt = Rc
  
```

MIN – Minimum Value

Description:

Determines the minimum of three values in registers Ra, Rb, Rc and places the result in the target register Rt.

Instruction Format

63 61	60 58	57	50	49 48	47 44	43 41	40	39	32	31	24	23	16	15	8	7	0
~ ₃	Rm ₃	Func ₈	U ₂	Sz ₄	m ₃	Z	Rc ₈	Rb ₈	Ra ₈	Rt ₈	03h ₈						

Operation:

```

IF Ra < Rb and Ra < Rc
    Rt = Ra
else if Rb < Rc
    Rt = Rb
else
    Rt = Rc
  
```


MUL – Signed Multiply

Description:

Multiply two values. The first operand must be in a register. The second operand may be in a register or may be an immediate value specified in the instruction. Both the operands are treated as signed values, the result is a signed result.

Vector Operation

for $x = 0$ to $VL - 1$

if $(Vm[x]) \ Vt[x] = Va[x] * Vb[x]$

Exceptions: multiply overflow, if enabled

MULF – Fast Unsigned Multiply

Description:

Multiply two values. The first operand must be in a register. The second operand may be in a register or may be an immediate value specified in the instruction. Both the operands are treated as unsigned values. The result is an unsigned result. The fast multiply multiplies only the low order 24 bits of the first operand times the low order 16 bits of the second. The result is a 40-bit unsigned product.

Exceptions: none

MUX – Multiplex

Description:

The MUX instruction performs a bit-by-bit copy of a bit of Rb to the target register if the corresponding bit in Ra is set, or a copy of a bit from Rc if the corresponding bit in Ra is clear.

Instruction Format

63 61	60 58	57 50	49 48	47 44	43 41	40	39 32	31 24	23 16	15 8	7	0
~ ₃	Rm ₃	lBh ₈	O ₂	Sz ₄	m ₃	Z	Rc ₈	Rb ₈	Ra ₈	Rt ₈	03h ₈	

Exceptions: none

Execution Units: integer ALU

NEG - Negate

Description:

This is an alternate mnemonic for the SUB instruction where the first register operand is R0.

Instruction Format: SR2

63 61	60 58	57	50	49 48	47 44	43 41	40	39	32	31 24	23 16	15 8	7	0
~ ₃	Rm ₃	0Ch ₈	U ₂	Sz ₄	m ₃	z	5 ₈	Rb ₈	0 ₈	Rt ₈	03h ₈			

Scalar Operation

$$Rt = 0 - Rb$$

Vector Operation

for x = 0 to VL - 1

if (Vm[x]) Vt[x] = 0 - Vb[x]

else if (z) Vt[x] = 0

else Vt[x] = Vt[x]

Notes

For sign-magnitude operations the sign bit is inverted, no subtract occurs. The result is not rounded.

NOT – Logical Not

Description:

This instruction takes the logical ‘not’ value of a register and places the result in a target register. If the source register contains a non-zero value, then a zero is loaded into the target. Otherwise, if the source register contains a zero a one is loaded into the target register.

Instruction Format: SR2

63 61	60 58	57 50	49 48	47 44	43 41	40 39	32	31 24	23 16	15 8	7 0
~ ₃	Rm ₃	0Ch ₈	U ₂	Sz ₄	m ₃	z	5 ₈	0 ₈	Ra ₈	Rt ₈	03h ₈

Register Instruction Format

47 42	41 40	39 36	35 33	32 31	26	25 20	19 14	13 8	7 6	0
01h ₆	0 ₂	Sz ₄	~ ₃	~	~ ₆	05h ₆	Ra ₆	Rt ₆	0	03h ₇

Operation:

Rt = !Ra

Exceptions: none

OR – Bitwise Or

Description:

Perform a bitwise or operation between operands. The immediate constant is zero extended before use.

Immediate Instruction Format

63		32	3130	2928	27 24	23 16	15 8	7	0
	Constant ₃₂		~ ₂	0 ₂	Sz ₄	Ra ₈	Rt ₈		09h ₈

Register Instruction Format

63 61	60 58	57	50	4948	47 44	4341	40	39	32	31 24	23 16	15 8	7	0
~ ₃	Rm ₃		09h ₈	0 ₂	Sz ₄	m ₃	z		Rc ₈	Rb ₈	Ra ₈	Rt ₈		03h ₈

Operation

$$Rt = Ra \mid \text{Immediate}$$

OR

$$Rt = Ra \mid Rb \mid Rc$$

Vector Operation

for $x = 0$ to $VL-1$

$$\text{if } (Vm[x]) \quad Vt[x] = Va[x] \mid Vb[x] \mid Vc[x]$$

Exceptions: none

ORIS – Bitwise Or Immediate Shifted

Description:

Perform a bitwise or operation between operands. The immediate constant is shifted left a multiple of 32 bits and zero extended to the left and right before use.

Immediate Instruction Format



Operation

$$Rt = Ra \mid (\text{Immediate} \ll (32 * Sh2))$$

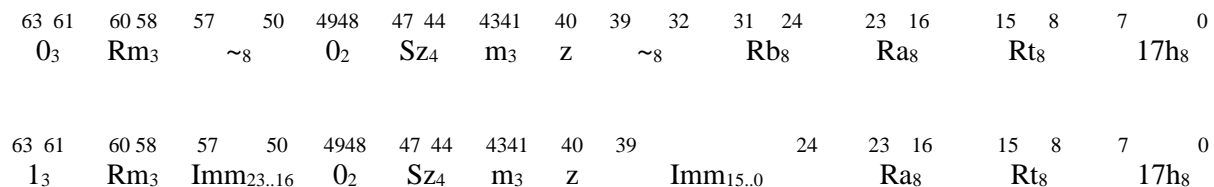
Exceptions: none

PERM – Permute Bytes

Description:

This instruction allows any combination of bytes in a source register to be copied to a target register. The low order twenty-four bits of register Rb or a 12-bit immediate constant are used to identify which source bytes are copied to the destination. The twenty-four-bit value is composed of eight three-bit fields. Field S0 indicates the source byte for target byte position 0. S1 indicates the source byte for target byte position 1. S2 to S7 work similarly for the remaining target bytes. There are many interesting possibilities with this instruction. A single source byte could be copied to all target byte positions for instance. Or the order of bytes in a word could be reversed.

Instruction Format: SR2, PERM



Execution Units: integer ALU

Clock Cycles: 1

Exceptions: none

SEQ – Set if Equal

Description:

The set instruction places a 1 or 0 in the target register based on the relationship between the two source operands. If operand Ra is equal to a second operand in register (Rb) or an immediate constant then the target register is set to a one, otherwise the target register is set to a zero.

For floating-point operations positive and negative zero are considered equal.

If a vector operation is taking place then the target register is one of the vector mask registers.

Immediate Instruction Format

63		32	31	30	29	28	27	24	23	16	15	8	7	0
	Constant ₃₂		~ ₂	U ₂	SZ ₄	Ra ₈	Rt ₈	26h ₈						

Register Instruction Format

63	61	60	58	57	50	49	48	47	44	43	41	40	39	32	31	24	23	16	15	8	7	0
	~ ₃	Rm ₃	26h ₈	U ₂	SZ ₄	m ₃	Z	~ ₈	Rb ₈	Ra ₈	Rt ₈	03h ₈										

SGE – Set if Greater Than or Equal

Description:

The set instruction places a 1 or 0 in the target register based on the relationship between the two source operands. If operand Ra is greater than or equal to a second operand in register (Rb) then the target register is set to a one, otherwise the target register is set to a zero. The operands are treated as signed values.

There is no immediate form to this instruction. An immediate equivalent may be achieved using the SGT instruction and adjusting the constant by one.

SGEU – Set if Greater Than or Equal Unsigned

Description:

The set instruction places a 1 or 0 in the target register based on the relationship between the two source operands. If operand Ra is greater than or equal to a second operand in register (Rb) then the target register is set to a one, otherwise the target register is set to a zero. The operands are treated as signed values.

There is no immediate form to this instruction. An immediate equivalent may be achieved using the SGTU instruction and adjusting the constant by one.

SGT – Set if Greater Than

Description:

The set instruction places a 1 or 0 in the target register based on the relationship between the two source operands. If operand Ra is greater than a second operand which is a constant supplied in the instruction, then the target register is set to a one, otherwise the target register is set to a zero. The operands are treated as signed values.

There is no register form of this instruction. The register equivalent operation may be performed using the SLT instruction and swapping the registers.

SGTU – Set if Greater Than Unsigned

Description:

The set instruction places a 1 or 0 in the target register based on the relationship between the two source operands. If operand Ra is greater than a second operand which is a constant supplied in the instruction, then the target register is set to a one, otherwise the target register is set to a zero. The operands are treated as signed values.

There is no register form of this instruction. The register equivalent operation may be performed using the SLTU instruction and swapping the registers.

SIGN – Sign

Synopsis

Take sign of value. $R_t = R_a < 0 ? -1 : R_a = 0 ? 0 : 1$

Description

The sign of a register is placed in the target register Rt.

Vector Operation

for $x = 0$ to $VL - 1$

if (Vm[x]) $V_t[x] = V_a[x] < 0 ? -1 : V_a[x] = 0 ? 0 : 1$

SLL –Shift Left Logical Pair

Description:

Left shift a pair of operand values by an operand value and place the result in the target register. The upper 64 bits of the result are placed in the target register. Zeros are shifted into the least significant bits. The operand pair must be in registers specified by the Ra and Rb field of the instruction. The third operand may be either a register specified by the Rc field of the instruction, or an immediate value.

This instruction may also be used to perform a left rotate of a single register by specifying the same register for Ra and Rb.

Formats Supported: SR3

63 61	60 58	57	50	49 48	47 44	43 41	40	39	32	31 24	23 16	15 8	7	0
~ ₃	Rm ₃		8	0 ₂	Sz ₄	m ₃	Z	Rc ₈		Rb ₈		Ra ₈		Rt ₈ 03h ₈

Operation Size: .o, .t, .w, .b

Execution Units: integer ALU

Exceptions: none

Example:

SLT – Set if Less Than

Description:

The set instruction places a 1 or 0 in the target register based on the relationship between the two source operands. If operand Ra is less than a second operand in either a register (Rb) or a constant supplied in the instruction, then the target register is set to a one, otherwise the target register is set to a zero. The operands are treated as signed values.

The register form of the instruction may also be used to test for greater than by swapping the operands around.

SLE – Set if Less Than or Equal

Description:

The set instruction places a 1 or 0 in the target register based on the relationship between the two source operands. If operand Ra is less than or equal to a second operand in register (Rb) then the target register is set to a one, otherwise the target register is set to a zero. The operands are treated as signed values.

There is no immediate form to this instruction. An immediate equivalent may be achieved using the SLT instruction and adjusting the constant by one.

SLEU – Set if Less Than or Equal

Description:

The set instruction places a 1 or 0 in the target register based on the relationship between the two source operands. If operand Ra is less than or equal to a second operand in register (Rb) then the target register is set to a one, otherwise the target register is set to a zero. The operands are treated as unsigned values.

There is no immediate form to this instruction. An immediate equivalent may be achieved using the SLTU instruction and adjusting the constant by one.

SLTU – Set if Less Than Unsigned

Description:

The set instruction places a 1 or 0 in the target register based on the relationship between the two source operands. If operand Ra is less than a second operand in either a register (Rb) or a constant supplied in the instruction, then the target register is set to a one, otherwise the target register is set to a zero. The operands are treated as unsigned values.

The register form of the instruction may also be used to test for greater than by swapping the operands around.

SNE – Set if Not Equal

Description:

The set instruction places a 1 or 0 in the target register based on the relationship between the two source operands. If operand Ra is not equal to a second operand in register (Rb) or an immediate constant then the target register is set to a one, otherwise the target register is set to a zero.

For floating-point operations positive and negative zero are considered equal.

SRA –Shift Right Arithmetic Pair

Description:

This is an alternate mnemonic for the signed field extract [EXT](#) instruction.

Right shift a pair of operand values by an operand value and place the result in the target register. The lower 64 bits of the result are placed in the target register. The sign bit is shifted into the most significant bits. The operand pair must be in registers specified by the Ra and Rb field of the instruction. The third operand may be either a register specified by the Rc field of the instruction, or an immediate value.

Instruction Format: SR4

63 61	60 58	57	50	49 48	47 44	43 41	40	39	32	31	24	23	16	15	8	7	0
4 ₃	Rm ₃	BFh ₈	0 ₂	Sz ₄	m ₃	Z	Rc ₈	Rb ₈	Ra ₈	Rt ₈	2Ch ₈						

Operation Size: .o, .t, .w, .b

Execution Units: integer ALU

Exceptions: none

Example:

SRL –Shift Right Logical Pair

Description:

This is an alternate mnemonic for the unsigned field extract [EXTU](#) instruction.

Right shift a pair of operand values by an operand value and place the result in the target register. The lower 64 bits of the result are placed in the target register. Zeros are shifted into the most significant bits. The operand pair must be in registers specified by the Ra and Rb field of the instruction. The third operand may be either a register specified by the Rc field of the instruction, or an immediate value.

This instruction may also be used to perform a right rotate of a single register by specifying the same register for Ra and Rb.

Instruction Format: SR4

63 61	60 58	57	50	49 48	47 44	43 41	40	39	32	31	24	23	16	15	8	7	0
5 ₃	Rm ₃	BFh ₈	0 ₂	SZ ₄	m ₃	Z	Rc ₈	Rb ₈	Ra ₈	Rt ₈	24h ₈						

Operation Size: .o, .t, .w, .b

Execution Units: integer ALU

Exceptions: none

Example:

SUB - Subtract

Description:

Subtract two values. Both operands must be in a register or small immediates.

Instruction Format: SR2

63 61	60 58	57	50	49 48	47 44	43 41	40	39	32	31	24	23	16	15	8	7	0
~ ₃	Rm ₃	0Ch ₈	U ₂	Sz ₄	m ₃	z	5 ₈	Rb ₈	Ra ₈	Rt ₈	03h ₈						

Scalar Operation

$$Rt = Ra - Rb$$

Vector Operation

for $x = 0$ to $VL - 1$

if (Vm[x]) $Vt[x] = Va[x] - Vb[x]$

else if (z) $Vt[x] = 0$

else $Vt[x] = Vt[x]$

SUBF – Subtract From

Description:

Subtract two values. The first operand must be in a register. The second operand must be an immediate value specified in the instruction. There is no register form for this instruction.

Immediate Instruction Format

63		32	3130	2928	27 24	23 16	15 8	7	0
	Constant ₃₂		~ ₂	U ₂	Sz ₄	Ra ₈	Rt ₈		05h ₈

Operation:

$$Rt = Imm - Ra$$

Exceptions: none

U21NDX – UTF21 Index

Description:

This instruction searches Ra, which is treated as an array of three UTF21 values, for a value specified by Rb or an immediate value and places the index of the value into the target register Rt. If the UTF21 value is not found -1 is placed in the target register. A common use would be to search for a null. The index result may vary from -1 to +2. The index of the first found value is returned (closest to zero).

Instruction Format: SR2

63 61	60 58	57	50	49 48	47 44	43 41	40	39	32	31 24	23 16	15 8	7	0
0 ₃	Rm ₃	~ ₈	0 ₂	Sz ₄	m ₃	Z	~ ₈		Rb ₈	Ra ₈	Rt ₈	23h ₈		

63 61	60 58	57	50	49 48	47 44	43 41	40	39		24	23 16	15 8	7	0
1 ₃	Rm ₃	Imm _{23..16}	0 ₂	Sz ₄	m ₃	Z			Imm _{15..0}		Ra ₈	Rt ₈	23h ₈	

R2 Supported Formats: .t, .o

Clock Cycles: 1

Execution Units: Integer ALU

Operation:

Rt = Index of (Rb in Ra)

Exceptions: none

WYDNDX – Wyde Index

Description:

This instruction searches Ra, which is treated as an array of four wydes, for a wyde value specified by Rb or an immediate value and places the index of the wyde into the target register Rt. If the wyde is not found -1 is placed in the target register. A common use would be to search for a null wyde. The index result may vary from -1 to +3. The index of the first found wyde is returned (closest to zero).

Instruction Format: SR2

63 61	60 58	57	50	49 48	47 44	43 41	40	39	32	31 24	23 16	15 8	7	0
0 ₃	Rm ₃	~ ₈	0 ₂	Sz ₄	m ₃	Z	~ ₈		Rb ₈	Ra ₈	Rt ₈	1Bh ₈		

63 61	60 58	57	50	49 48	47 44	43 41	40	39		24	23 16	15 8	7	0
1 ₃	Rm ₃	~ ₈	0 ₂	Sz ₄	m ₃	Z			Imm ₁₆		Ra ₈	Rt ₈	1Bh ₈	

R2 Supported Formats: .t, .o

Clock Cycles: 1

Execution Units: Integer ALU

Operation:

Rt = Index of (Rb in Ra)

Exceptions: none

XOR – Bitwise Exclusive Or

Description:

Perform a bitwise exclusive or operation between operands. The first operand must be in a register. The second operand may be a register or immediate value. A third operand must be in a register. The immediate constant is zero extended before use.

Immediate Instruction Format

63		32	31	30	29	28	27	24	23	16	15	8	7	0
	Constant ₃₂		~ ₂	0 ₂	S _{z4}	R _{a8}	R _{t8}	0Ah ₈						

Register Instruction Format

63	61	60	58	57	50	49	48	47	44	43	41	40	39	32	31	24	23	16	15	8	7	0
	~ ₃	R _{m3}	0Ah ₈	0 ₂	S _{z4}	m ₃	z	R _{c8}	R _{b8}	R _{a8}	R _{t8}	03h ₈										

Operation

$$Rt = Ra \wedge \text{Immediate}$$

OR

$$Rt = Ra \wedge Rb \wedge Rc$$

Vector Operation

for $x = 0$ to $VL-1$

if $(Vm[x]) \quad Vt[x] = Va[x] \wedge Vb[x] \wedge Vc[x]$

else if $(z) \quad Vt[x] = 0$

else $Vt[x] = Vt[x]$

Exceptions: none

ZXB –Zero Extend Byte

Description:

This is an alternate mnemonic for the bitfield extract (EXTU) operation.

Instruction Format: EXT

A bitfield in the source specified by Ra is extracted, the result is copied to the target register. Rc specifies the bit offset. Rd specifies the bit width.

Clock Cycles: 1

Execution Units: Integer ALU

Exceptions: none

Notes:

ZXW –Zero Extend Wyde

Description:

This is an alternate mnemonic for the bitfield extract (EXTU) operation.

Instruction Format: BFI

A bitfield in the source specified by Ra is extracted, the result is copied to the target register. Rc specifies the bit offset. Rd specifies the bit width.

Clock Cycles: 1

Execution Units: Integer ALU

Exceptions: none

Notes:

ZXT –Zero Extend Tetra

Description:

This is an alternate mnemonic for the bitfield extract (EXTU) operation.

Instruction Format: EXT

A bitfield in the source specified by Ra is extracted, the result is copied to the target register. Rc specifies the bit offset. Rd specifies the bit width.

Clock Cycles: 1

Execution Units: Integer ALU

Exceptions: none

Notes:

Memory Operations

LDx – Load

Description:

Load a value from memory into a register.

Formats Supported:

Scalar Indexed Form (LD)

The effective address (EA) is calculated as the sum of Ra plus Rb multiplied by a scale and a constant.

63 50 4948 47 44 4341 40 39 32 31 24 23 16 15 8 7 0
 Const_{21..8} U₂ Sz₄ Sc₃ z Const_{7..0} Rb₈ Ra₈ Rt₈ 60h₈
 z: 1= zero extend, 0 = sign extend

Sc ₃	Multiplier
0	1
1	2
2	4
3	8
4	16

Operation:

$Rt = \text{Memory}[d + Ra + Rb * Sc]$

Vector forms

Stridden Form (LDS)

63 50 4948 47 44 4341 40 39 32 31 24 23 16 15 8 7 0
 Const_{21..8} U₂ Sz₄ m₃ z Const_{7..0} Rb₈ Ra₈ Rt₈ 62h₈

Data is loaded from memory addresses separated by the stride amount specified by register field Rb, beginning with the sum of Ra and an immediate value. If the vector mask bit is clear and the 'z' bit is set in the instruction then the corresponding element of the vector register is loaded with zero. If the vector mask bit is clear and the 'z' bit is clear in the instruction then the corresponding element of the vector register is left unchanged (no value is loaded from memory).

Elements are loaded only up to the length specified in the vector length register.

Vm[x]	z	Result
0	0	Vt[x] = Vt[x] (unchanged)
0	1	Vt[x] = 0 (set to zero)
1	0	Vt[x] = memory, sign extended

1 1 $Vt[x] = \text{memory, zero extended}$

U_2 Unit
 0 integer
 1 floating-point
 2 decimal-float
 3 posit

Sz_4 Operation Size
 0 byte
 1 wyde
 2 tetra
 3 octa
 4 hexi (double octa)
 5 quad octa
 6 reserved
 7 pointer

Operation:

```
for x = 0 to vector length
  if (Vm[x])
     $Vt[x] = \text{Memory}[d + Ra + Rb * x]$ 
  else
     $Vt[x] = z ? 0 : Vt[x]$ 
```

Indexed Form

Data is loaded from memory addresses beginning with the sum of Ra and a vector element from Vb.

63		50	4948	47 44	4341	40	39	32	31	24	23	16	15	8	7	0
	Const _{21..8}		U_2	Sz_4	m_3	z	Const _{7..0}		Vb_8		Ra_8		Rt_8			63h ₈

Operation:

```
n = 0
for x = 0 to vector length
  if (Vm[x])
     $Vt[x] = \text{Memory}[d + Ra + Vb[x]]$ 
  else
     $Vt[x] = z ? 0 : Vt[x]$ 
```

Exceptions: none

LDB – Load Byte (8 bits)

Description:

Data is loaded from the memory address which is the sum of an immediate value and the sum of Ra and Rb times a scale. The value loaded is sign extended from bit 7 to the machine width.

Formats Supported: LD

Operation:

$$Rd = \text{Memory}_8[d + Ra + Rb * Sc]$$

Exceptions: none

LDBZ – Load Byte, Zero Extend (8 bits)

Description:

Data is loaded from the memory address which is the sum of an immediate value and the sum of Ra and Rb times a scale. The value loaded is zero extended from bit 8 to the machine width.

Formats Supported: LD

Operation:

$$Rd = \text{Memory}_8[d + Ra + Rb * Sc]$$

Exceptions: none

LDO – Load Octa (64 bits)

Description:

Data is loaded into Rt from the memory address which is the sum of an immediate value and the sum of Ra and Rb scaled.

Formats Supported: RR,RI

Operation:

$$Rt = \text{Memory}_{64}[d + Ra + Rb * Sc]$$

Execution Units: Mem

Exceptions: none

LDT – Load Tetra (32 bits)

Description:

Data is loaded from the memory address which is the sum of Ra and an immediate value or the sum of Ra and Rb scaled. The value loaded is sign extended from bit 31 to the machine width.

Formats Supported: RR,RI

Operation:

$$Rt = \text{Memory}_{32}[d + Ra + Rb * Sc]$$

Execution Units: Mem

Exceptions: none

LDTZ – Load Tetra, Zero Extend (32 bits)

Description:

Data is loaded from the memory address which is the sum of Ra and an immediate value or the sum of Ra and Rb scaled. The value loaded is zero extended from bit 8 to the machine width.

Formats Supported: RR,RI

Operation:

$$Rt = \text{Memory}_{32}[d + Ra + Rb * Sc]$$

Execution Units: Mem

Exceptions: none

LDW – Load Wyde (16 bits)

Description:

Data is loaded from the memory address which is the sum of Ra and an immediate value or the sum of Ra and Rb scaled. The value loaded is sign extended from bit 15 to the machine width.

Formats Supported: LD

Operation:

$$Rt = \text{Memory}_{16}[d + Ra + Rb * Sc]$$

Execution Units: Mem

Exceptions: none

LDWZ – Load Wyde, Zero Extend (16 bits)

Description:

Data is loaded from the memory address which is the sum of Ra and an immediate value or the sum of Ra and Rb scaled. The value loaded is zero extended from bit 16 to the machine width.

Formats Supported: LD

Operation:

$$Rt = \text{Memory}_{16}[d + Ra + Rb * Sc]$$

Execution Units: Mem

Exceptions: none

LEA – Load Effective Address

Description:

This instruction computes the effective address for a load/store operation.

Formats Supported:

Scalar Indexed Form (LD)

The effective address (EA) is calculated as the sum of Ra plus Rb multiplied by a scale and a constant and placed in target register Rt.

63 50 4948 47 44 4341 40 39 32 31 24 23 16 15 8 7 0
 Const_{21..8} U₂ Sz₄ Sc₃ z Const_{7..0} Rb₈ Ra₈ Rt₈ 68h₈
 z: 1= zero extend, 0 = sign extend

Sc ₃	Multiplier
0	1
1	2
2	4
3	8
4	16

Operation:

$$Rt = d + Ra + Rb * Sc$$

Vector forms

Stridden Form (LDS)

63 50 4948 47 44 4341 40 39 32 31 24 23 16 15 8 7 0
 Const_{21..8} U₂ Sz₄ m₃ z Const_{7..0} Rb₈ Ra₈ Rt₈ 69h₈

Vm[x]	z	Result
0	0	Vt[x] = Vt[x] (unchanged)
0	1	Vt[x] = 0 (set to zero)
1	0	Vt[x] = memory address
1	1	Vt[x] = memory address

U ₂	Unit
0	integer
1	floating-point
2	decimal-float
3	posit

Sz ₄	Operation Size
-----------------	----------------

- 0 byte
- 1 wyde
- 2 tetra
- 3 octa
- 4 hexi

Operation:

for x = 0 to vector length

if (Vm[x])

$Vt[x] = d + Ra + Rb * x$

else

$Vt[x] = z ? 0 : Vt[x]$

Indexed Form

63		48	47 44	43 41	40	39 32	31 24	23 16	15 8	7	0
	Const _{23..8}		Sz ₄	m ₃	z	Const _{7..0}	Vb ₈	Ra ₈	Rt ₈		6Ah ₈

Operation:

n = 0

for x = 0 to vector length

if (Vm[x])

$Vt[x] = d + Ra + Vb[x]$

else

$Vt[x] = z ? 0 : Vt[x]$

Exceptions: none

LSM – Load or Store Multiple

Description:

The LSM prefix instruction allows multiple registers or values to be loaded or stored using the following load / store instruction. Register x0 cannot be stored using this prefix. If the register spec field is zero then no load or store takes place at that position. Up to seven registers may be specified.

Formats Supported: LSM

63	56	55	48	47	40	39	32	31	24	23	16	15	8	7	0
Rg ₈		Rf ₈		Re ₈		Rd ₈		Rc ₈		Rb ₈		Ra ₈		6Fh ₈	

Execution Units: Mem

Exceptions: none

STx – Store

Description:

Store values to memory. Either the contents of a scalar or vector register or a seven-bit immediate constant may be stored. Both scalar and vector store operations are possible.

Formats Supported:

Scalar Indexed Form (ST)

The effective address (EA) is calculated as the sum of Ra plus Rb multiplied by a scale and a constant.

63		50		4948		47 44		4341		40		39 32		31 24		23 16		15 8		7		0
	Const _{21..8}		U ₂	Sz ₄	Sc ₃	z	Const _{7..0}	Rb ₈	Ra ₈	Rs ₈	70h ₈											

z: 1= zero extend, 0 = sign extend

Sc ₃	Multiplier
0	1
1	2
2	4
3	8
4	16

Operation:

Memory[d+Ra + Rb * Sc] = Rs

Vector forms

Stridden Form (STS)

63		50		4948		47 44		4341		40		39 32		31 24		23 16		15 8		7		0
	Const _{21..8}		U ₂	Sz ₄	m ₃	z	Const _{7..0}	Rb ₈	Ra ₈	Rs ₈	72h ₈											

Data is stored to memory addresses separated by the stride amount specified by register field Rb, beginning with the sum of Ra and an immediate value. If the vector mask bit is clear and the 'z' bit is set in the instruction then memory for the corresponding element of the vector register is stored with zero. If the vector mask bit is clear and the 'z' bit is clear in the instruction then memory corresponding to the element of the vector register is left unchanged (no value is stored to memory).

Elements are loaded only up to the length specified in the vector length register.

Vm[x]	z	Result
0	0	Memory = Memory (unchanged)
0	1	Memory = 0 (set to zero)

1 0 memory = Vt[x]
 1 1 memory = Vt[x]

U₂ Unit
 0 integer
 1 floating-point
 2 decimal-float
 3 posit

Sz₄ Operation Size
 0 byte
 1 wyde
 2 tetra
 3 octa
 4 hexi
 5,6 reserved
 7 pointer

Operation:

```
for x = 0 to vector length
  if (Vm[x])
    Memory[d+Ra + Rb * x] = Vt[x]
  else
    Memory[d+Ra + Rb * x] = z ? 0 : Memory[d+Ra + Rb * x]
```

Indexed Form

Data is stored to memory addresses beginning with the sum of Ra and a vector element from Vb.

63		48	47 44	43 41	40	39	32	31	24	23	16	15	8	7	0
	Const _{23..8}		Sz ₄	m ₃	z	Const _{7..0}	Vb ₈		Ra ₈		Rt ₈				73h ₈

Operation:

```
n = 0
for x = 0 to vector length
  if (Vm[x])
    Memory[d + Ra + Vb[x]] = Vt[x]
  else
    Memory = z ? 0 : Memory
```

Exceptions: none

STB – Store Byte (8 bits)

Description:

This instruction stores a byte (8 bit) value to memory. The memory address is calculated as the sum of an immediate constant and the sum of Ra and Rb scaled.

Instruction Format: ST

Operation:

$$\text{Memory}_8[d + \text{Ra} + \text{Rb} * \text{Sc}] = \text{Rs}$$

STBZ – Store Byte and Zero (8 bits)

Description:

This instruction stores a byte (8 bit) value to memory. The memory address is calculated as the sum of an immediate constant and the sum of Ra and Rb scaled. After the byte is stored to memory the register is zeroed out.

Instruction Format: ST

Operation:

$$\begin{aligned} \text{Memory}_8[d + \text{Ra} + \text{Rb} * \text{Sc}] &= \text{Rs} \\ \text{Rs} &= 0 \end{aligned}$$

STO – Store Octa (64 bits)

Description:

This instruction stores an octa-byte (64 bit) value to memory. The memory address is calculated as the sum of an immediate constant and the sum of Ra and Rb scaled.

Instruction Format: ST

Operation:

$$\text{Memory}_{64}[\text{d} + \text{Ra} + \text{Rb} * \text{Sc}] = \text{Rs}$$

STOZ – Store Octa and Zero (64 bits)

Description:

This instruction stores an octa-byte (64 bit) value to memory. The memory address is calculated as the sum of an immediate constant and the sum of Ra and Rb scaled. After the octa is stored to memory the register is zeroed out.

Instruction Format: ST

Operation:

$$\text{Memory}_{64}[\text{d} + \text{Ra} + \text{Rb} * \text{Sc}] = \text{Rs}$$

$$\text{Rs} = 0$$

STT – Store Tetra (32 bits)

Description:

This instruction stores a tetra-byte (32 bit) value to memory. The memory address is calculated as the sum of an immediate constant and the sum of Ra and Rb scaled.

Instruction Format: ST

Operation:

$$\text{Memory}_{32}[\text{d} + \text{Ra} + \text{Rb} * \text{Sc}] = \text{Rs}$$

STTZ – Store Tetra and Zero (32 bits)

Description:

This instruction stores a tetra-byte (32 bit) value to memory. The memory address is calculated as the sum of an immediate constant and the sum of Ra and Rb scaled. After the tetra is stored to memory the register is zeroed out.

Instruction Format: ST

Operation:

$$\text{Memory}_{32}[\text{d} + \text{Ra} + \text{Rb} * \text{Sc}] = \text{Rs}$$

$$\text{Rs} = 0$$

STW – Store Wyde (16 bits)

Description:

This instruction stores a byte (16 bit) value to memory. The memory address is calculated as the sum of an immediate constant and the sum of Ra and Rb scaled.

Instruction Format: ST

Operation:

$$\text{Memory}_{16}[\text{d} + \text{Ra} + \text{Rb} * \text{Sc}] = \text{Rs}$$

STWZ – Store Wyde and Zero (16 bits)

Description:

This instruction stores a byte (16 bit) value to memory. The memory address is calculated as the sum of an immediate constant and the sum of Ra and Rb scaled. After the wyde is stored to memory the register is zeroed out.

Instruction Format: ST

Operation:

$$\text{Memory}_{16}[\text{d} + \text{Ra} + \text{Rb} * \text{Sc}] = \text{Rs}$$

$$\text{Rs} = 0$$

Flow Control (Branch Unit) Operations

BEQ – Branch if Equal

Description:

This instruction branches to the target address if the contents of Ra and Rb are equal, otherwise program execution continues with the next instruction. The target address is formed as the sum of Rc and a displacement. If Rc is r63 then the program counter value is used.

Formats Supported: BR

63	50	49	48	47	44	43	41	40	39	32	31	24	23	16	15	8	7	0
Displacement _{16..3}				U ₂	Sz ₄	m ₃	Z	Rc ₈	Rb ₈		Ra ₈		0 ₈		4Eh ₈			

Operation:

If (Ra = Rb)
 $PC = Rc + \text{Displacement}$

Execution Units: Branch

Exceptions: none

Notes:

For a floating-point comparison positive and negative zero are considered equal.

BGE – Branch if Greater Than or Equal

Description:

This instruction branches to the target address if the contents of Ra is greater than or equal to Rb, otherwise program execution continues with the next instruction. The values in Ra and Rb are treated as signed values. The target address is formed as the sum of Rc and a displacement. If Rc is x63 then the program counter value is used.

Formats Supported: BR

63	50	49	48	47	44	43	41	40	39	32	31	24	23	16	15	8	7	0	
Displacement _{16..3}			U ₂		SZ ₄		m ₃		Z		Rc ₈		Rb ₈		Ra ₈		0 ₈		49h ₈

Operation:

If (Ra >= Rb)

PC = Rc + Displacement

Execution Units: Branch

Exceptions: none

BGEU – Branch if Greater Than or Equal Unsigned

Description:

This instruction branches to the target address if the contents of Ra is greater than or equal to Rb, otherwise program execution continues with the next instruction. The values in Ra and Rb are treated as unsigned values. The target address is formed as the sum of Rc and a displacement. If Rc is r63 then the program counter value is used.

Formats Supported: BR

63	50	49	48	47	44	43	41	40	39	32	31	24	23	16	15	8	7	0
Displacement _{16..3}				U ₂	Sz ₄	m ₃	Z	Rc ₈	Rb ₈		Ra ₈		0 ₈		4Bh ₈			

Operation:

If (Ra >= Rb)

PC = Rc + Displacement

Execution Units: Branch

Exceptions: none

BGT – Branch if Greater Than

Description:

This instruction is an alternate mnemonic for the [BLT](#) instruction where the register operands have been swapped.

This instruction branches to the target address if the contents of Ra is less than Rb, otherwise program execution continues with the next instruction. The values in Ra and Rb are treated as signed values. The target address is formed as the sum of Rc and a displacement. If Rc is x63 then the program counter value is used.

Formats Supported: BR

63	50	49	48	47	44	43	41	40	39	32	31	24	23	16	15	8	7	0
Displacement _{16..3}				U ₂	Sz ₄	m ₃	Z	Rc ₈	Rb ₈		Ra ₈		0 ₈		48h ₈			

Operation:

If (Ra < Rb)

PC = Rc + Displacement

Execution Units: Branch

Exceptions: none

BGTU – Branch if Greater Than Unsigned

Description:

This instruction is an alternate mnemonic for the [BLTU](#) instruction where the register operands have been swapped.

This instruction branches to the target address if the contents of Ra is less than Rb, otherwise program execution continues with the next instruction. The values in Ra and Rb are treated as unsigned values. The target address is formed as the sum of Rc and a displacement. If Rc is x63 then the program counter value is used.

Formats Supported: BR

63	50	49	48	47	44	43	41	40	39	32	31	24	23	16	15	8	7	0	
Displacement _{16..3}				U ₂		SZ ₄		m ₃		Z	Rc ₈		Rb ₈		Ra ₈		0 ₈		4Ah ₈

Operation:

If (Ra < Rb)

PC = Rc + Displacement

Execution Units: Branch

Exceptions: none

BNE – Branch if Not Equal

Description:

This instruction branches to the target address if the contents of Ra and Rb are not equal, otherwise program execution continues with the next instruction. The target address is formed as the sum of Rc and a displacement. If Rc is x63 then the program counter value is used.

Formats Supported: BR

63		50	49	48	47	44	43	41	40	39	32	31	24	23	16	15	8	7	0	
Displacement _{16..3}			U ₂		SZ ₄		m ₃		Z		Rc ₈		Rb ₈		Ra ₈		0 ₈		4Fh ₈	

Operation:

If (Ra \neq Rb)

PC = Rc + Displacement

Execution Units: Branch

Exceptions: none

BLE – Branch if Less Than or Equal

Description:

This is an alternate mnemonic for the BGE instruction, where the register operands have been swapped.

This instruction branches to the target address if the contents of Ra is greater than or equal to Rb, otherwise program execution continues with the next instruction. The values in Ra and Rb are treated as signed values. The target address is formed as the sum of Rc and a displacement. If Rc is x63 then the program counter value is used.

Formats Supported: BR

Operation:

If (Ra \geq Rb)
PC = Rc + Displacement

Execution Units: Branch

Exceptions: none

BLEU – Branch if Less Than or Equal Unsigned

Description:

This is an alternate mnemonic for the BGEU instruction, where the register operands have been swapped.

This instruction branches to the target address if the contents of Ra is greater than or equal to Rb, otherwise program execution continues with the next instruction. The values in Ra and Rb are treated as unsigned values. The target address is formed as the sum of Rc and a displacement. If Rc is x63 then the program counter value is used.

Formats Supported: BR

Operation:

If (Ra \geq Rb)
PC = Rc + Displacement

Execution Units: Branch

Exceptions: none

BLT – Branch if Less Than

Description:

This instruction branches to the target address if the contents of Ra is less than Rb, otherwise program execution continues with the next instruction. The values in Ra and Rb are treated as signed values. The target address is formed as the sum of Rc and a displacement. If Rc is x63 then the program counter value is used.

Formats Supported: BR

63	50	4948	47 44	4341	40	39	32	31 24	23 16	15 8	7	0
Displacement _{16..3}	U ₂	Sz ₄	m ₃	Z	Rc ₈	Rb ₈	Ra ₈	0 ₈	48h ₈			

Operation:

If (Ra < Rb)

PC = Rc + Displacement

Execution Units: Branch

Exceptions: none

BLTU – Branch if Less Than Unsigned

Description:

This instruction branches to the target address if the contents of Ra is less than Rb, otherwise program execution continues with the next instruction. The values in Ra and Rb are treated as unsigned values. The target address is formed as the sum of Rc and a displacement. If Rc is x63 then the program counter value is used.

Formats Supported: BR

63	50	4948	47 44	4341	40	39	32	31 24	23 16	15 8	7	0
Displacement _{16..3}	U ₂	Sz ₄	m ₃	Z	Rc ₈	Rb ₈	Ra ₈	0 ₈	4Ah ₈			

Operation:

If (Ra < Rb)

PC = Rc + Displacement

Execution Units: Branch

Exceptions: none

BRA – Unconditional Branch

Description:

This instruction is an alternate mnemonic for the [BEQ](#) instruction.

Formats Supported: BR

63	50	49	48	47	44	43	41	40	39	32	31	24	23	16	15	8	7	0			
Displacement _{16..3}				U ₂		Sz ₄		m ₃		Z		63 ₈		0 ₈		0 ₈		0 ₈		4Eh ₈	

Flags Affected: none

Operation:

IP = IP + Displacement

Execution Units: Branch

Exceptions: none

Notes:

BRK – Break

Description:

This instruction initiates the processor debug routine. The processor enters debug mode. The cause code register is set to the value specified in the instruction. Interrupts are disabled. The instruction pointer is reset to the contents of tvec[4] and instructions begin executing. There should be a jump instruction placed at the break vector location. The address of the BRK instruction is stored in the EIP register.

Formats Supported: BRK

63 61	60 58	57	50	49 48	47 44	43 41	40	39	32	31 24	23 16	15 8	7	0
~ ₃	Rm ₃		~ ₈	U ₂	Sz ₄	m ₃	Z		~ ₈	~ ₈	Cause ₈	0 ₈		00h ₈

Operation:

$$\text{PMSTACK} = (\text{PMSTACK} \ll 4) \mid 10$$

$$\text{CAUSE} = \text{Const}_8$$

$$\text{EIP} = \text{IP}$$

$$\text{IP} = \text{tvec}[4]$$

Execution Units: Branch

Clock Cycles:

Exceptions: none

Notes:

CHK – Check Register Against Bounds

Description:

A register is compared to two values. If the register is outside of the bounds then an exception will occur.

Immediate Instruction Format

63			32	31	30	29	28	27	24	23	16	15	8	7	0
		Constant ₃₂		Cn ₂	U ₂	Sz ₄		Ra ₈		Rs ₈					22h ₈

Cn ₂	Interpretation
0	Rs <= Ra <= Constant
1	Rs < Ra <= Constant
2	Rs <= Ra < Constant
3	Rs < Ra < Constant

Instruction Format: S3

63	61	60	58	57	50	49	48	47	44	43	41	40	39	32	31	24	23	16	15	8	7	0
Cn ₂		Rm ₃		Func ₈		U ₂		Sz ₄		m ₃		z		Rc ₈		Rb ₈		Ra ₈		~ ₈		03h ₈

Supported Formats: .b .w, .t, .o

Clock Cycles: 1

Execution Units: Integer ALU, Float, Decimal Float, Posit

Exceptions: bounds check

Notes:

The system exception handler will typically transfer processing back to a local exception handler.

JAL – Jump and Link

Description:

This instruction may be used to both call a subroutine and return from it. The address of the instruction after the JAL is stored in the specified return address register (Rt) then a jump to the address specified in the instruction plus an index register value is made. The address range is 44 bits or 16TB. The resulting calculated address is always hexi-byte (16 byte) aligned.

The return address register is assumed to be x1 if not otherwise specified. The JAL instruction does not require space in branch predictor tables.

If x63 is specified for Ra then the current instruction pointer value is used.

Note the branch instructions may also be used to return from a subroutine.

Formats Supported: JAL

63		24	23	16	15	8	7	0
	Constant _{43..4}			Ra ₈		Rt ₈		40h ₈

Flags Affected: none

Operation:

Rt = IP + 8

If Ra=63

IP = IP + displacement

Else

IP = Ra + Displacement

Execution Units: Branch

Exceptions: none

Notes:

JMP – Jump

Description:

This instruction is an alternate mnemonic for the [JAL](#) instruction. It may be used to jump directly to a specific address. The address range is 44 bits or 16TB. The resulting calculated address is always hexi-byte (16 byte) aligned.

The return address register is assumed to be x0 (discarding the return address). The JMP instruction does not require space in branch predictor tables.

If r63 is specified for Ra then the current instruction pointer value is used.

Formats Supported: JAL

63		24	23	16	15	8	7	0
	Constant _{43..4}			Ra ₈	00 ₈			40h ₈

Flags Affected: none

Operation:

If Ra=63

IP = IP + displacement

Else

IP = Ra + Displacement

Execution Units: Branch

Exceptions: none

Notes:

PFI – Poll for Interrupt

Description:

The poll for interrupt instruction polls the interrupt status lines and performs an interrupt service if an interrupt is present. Otherwise, the PFI instruction is treated as a NOP operation. Polling for interrupts is performed by managed code. PFI provides a means to process interrupts at specific points in running software.

Instruction Format:

63	61	60	58	57	50	49	48	47	44	43	41	40	39	32	31	24	23	16	15	8	7	0
	~ ₃		Op ₃		??h ₈		U ₂		Sz ₄		m ₃	z		0 ₈		0 ₈		0 ₈		0 ₈		44h ₈

Clock Cycles:

Execution Units: Branch

RET – Return from Subroutine

Description:

This instruction is an alternate mnemonic for the [JAL](#) instruction. Register Ra is assumed to be x1 and register Rt is assumed to be x0. The constant is assumed to be zero.

Formats Supported: JAL

63		24	23	16	15	8	7	0
	Constant _{43..4}			01 ₈		00 ₈		40h ₈

Flags Affected: none

Operation:

Execution Units: Branch

Exceptions: an unimplemented instruction exception may occur if a vector register is specified.

Notes:

Return address prediction hardware may make use of the RET instruction.

REX – Redirect Exception

Description:

This instruction redirects an exception from an operating mode to a lower operating mode. This instruction if successful jumps to the target exception handler and does not return. If this instruction fails execution will continue with the next instruction.

This instruction may fail if exceptions are not enabled at the target level.

The location of the target exception handler is found in the trap vector register for that operating mode (tvec[xx]).

The cause (cause) and bad address (badaddr) registers of the originating mode are copied to the corresponding registers in the target mode.

Instruction Format: REX

63 61	60 58	57	50	49 48	47 44	43 41	40	39	32	31 24	23 16	15 8	7	0
Tm ₃	Rm ₃	7Ah ₈	U ₂	Sz ₄	m ₃	z	Rc ₈	Imm ₈	Ra ₈	0 ₈	44h ₈			

Tm₃

- 0 redirect to user mode
- 1 redirect to supervisor mode
- 2 redirect to hypervisor mode
- 3 redirect to machine mode
- 4 to 7 not used

Clock Cycles: 4

Execution Units: Branch

Example:

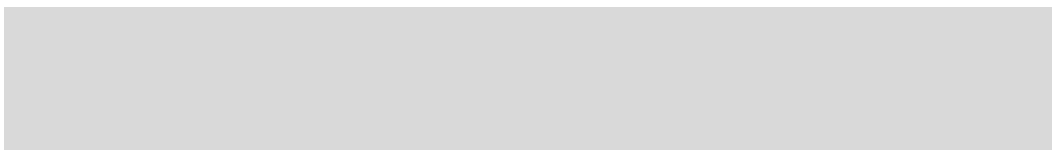
```

REX 1          ; redirect to supervisor handler

; If the redirection failed, exceptions were likely disabled at the target level.

; Continue processing so the target level may complete its operation.

RTE            ; redirection failed (exceptions disabled ?)
  
```

**Notes:**

Since all exceptions are initially handled in debug mode the debug handler must check for disabled lower mode exceptions.

SYNC -Synchronize

Description:

All instructions for a particular unit before the SYNC are completed and committed to the architectural state before instructions of the unit type after the SYNC are issued. This instruction is used to ensure that the machine state is valid before subsequent instructions are executed.

Instruction Format:

6361	60 58	57 50	4948	47 44	4341	40	39 32	31 24	23 16	15 8	7 0
\sim_3	Op ₃	??h ₈	U ₂	Sz ₄	m ₃	z	Rc ₈	Rb ₈	Ra ₈	Rt ₈	44h ₈

Floating Point Instructions

Vector Specific Instructions

Arithmetic / Logical

V2BITS

Synopsis

Convert Boolean vector to bits.

Description

The least significant bit of each vector element is copied to the corresponding bit in the target register. The target register is a scalar register.

Instruction Format

63 61	60 58	57	50	49 48	47 44	43 41	40	39	32	31 24	23 16	15 8	7	0
~ ₃	Rm ₃	0Ch ₈	U ₂	~ ₄	m ₃	Z	~ ₈	21h ₈	Ra ₈	Rt ₈	03h ₈			

Operation

For x = 0 to VL-1

if (Vm[x])

$Rt[x] = Va[x].LSB$

else if (z)

$Rt[x] = 0$

Exceptions: none

VACC - Accumulate

Synopsis

Register accumulation. $R_t = V_a + R_b$

Description

A vector register (V_a) and scalar register (R_b) are added together and placed in the target scalar register R_t . R_b and R_t may be the same register which results in an accumulation of the values in the register.

Instruction Format: V2

Operation

for $x = 0$ to $VL - 1$

if ($V_m[x]$) $R_t = V_a[x] + R_b$

Example

```
ldi    x1,#0           ; clear results
vfmul.s v1,v2,v3        ; multiply inputs (v2) times weights (v3)
vfacc.s x1,v1,x1         ; accumulate results
fadd.s  x1,x1,x2         ; add bias (r2 = bias amount)
fsigmoid.s    x1,x1      ; compute sigmoid
```

VBITS2V

Synopsis

Convert bits to Boolean vector.

Description

Bits from a general register are copied to the corresponding vector target register.

Operation

For $x = 0$ to $VL-1$

if ($Vm[x]$) $Vt[x] = Ra[x]$

Exceptions: none

VCIDX – Compress Index

Synopsis

Vector compression.

Description

A value in a register Ra is multiplied by the element number and copied to elements of vector register Vt guided by a vector mask register.

Operation

$y = 0$

for $x = 0$ to $VL - 1$

if ($Vm[x]$)

$Vt[y] = Ra * x$

$y = y + 1$

VCMRSS – Compress Vector

Synopsis

Vector compression.

Description

Selected elements from vector register Va are copied to elements of vector register Vt guided by a vector mask register.

Operation

y = 0

for x = 0 to VL - 1

if (Vm[x])

Vt[y] = Va[x]

y = y + 1

VEINS / VMOVSV – Vector Element Insert

Synopsis

Vector element insert.

Description

A general-purpose register Rb is transferred into one element of a vector register Vt. The element to insert is identified by Ra.

Operation

$$Vt[Ra] = Rb$$

Exceptions: none

VEX / VMOVS – Vector Element Extract

Synopsis

Vector element extract.

Description

A vector register element from Vb is transferred into a general-purpose register Rt. The element to extract is identified by Ra.

Operation

$$Rt = Vb[Ra]$$

Exceptions: none

VSCAN

Synopsis

.

Description

Elements of V_t are set to the cumulative sum of a value in register R_a . The summation is guided by a vector mask register.

Operation

sum = 0

for x = 0 to VL - 1

$V_t[x] = \text{sum}$

if ($V_m[x]$)

sum = sum + R_a

VSHLV – Shift Vector Left

Synopsis

Vector shift left.

Description

Elements of the vector are transferred upwards to the next element position. The first is loaded with the value zero. This is also called a slide operation.

Operation

For $x = VL-1$ to Amt

$$Vt[x] = Va[x-amt]$$

For $x = Amt-1$ to 0

$$Vt[x] = 0$$

Exceptions: none

VSHRV – Shift Vector Right

Synopsis

Vector shift right.

Description

Elements of the vector are transferred downwards to the next element position. The last is loaded with the value zero. This is also called a slide operation.

Operation

For $x = 0$ to $VL-Amt$

$$Vt[x] = Va[x+amt]$$

For $x = VL-Amt + 1$ to $VL-1$

$$Vt[x] = 0$$

Exceptions: none

Memory Operations

CVLDx – Compressed Vector Load

Description:

Formats Supported:

Stridden Form

63		50	4948	47 44	4341	40	39	32	31 24	23 16	15 8	7	0
	Const _{21..8}		U ₂	Sz ₄	m ₃	z	Const _{7..0}	Rb ₈	Ra ₈	Rt ₈		65h ₈	

Data is loaded from memory locations beginning at the sum of Ra and a constant and separated by the stride amount in the stride register Rb. Rb may also be a constant in the range -62 to 63. If Rb = -63 then the Sz₄ field is used to determine the stride.

Operation:

```

y = 0
for x = 0 to vector length
    if Rb is a constant
        if Rb = -63
            stride = Sz4
        else
            stride = Rb
    else
        stride = [Rb]
    n = stride * y
    if (Vm[x])
        Vt[y] = Memory[d+Ra + n]
        y = y + 1
for y = y to vector length
    Vt[y] = z ? 0 : Vt[y]

n = 0

```

If the vector mask bit is clear and the 'z' bit is set in the instruction then the corresponding element of the vector register is loaded with zero. If the vector mask bit is clear and the 'z' bit is clear in the instruction then the corresponding element of the vector register is left unchanged (no value is loaded from memory).

Elements are loaded only up to the length specified in the vector length register.

Vm[x] z Result

0	0	Vt[x] = Vt[x] (unchanged)
0	1	Vt[x] = 0 (set to zero)
1	0	Vt[x] = memory, sign extended
1	1	Vt[x] = memory, zero extended

Operation:

```

n = 0
y = 0
for x = 0 to vector length
    if (Vm[x])
        Vt[y] = Memory[d+Ra + n]
        n = n + sizeof precision
        y = y + 1
for y = y to vector length
    Vt[y] = z ? 0 : Vt[y]

```

Indexed Form

63		50	4948	47 44	4341	40	39	32	31	24	23	16	15	8	7	0
	Const _{21..8}		U ₂	Sz ₄	m ₃	z	Const _{7..0}		Rb ₈		Ra ₈		Rt ₈			66h ₈

Data is loaded from memory addresses beginning with the sum of Ra and a vector element from Vb.

Operation:

```

y = 0
for x = 0 to vector length
    if (Vm[x])
        Vt[y] = Memory[d+Ra + Vb[x]]
        y = y + 1
for y = y to vector length
    Vt[y] = z ? 0 : Vt[y]

```

Exceptions: none

CVSTx – Compressed Vector Store

Description:

Formats Supported:

Register Indirect with Displacement

Data is stored to consecutive memory addresses beginning with the sum of Ra and an immediate

Elements are stored only up to the length specified in the vector length register.

47	42	4140	39 36	35 33	32	31		20	19 14	13 8	7	6	0
Const ₆	U ₂	Sz ₄	m ₃	z		Constant ₁₂			Ra ₆	Vs ₆	1		74h ₇

Vm[x]	z	Result
1	0	memory = Vs[x]
1	1	memory = Vs[x], Vs[x] = 0

Operation:

```

n = 0
for x = 0 to vector length
    if (Vm[x])
        Memory[d+Ra + n] = Vs[x]
        if (z) Vs[x] = 0
        n = n + sizeof precision

```

Stridden Form

The stridden form works much the same as the register indirect form except that data is stored to memory locations separated by the stride amount in the stride register.

47	42	4140	39 36	35 33	32	31	26	25	20	19	14	13	8	7	6	0
Const ₆	U ₂	Sz ₄	m ₃	z		Const ₆		Rb ₆		Ra ₆		Vs ₆		1		75h ₇

Operation:

```

y = 0
for x = 0 to vector length
    n = Rb * y
    if (Vm[x])
        Memory[d+Ra + n] = Vs[x]
        if (z) Vs[x] = 0
        y = y + 1

```

Indexed Form

Data is stored to memory addresses beginning with the sum of Ra and a vector element from Vb.

47	42	4140	39 36	35 33	32	31	26	25	20	19	14	13	8	7	6	0
Const ₆	U ₂	Sz ₄	m ₃	z	Const ₆	Vb ₆	Ra ₆	Vs ₆	1	76h ₇						

Operation:

```

y = 0
for x = 0 to vector length
  if (Vm[x])
    Memory[d+Ra + Vb[y]] = Vs[x]
    if (z) Vs[x] = 0
    y = y + 1

```

Exceptions: none

Root Opcode Map

	000	001	010	011	100	101	110	111
ALU								
00000	BRK			{R3}	ADD	SUBF	MUL	
00001	AND	OR	EOR			{SET}	MULU	CSR
00010	DIV	DIVU	DIVSU			MULF	MULSU	PERM
00011	REM	REMU	BYTNDX	WYDNDX	{BTFLD}			
00100	REMSU	DIVR	CHK	U21NDX	SAND	SOR	SEQ	SNE
00101	SLT	SGT	SLTU	SGTU				
00110	MADD	MSUB	NMADD	NMSUB				FDP
00111	ADDSI	ANDSI	ORSI	XORSI	APCSI			
Branch Unit								
01000	JAL				{OS}			
01001	BLT	BGE	BLTU	BGEU	BEQI		BEQ	BNE
01010								
01011								
01100								
01101								
01110								
01111								
Memory Unit								
01100	LDx		LDS	LDVX			CVLDS	CVLDVX
01101								LSM
01110	STx		SDS	STVX			CVSTS	CVSTVX
01111								

{SR3} Triadic Register Ops