ANY-1 Instruction Set

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# Scalar Instructions

Immediate Format:

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| 47 20 | 19 14 | 13 8 | 7 | 6 0 |
| Constant28 | Ra6 | Rt6 | V | Opcode7 |

LUI / AUIPC

|  |  |  |  |
| --- | --- | --- | --- |
| 47 12 | 11 8 | 7 | 6 0 |
| Constant36 | Rt4 | V | Opcode7 |

Register Format:

|  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| 47 42 | 4140 | 39 36 | 35 33 | 32 27 | 26 | 25 20 | 19 14 | 13 8 | 7 | 6 0 |
| Func6 | U2 | ~4 | Pr3 | Rc6 | B | Rb6 | Ra6 | Rt6 | V | Opcode7 |

V: 1 = vector instruction, 0 = scalar

B: 1 = Rb is vector register, 0 = Rb is scalar

|  |  |
| --- | --- |
| U2 | Execution Unit |
| 0 | Integer |
| 1 | Floating-point |
| 2 | Decimal floating-point |
| 3 | Posit |

## 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:**

**Operation:**

If Ra < 0

Rt = -Ra

else

Rt = Ra

**Exceptions:** none

### 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

**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 of 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.

**Operation:**

Rt = Ra & Imm

or

Rt = Ra & Rb & Rc

**Exceptions**: none

### AUIPC – Add Upper Immediate to PC

**Description**:

This instruction forms the sum of the program counter and an immediate value shifted left 28 times. The result is then placed in the target register. The low order 28 bits of the target register are zeroed out.

The target register for this instruction must be one of x0 to x15.

**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. There are two forms of this instruction, one uses registers to specify the offset and width, the other uses immediate constants supplied in the instruction to specify the offset and width. The width specified should be one less than the desired width.

**Instruction Format**: BFR

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

**Instruction Format**: BFI

A bitfield in the source specified by Ra is extracted, the result is copied to the target register. Bo specifies the bit offset. Bw specifies the bit width. Bo and Bw are constants supplied in the instruction.

**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. There are two forms of this instruction, one uses registers to specify the offset and width, the other uses immediate constants supplied in the instruction to specify the offset and width. The width specified should be one less than the desired width.

**Instruction Format**: BFR

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

**Instruction Format**: BFI

A bitfield in the source specified by Ra is extracted, the result is copied to the target register. Bo specifies the bit offset. Bw specifies the bit width. Bo and Bw are constants supplied in the instruction.

**Execution Units:** Integer ALU

**Exceptions**: none

**Notes**:

### LUI – Load Upper Immediate

**Description**:

This instruction loads an immediate value shifted left 28 times into a target register bits 29 to 63. The low order 28 bits of the target register are zeroed out.

The target register for this instruction must be one of x0 to x15.

**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.

**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.

**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.

**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.

**Exceptions**: none

### NEG - Negate

**Description:**

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

### 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.

**Operation:**

Rt = !Ra

**Exceptions**: none

### OR – Bitwise Or

**Description**:

Perform a bitwise or operation between operands.

**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.

### 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.

### 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.

### SUB - Subtract

**Description:**

Subtract two values. Both operands must be in a register.

### 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.

**Operation:**

Rt = Imm - 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:** R2

**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.

**Exceptions:** none

## Memory Operations

### LDB – Load Byte (8 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 times a scale. The value loaded is sign extended from bit 7 to the machine width.

**Formats Supported**: RR,RI

**Operation:**

Rd = Memory8[d+Ra]

or

Rd = Memory8[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 Ra and an immediate value or the sum of Ra and Rb scaled.

**Formats Supported**: RR,RI

**Operation:**

Rt = Memory64[d+Ra]

or

Rt = Memory64[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 = Memory32[d+Ra]

or

Rt = Memory32[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**: RR,RI

**Operation:**

Rt = Memory16[d+Ra]

or

Rt = Memory16[Ra+Rb\*Sc]

**Execution Units**: Mem

**Exceptions**: none

## 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 x63 then the program counter value is used.

**Formats Supported**: BR

**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

**Operation:**

If (Ra <> 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

**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

**Operation:**

If (Ra < Rb)

PC = Rc + Displacement

**Execution Units**: Branch

**Exceptions**: none

### JAL – Jump and Link

**Description**:

Store the address of the JAL instruction in the specified return address register (Rt) then jump to the address specified in the instruction plus an index register value. The address range is 32 bits or 4GB. 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 program counter value is used.

**Formats Supported**: JAL

**Flags Affected**: none

**Operation:**

Rt = PC + 8

PC = Ra + Displacement

**Execution Units**: Branch

**Exceptions**: none

**Notes**:

## Floating Point Instructions

# Vector Instructions

## 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.

**Operation**

For x = 0 to VL-1

Rt[x] = Va[x].LSB

**Exceptions:** none

## VABS – Absolute value

Synopsis

Vector register absolute value. Vt = Va < 0 ? –Va : Va

**Description**

The absolute value of a vector register is placed in the target vector register Vt.

**Operation**

for x = 0 to VL - 1

if (Vm[x]) Vt[x] = Va[x] < 0 ? –Va[x] : Va[x]

## VACC - Accumulate

**Synopsis**

Register accumulation. Rt = Va + Rb

**Description**

A vector register (Va) and scalar register (Rb) are added together and placed in the target scalar register Rt. Rb and Rt 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 (Vm[x]) Rt = Va[x] + Rb

**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

## VADD - Add

Synopsis

Vector register add. Vt = Va + Vb

**Description**

Two vector registers (Va and Vb) are added together and placed in the target vector register Vt.

**Operation**

for x = 0 to VL - 1

if (Vm[x]) Vt[x] = Va[x] + Vb[x]

## VADDS – Add Scalar

Synopsis

Vector register add. Vt = Va + Rb

**Description**

A vector and a scalar (Va and Rb) are added together and placed in the target vector register Vt.

**Operation**

for x = 0 to VL-1

if (Vm[x]) Vt[x] = Vb[x] + Rb

## VAND – Bitwise And

Synopsis

Vector register bitwise and. Vt = Va & Vb

**Description**

Two vector registers (Va and Vb) are bitwise and’ed together and placed in the target vector register Vt.

**Operation**

for x = 0 to VL-1

if (Vm[x]) Vt[x] = Va[x] & Vb[x]

## VANDS – Bitwise And with Scalar

Synopsis

Vector register bitwise and. Vt = Va & Rb

**Description**

A vector register (Va) is bitwise and’ed with a scalar register and placed in the target vector register Vt.

**Operation**

for x = 0 to VL-1

if (Vm[x]) Vt[x] = Va[x] & Rb

## VASR – Arithmetic Shift Right

Synopsis

Vector signed shift right.

**Description**

Elements of the vector are shifted right. The most significant bits are loaded with the sign bit.

**Operation**

For x = 0 to VL-1

if (Vm[x]) Vt[x] = Va[x] >> amt

## 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

## VCMPRSS – 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

## VCNTPOP – Population Count

**Synopsis**

Vector register population count. Vt = popcnt(Va)

**Description**

The number of bits set in a vector register is placed in the target vector register Vt.

**Operation**

for x = 0 to VL - 1

if (Vm[x]) Vt[x] = popcnt(Va[x])

## 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

## VMUL - Multiply

**Synopsis**

Vector register multiply. Vt = Va \* Vb

**Description**

Two vector registers (Va and Vb) are multiplied together and placed in the target vector register Vt.

**Operation**

for x = 0 to VL - 1

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

## VMULS – Multiply by Scalar

**Synopsis**

Vector register multiply by scalar. Vt = Va \* Rb

**Description**

A vector register (Va) and a scalar register (Rb) are multiplied together and placed in the target vector register Vt.

**Operation**

for x = 0 to VL - 1

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

## VNEG – Negate

**Synopsis**

Vector register subtract. Vt = R0 - Va

**Description**

A vector is made negative by subtracting it from zero and placing it in the target vector register Vt. This instruction is an alternate mnemonic for the VSUBRS instruction.

**Operation**

for x = 0 to VL-1

if (Vm[x]) Vt[x] = R0 - Va[x]

## VOR – Bitwise Or

**Synopsis**

Vector register bitwise or. Vt = Va | Vb

**Description**

Two vector registers (Va and Vb) are bitwise or’ed together and placed in the target vector register Vt.

**Operation**

for x = 0 to VL-1

if (Vm[x]) Vt[x] = Va[x] | Vb[x]

## VORS – Bitwise Or with Scalar

**Synopsis**

Vector register bitwise and. Vt = Va | Rb

**Description**

A vector register (Va) is bitwise ord’ed with a scalar register and placed in the target vector register Vt.

**Operation**

for x = 0 to VL-1

if (Vm[x]) Vt[x] = Va[x] | Rb[x]

## VSCAN

**Synopsis**

.

**Description**

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

**Operation**

sum = 0

for x = 0 to VL - 1

Vt[x] = sum

if (Vm[x])

sum = sum + Ra

## VSEQ – Set if Equal

**Synopsis**

Vector register set. Vm = Va == Vb

**Description**

Two vector registers (Va and Vb) are compared for equality and the comparison result is placed in the target vector mask register Vmt.

**Operation**

for x = 0 to VL-1

Vm[x] = Va[x] == Vb[x]

**Operation:**

**For each vector element**

if signed Va equals signed Vb

Vm = true

else

Vm = false

## VSEQS – Set if Equal Scalar

**Synopsis**

Vector register set. Vm = Va == Rb

**Description**

All elements of a vector are compared for equality to a scalar value. If equal a one is written to the output vector mask register, otherwise a zero is written to the output mask register.

**Operation**

for x = 0 to VL-1

Vm[x] = Va[x] == Rb

**Operation:**

**For each vector element**

if signed Va equals signed Rb

Vm = true

else

Vm = false

## VSGE – Set if Greater or Equal

**Synopsis**

Vector register set. Vm = Va >= Vb

**Description**

Two vector registers (Va and Vb) are compared for greater or equal and the comparison result is placed in the target vector mask register Vmt.

**Operation**

for x = 0 to VL-1

Vm[x] = Va[x] >= Vb[x]

**Operation:**

**For each vector element**

if signed Va greater than or equal signed Vb

Vm = true

else

Vm = false

## VSGES – Set if Greater or Equal Scalar

**Synopsis**

Vector register set. Vm = Va >= Rb

**Description**

All elements of a vector are compared for greater or equal to a scalar value. If the condition is true a one is written to the output vector mask register, otherwise a zero is written to the output mask register.

**Operation**

for x = 0 to VL-1

Vm[x] = Va[x] >= Rb

**Operation:**

**For each vector element**

if signed Va greater than or equal signed Rb

Vm = true

else

Vm = false

## VSHL – Shift Left

**Synopsis**

Vector shift left.

**Description**

Elements of the vector are shifted left. The least significant bits are loaded with the value zero.

**Operation**

For x = 0 to VL-1

if (Vm[x]) Vt[x] = Va[x] << amt

## 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.

**Operation**

For x = VL-1 to Amt

Vt[x] = Va[x-amt]

For x = Amt-1 to 0

Vt[x] = 0

**Exceptions:** none

## VSHR – Shift Right

**Synopsis**

Vector shift right.

**Description**

Elements of the vector are shifted right. The most significant bits are loaded with the value zero.

**Operation**

For x = 0 to VL-1

if (Vm[x]) Vt[x] = Va[x] >> amt

## 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.

**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

## VSIGN – Sign

**Synopsis**

Vector register sign value. Vt = Va < 0 ? –1 : Va = 0 ? 0 : 1

**Description**

The sign of a vector register is placed in the target vector register Vt.

**Operation**

for x = 0 to VL - 1

if (Vm[x]) Vt[x] = Va[x] < 0 ? –1 : Va[x]=0 ? 0 : 1

## VSLT – Set if Less Than

**Synopsis**

Vector register set. Vm = Va < Vb

**Description**

Two vector registers (Va and Vb) are compared for less than and the comparison result is placed in the target vector mask register Vmt.

**Operation**

for x = 0 to VL-1

Vm[x] = Va[x] < Vb[x]

**Operation:**

**For each vector element**

if signed Va less than signed Vb

Vm = true

else

Vm = false

## VSLTS – Set if Less Than Scalar

**Synopsis**

Vector register set. Vm = Va < Rb

**Description**

A vector register (Va) and a scalar register (Rb) are compared for less than and the comparison result is placed in the target vector mask register Vmt.

**Operation**

for x = 0 to VL-1

Vmt[x] = Va[x] < Rb

**Operation:**

**For each vector element**

if signed Va less than signed Rb

Vmt = true

else

Vmt = false

## VSLTU – Set if Less Than Unsigned

**Synopsis**

Vector register set. Vm = Va < Vb

**Description**

Two vector registers (Va and Vb) are compared for less than and the comparison result is placed in the target vector mask register Vmt. The vector registers are treated as unsigned values.

**Operation**

for x = 0 to VL-1

Vm[x] = Va[x] < Vb[x]

**Operation:**

**For each vector element**

if unsigned Va less than unsigned Vb

Vm = true

else

Vm = false

## VSUB - Subtract

**Synopsis**

Vector register add. Vt = Va - Vb

**Description**

Two vector registers (Va and Vb) are subtracted and placed in the target vector register Vt.

**Operation**

for x = 0 to VL - 1

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

## VSUBRS – Subtract from Scalar

**Synopsis**

Vector register subtract. Vt = Rb - Va

**Description**

A vector and a scalar (Va and Rb) are subtracted and placed in the target vector register Vt.

**Operation**

for x = 0 to VL-1

if (Vm[x]) Vt[x] = Rb - Va[x]

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## VSYNC -Synchronize

Description:

All vector instructions before the VSYNC are completed and committed to the architectural state before vector instructions after the VSYNC are issued. This instruction is used to ensure that the machine state is valid before subsequent instructions are executed.

## VXOR – Bitwise Exclusive Or

**Synopsis**

Vector register bitwise or. Vt = Va ^ Vb

**Description**

Two vector registers (Va and Vb) are exclusive or’ed together and placed in the target vector register Vt.

**Operation**

for x = 0 to VL-1

if (Vm[x]) Vt[x] = Va[x] ^ Vb[x]

## VXORS – Bitwise Exclusive Or with Scalar

**Synopsis**

Vector register bitwise and. Vt = Va ^ Rb

**Description**

A vector register (Va) is bitwise exclusive ord’ed with a scalar register and placed in the target vector register Vt.

**Operation**

for x = 0 to VL-1

if (Vm[x]) Vt[x] = Va[x] ^ Rb[x]