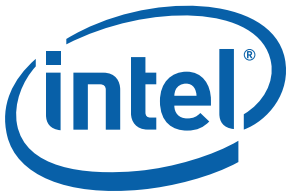

Intel® 64 and IA-32 Architectures Software Developer's Manual

Documentation Changes

June 2013

Notice: The Intel® 64 and IA-32 architectures may contain design defects or errors known as errata that may cause the product to deviate from published specifications. Current characterized errata are documented in the specification updates.

Document Number: 252046-039

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-002	• Added 1-10 Documentation Changes. • Removed old Documentation Changes items that already have been incorporated in the published Software Developer's manual	December 2002
-003	• Added 9 -17 Documentation Changes. • Removed Documentation Change #6 - References to bits Gen and Len Deleted. • Removed Documentation Change #4 - VIF Information Added to CLI Discussion	February 2003
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-029	• Removed Documentation Changes 1-29 • Added Documentation Changes 1-29	September 2010
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-037	• Removed Documentation Changes 1-17 • Added Documentation Changes 1-28	August 2012
-038	• Removed Documentation Changes 1-28 • Add Documentation Changes 1-22	January 2013
-039	• Removed Documentation Changes 1-22 • Add Documentation Changes 1-17	June 2013

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Preface

This document is an update to the specifications contained in the Affected Documents table below. This document is a compilation of device and documentation errata, specification clarifications and changes. It is intended for hardware system manufacturers and software developers of applications, operating systems, or tools.

Affected Documents

Document Title	Document Number / Location
Intel® 64 and IA-32 Architectures Software Developer's Manual, Volume 1: Basic Architecture	253665
Intel® 64 and IA-32 Architectures Software Developer's Manual, Volume 2A: Instruction Set Reference, A-M	253666
Intel® 64 and IA-32 Architectures Software Developer's Manual, Volume 2B: Instruction Set Reference, N-Z	253667
Intel® 64 and IA-32 Architectures Software Developer's Manual, Volume 2C: Instruction Set Reference	326018
Intel® 64 and IA-32 Architectures Software Developer's Manual, Volume 3A: System Programming Guide, Part 1	253668
Intel® 64 and IA-32 Architectures Software Developer's Manual, Volume 3B: System Programming Guide, Part 2	253669
Intel® 64 and IA-32 Architectures Software Developer's Manual, Volume 3C: System Programming Guide, Part 3	326019

Nomenclature

Documentation Changes include typos, errors, or omissions from the current published specifications. These will be incorporated in any new release of the specification.

Summary Tables of Changes

The following table indicates documentation changes which apply to the Intel® 64 and IA-32 architectures. This table uses the following notations:

Codes Used in Summary Tables

Change bar to left of table row indicates this erratum is either new or modified from the previous version of the document.

Documentation Changes

No.	DOCUMENTATION CHANGES
1	Updates to Chapter 1, Volume 1
2	Updates to Chapter 5, Volume 1
3	Updates to Chapter 13, Volume 1
4	New Chapter 14, Volume 1
5	Updates to Chapter 1, Volume 2A
6	Updates to Chapter 2, Volume 2A
7	Updates to Chapter 3, Volume 2A
8	Updates to Chapter 4, Volume 2B
9	Updates to Chapter 1, Volume 3A
10	Updates to Chapter 2, Volume 3A
11	Updates to Chapter 4, Volume 3A
12	Updates to Chapter 15, Volume 3B
13	Updates to Chapter 17, Volume 3B
14	Updates to Chapter 18, Volume 3B
15	Updates to Chapter 19, Volume 3B
16	Updates to Chapter 34, Volume 3C
17	Updates to Chapter 35, Volume 3C

Documentation Changes

1. Updates to Chapter 1, Volume 1

Change bars show changes to Chapter 1 of the *Intel® 64 and IA-32 Architectures Software Developer's Manual, Volume 1:* Basic Architecture.

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1.1 INTEL® 64 AND IA-32 PROCESSORS COVERED IN THIS MANUAL

This manual set includes information pertaining primarily to the most recent Intel 64 and IA-32 processors, which include:

- Pentium® processors
- P6 family processors
- Pentium® 4 processors
- Pentium® M processors
- Intel® Xeon® processors
- Pentium® D processors
- Pentium® processor Extreme Editions
- 64-bit Intel® Xeon® processors
- Intel® Core™ Duo processor
- Intel® Core™ Solo processor
- Dual-Core Intel® Xeon® processor LV
- Intel® Core™2 Duo processor
- Intel® Core™2 Quad processor Q6000 series
- Intel® Xeon® processor 3000, 3200 series
- Intel® Xeon® processor 5000 series
- Intel® Xeon® processor 5100, 5300 series
- Intel® Core™2 Extreme processor X7000 and X6800 series
- Intel® Core™2 Extreme processor QX6000 series
- Intel® Xeon® processor 7100 series
- Intel® Pentium® Dual-Core processor
- Intel® Xeon® processor 7200, 7300 series
- Intel® Xeon® processor 5200, 5400, 7400 series
- Intel® Core™2 Extreme processor QX9000 and X9000 series
- Intel® Core™2 Quad processor Q9000 series
- Intel® Core™2 Duo processor E8000, T9000 series
- Intel® Atom™ processor family
- Intel® Core™ i7 processor

- Intel® Core™ i5 processor
- Intel® Xeon® processor E7-8800/4800/2800 product families
- Intel® Xeon® processor E5 family
- Intel® Xeon® processor E3-1200 family
- Intel® Core™ i7-3930K processor
- 2nd generation Intel® Core™ i7-2xxx, Intel® Core™ i5-2xxx, Intel® Core™ i3-2xxx processor series
- Intel® Xeon® processor E3-1200 v2 product family
- 3rd generation Intel® Core™ processors
- Intel® Xeon® processor E3-1200 v3 product family
- 4th generation Intel® Core™ processors

P6 family processors are IA-32 processors based on the P6 family microarchitecture. This includes the Pentium® Pro, Pentium® II, Pentium® III, and Pentium® III Xeon® processors.

The Pentium® 4, Pentium® D, and Pentium® processor Extreme Editions are based on the Intel NetBurst® microarchitecture. Most early Intel® Xeon® processors are based on the Intel NetBurst® microarchitecture. Intel Xeon processor 5000, 7100 series are based on the Intel NetBurst® microarchitecture.

The Intel® Core™ Duo, Intel® Core™ Solo and dual-core Intel® Xeon® processor LV are based on an improved Pentium® M processor microarchitecture.

The Intel® Xeon® processor 3000, 3200, 5100, 5300, 7200 and 7300 series, Intel® Pentium® dual-core, Intel® Core™2 Duo, Intel® Core™2 Quad, and Intel® Core™2 Extreme processors are based on Intel® Core™ microarchitecture.

The Intel® Xeon® processor 5200, 5400, 7400 series, Intel® Core™2 Quad processor Q9000 series, and Intel® Core™2 Extreme processor QX9000, X9000 series, Intel® Core™2 processor E8000 series are based on Enhanced Intel® Core™ microarchitecture.

The Intel® Atom™ processor family is based on the Intel® Atom™ microarchitecture and supports Intel 64 architecture.

The Intel® Core™ i7 processor and Intel® Xeon® processor 3400, 5500, 7500 series are based on 45 nm Intel® microarchitecture code name Nehalem. Intel® microarchitecture code name Westmere is a 32nm version of Intel® microarchitecture code name Nehalem. Intel® Xeon® processor 5600 series, Intel Xeon processor E7 and various Intel Core i7, i5, i3 processors are based on Intel® microarchitecture code name Westmere. These processors support Intel 64 architecture.

The Intel® Xeon® processor E5 family, Intel® Xeon® processor E3-1200 product family, Intel® Xeon® processor E7-8800/4800/2800 product families, Intel® Core™ i7-3930K processor, and 2nd generation Intel® Core™ i7-2xxx, Intel® Core™ i5-2xxx, Intel® Core™ i3-2xxx processor series are based on the Intel® microarchitecture code name Sandy Bridge and support Intel 64 architecture.

The Intel® Xeon® processor E3-1200 v2 product family and the 3rd generation Intel® Core™ processors are based on the Intel® microarchitecture code name Ivy Bridge and support Intel 64 architecture.

The Intel® Xeon® processor E3-1200 v3 product family and 4th Generation Intel® Core™ processors are based on the Intel® microarchitecture code name Haswell and support Intel 64 architecture.

P6 family, Pentium® M, Intel® Core™ Solo, Intel® Core™ Duo processors, dual-core Intel® Xeon® processor LV, and early generations of Pentium 4 and Intel Xeon processors support IA-32 architecture. The Intel® Atom™ processor Z5xx series support IA-32 architecture.

The Intel® Xeon® processor 3000, 3200, 5000, 5100, 5200, 5300, 5400, 7100, 7200, 7300, 7400 series, Intel® Core™2 Duo, Intel® Core™2 Extreme processors, Intel Core 2 Quad processors, Pentium® D processors, Pentium® Dual-Core processor, newer generations of Pentium 4 and Intel Xeon processor family support Intel® 64 architecture.

IA-32 architecture is the instruction set architecture and programming environment for Intel's 32-bit microprocessors. Intel® 64 architecture is the instruction set architecture and programming environment which is the superset of Intel's 32-bit and 64-bit architectures. It is compatible with the IA-32 architecture.

1.2 OVERVIEW OF VOLUME 1: BASIC ARCHITECTURE

A description of this manual's content follows:

Chapter 1 — About This Manual. Gives an overview of all five volumes of the *Intel® 64 and IA-32 Architectures Software Developer's Manual.* It also describes the notational conventions in these manuals and lists related Intel manuals and documentation of interest to programmers and hardware designers.

Chapter 2 — Intel® 64 and IA-32 Architectures. Introduces the Intel 64 and IA-32 architectures along with the families of Intel processors that are based on these architectures. It also gives an overview of the common features found in these processors and brief history of the Intel 64 and IA-32 architectures.

Chapter 3 — Basic Execution Environment. Introduces the models of memory organization and describes the register set used by applications.

Chapter 4 — Data Types. Describes the data types and addressing modes recognized by the processor; provides an overview of real numbers and floating-point formats and of floating-point exceptions.

Chapter 5 — Instruction Set Summary. Lists all Intel 64 and IA-32 instructions, divided into technology groups.

Chapter 6 — Procedure Calls, Interrupts, and Exceptions. Describes the procedure stack and mechanisms provided for making procedure calls and for servicing interrupts and exceptions.

Chapter 7 — Programming with General-Purpose Instructions. Describes basic load and store, program control, arithmetic, and string instructions that operate on basic data types, general-purpose and segment registers; also describes system instructions that are executed in protected mode.

Chapter 8 — Programming with the x87 FPU. Describes the x87 floating-point unit (FPU), including floating-point registers and data types; gives an overview of the floating-point instruction set and describes the processor's floating-point exception conditions.

Chapter 9 — Programming with Intel® MMX™ Technology. Describes Intel MMX technology, including MMX registers and data types; also provides an overview of the MMX instruction set.

Chapter 10 — Programming with Streaming SIMD Extensions (SSE). Describes SSE extensions, including XMM registers, the MXCSR register, and packed single-precision floating-point data types; provides an overview of the SSE instruction set and gives guidelines for writing code that accesses the SSE extensions.

Chapter 11 — Programming with Streaming SIMD Extensions 2 (SSE2). Describes SSE2 extensions, including XMM registers and packed double-precision floating-point data types; provides an overview of the SSE2 instruction set and gives guidelines for writing code that accesses SSE2 extensions. This chapter also describes SIMD floating-point exceptions that can be generated with SSE and SSE2 instructions. It also provides general guidelines for incorporating support for SSE and SSE2 extensions into operating system and applications code.

Chapter 12 — Programming with SSE3, SSSE3 and SSE4. Provides an overview of the SSE3 instruction set, Supplemental SSE3, SSE4, and guidelines for writing code that accesses these extensions.

Chapter 13 — Programming with AVX, FMA and AVX2. Provides an overview of the Intel® AVX instruction set, FMA and Intel AVX2 extensions and gives guidelines for writing code that accesses these extensions.

Chapter 14 — Intel Transactional Synchronization Extensions. Describes the instruction extensions that support lock elision techniques to improve the performance of multi-threaded software with contended locks.

Chapter 15 — Input/Output. Describes the processor's I/O mechanism, including I/O port addressing, I/O instructions, and I/O protection mechanisms.

Chapter 16 — Processor Identification and Feature Determination. Describes how to determine the CPU type and features available in the processor.

Appendix A — EFLAGS Cross-Reference. Summarizes how the IA-32 instructions affect the flags in the EFLAGS register.

Appendix B — EFLAGS Condition Codes. Summarizes how conditional jump, move, and 'byte set on condition code' instructions use condition code flags (OF, CF, ZF, SF, and PF) in the EFLAGS register.

Appendix C — Floating-Point Exceptions Summary. Summarizes exceptions raised by the x87 FPU floating-point and SSE/SSE2/SSE3 floating-point instructions.

Appendix D — Guidelines for Writing x87 FPU Exception Handlers. Describes how to design and write MS-DOS* compatible exception handling facilities for FPU exceptions (includes software and hardware requirements and assembly-language code examples). This appendix also describes general techniques for writing robust FPU exception handlers.

Appendix E — Guidelines for Writing SIMD Floating-Point Exception Handlers. Gives guidelines for writing exception handlers for exceptions generated by SSE/SSE2/SSE3 floating-point instructions.

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2. Updates to Chapter 5, Volume 1

Change bars show changes to Chapter 5 of the *Intel® 64 and IA-32 Architectures Software Developer's Manual, Volume 1:* Basic Architecture.

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This chapter provides an abridged overview of Intel 64 and IA-32 instructions. Instructions are divided into the following groups:

- General purpose
- x87 FPU
- x87 FPU and SIMD state management
- Intel® MMX technology
- SSE extensions
- SSE2 extensions
- SSE3 extensions
- SSSE3 extensions
- SSE4 extensions
- AESNI and PCLMULQDQ
- Intel® AVX extensions
- F16C, RDRAND, FS/GS base access
- FMA extensions
- Intel® AVX2 extensions
- Intel® Transactional Synchronization extensions
- System instructions
- IA-32e mode: 64-bit mode instructions
- VMX instructions
- SMX instructions

Table 5-1 lists the groups and IA-32 processors that support each group. More recent instruction set extensions are listed in Table 5-2. Within these groups, most instructions are collected into functional subgroups.

Table 5-1 Instruction Groups in Intel 64 and IA-32 Processors

Instruction Set Architecture	Intel 64 and IA-32 Processor Support
General Purpose	All Intel 64 and IA-32 processors
x87 FPU	Intel486, Pentium, Pentium with MMX Technology, Celeron, Pentium Pro, Pentium II, Pentium II Xeon, Pentium III, Pentium III Xeon, Pentium 4, Intel Xeon processors, Pentium M, Intel Core Solo, Intel Core Duo, Intel Core 2 Duo processors, Intel Atom processors
x87 FPU and SIMD State Management	Pentium II, Pentium II Xeon, Pentium III, Pentium III Xeon, Pentium 4, Intel Xeon processors, Pentium M, Intel Core Solo, Intel Core Duo, Intel Core 2 Duo processors, Intel Atom processors
MMX Technology	Pentium with MMX Technology, Celeron, Pentium II, Pentium II Xeon, Pentium III, Pentium III Xeon, Pentium 4, Intel Xeon processors, Pentium M, Intel Core Solo, Intel Core Duo, Intel Core 2 Duo processors, Intel Atom processors
SSE Extensions	Pentium III, Pentium III Xeon, Pentium 4, Intel Xeon processors, Pentium M, Intel Core Solo, Intel Core Duo, Intel Core 2 Duo processors, Intel Atom processors
SSE2 Extensions	Pentium 4, Intel Xeon processors, Pentium M, Intel Core Solo, Intel Core Duo, Intel Core 2 Duo processors, Intel Atom processors
SSE3 Extensions	Pentium 4 supporting HT Technology (built on 90nm process technology), Intel Core Solo, Intel Core Duo, Intel Core 2 Duo processors, Intel Xeon processor 3xxxx, 5xxx, 7xxx Series, Intel Atom processors
SSSE3 Extensions	Intel Xeon processor 3xxx, 5100, 5200, 5300, 5400, 5500, 5600, 7300, 7400, 7500 series, Intel Core 2 Extreme processors QX6000 series, Intel Core 2 Duo, Intel Core 2 Quad processors, Intel Pentium Dual-Core processors, Intel Atom processors
IA-32e mode: 64-bit mode instructions	Intel 64 processors
System Instructions	Intel 64 and IA-32 processors
VMX Instructions	Intel 64 and IA-32 processors supporting Intel Virtualization Technology
SMX Instructions	Intel Core 2 Duo processor E6x50, E8xxx; Intel Core 2 Quad processor Q9xxx

Table 5-2 Recent Instruction Set Extensions in Intel 64 and IA-32 Processors

Instruction Set Architecture	Processor Generation Introduction
SSE4.1 Extensions	Intel Xeon processor 3100, 3300, 5200, 5400, 7400, 7500 series, Intel Core 2 Extreme processors QX9000 series, Intel Core 2 Quad processor Q9000 series, Intel Core 2 Duo processors 8000 series, T9000 series.
SSE4.2 Extensions	Intel Core i7 965 processor, Intel Xeon processors X3400, X3500, X5500, X6500, X7500 series.
AESNI, PCLMULQDQ	InteL Xeon processor E7 series, Intel Xeon processors X3600, X5600, Intel Core i7 980X processor; Use CPUID to verify presence of AESNI and PCLMULQDQ across Intel Core processor families.
Intel AVX	Intel Xeon processor E3 and E5 families; Second Generation Intel Core i7, i5, i3 processor 2xxx families.
F16C, RDRAND, FS/GS base access	3rd Generation Intel Core processors, Intel Xeon processor E3-1200 v2 product family, Next Generation Intel Xeon processors.

Table 5-2 Recent Instruction Set Extensions in Intel 64 and IA-32 Processors (Contd.)

Instruction Set Architecture	Processor Generation Introduction
FMA, AVX2, BMI1, BMI2, TSX, INVPCID	Intel Xeon processor E3-1200 v3 product family; 4th Generation Intel Core processor family.

The following sections list instructions in each major group and subgroup. Given for each instruction is its mnemonic and descriptive names. When two or more mnemonics are given (for example, CMOVA/CMOVNBE), they represent different mnemonics for the same instruction opcode. Assemblers support redundant mnemonics for some instructions to make it easier to read code listings. For instance, CMOVA (Conditional move if above) and CMOVNBE (Conditional move if not below or equal) represent the same condition. For detailed information about specific instructions, see the *Intel® 64 and IA-32 Architectures Software Developer's Manual, Volumes 3A & 3B.*

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5.1.14 Random Number Generator Instruction

RDRAND Retrieves a random number generated from hardware.

5.1.15 BMI1, BMI2

ANDN Bitwise AND of first source with inverted 2nd source operands.
BEXTR Contiguous bitwise extract
BLSI Extract lowest set bit
BLSMK Set all lower bits below first set bit to 1
BLSR Reset lowest set bit
BZHI Zero high bits starting from specified bit position
LZCNT Count the number leading zero bits
MULX Unsigned multiply without affecting arithmetic flags
PDEP Parallel deposit of bits using a mask
PEXT Parallel extraction of bits using a mask
RORX Rotate right without affecting arithmetic flags
SARX Shift arithmetic right
SHLX Shift logic left
SHRX Shift logic right
TZCNT Count the number trailing zero bits

5.1.15.1 Detection of VEX-encoded GPR Instructions, LZCNT and TZCNT

VEX-encoded general-purpose instructions do not operate on any vector registers.

There are separate feature flags for the following subsets of instructions that operate on general purpose registers, and the detection requirements for hardware support are:

CPUID.(EAX=07H, ECX=0H):EBX.BMI1[bit 3]: if 1 indicates the processor supports the first group of advanced bit manipulation extensions (ANDN, BEXTR, BLSI, BLSMK, BLSR, TZCNT);

CPUID.(EAX=07H, ECX=0H):EBX.BMI2[bit 8]: if 1 indicates the processor supports the second group of advanced bit manipulation extensions (BZHI, MULX, PDEP, PEXT, RORX, SARX, SHLX, SHRX);

CPUID.EAX=80000001H:ECX.LZCNT[bit 5]: if 1 indicates the processor supports the LZCNT instruction.

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5.13 INTEL® ADVANCED VECTOR EXTENSIONS (INTEL® AVX)

Intel® Advanced Vector Extensions (AVX) promotes legacy 128-bit SIMD instruction sets that operate on XMM register set to use a “vector extension“ (VEX) prefix and operates on 256-bit vector registers (YMM). Almost all prior generations of 128-bit SIMD instructions that operates on XMM (but not on MMX registers) are promoted to support three-operand syntax with VEX-128 encoding.

VEX-prefix encoded AVX instructions support 256-bit and 128-bit floating-point operations by extending the legacy 128-bit SIMD floating-point instructions to support three-operand syntax.

Additional functional enhancements are also provided with VEX-encoded AVX instructions.

The list of AVX instructions are listed in the following tables:

- Table 13-2 lists 256-bit and 128-bit floating-point arithmetic instructions promoted from legacy 128-bit SIMD instruction sets.
- Table 13-3 lists 256-bit and 128-bit data movement and processing instructions promoted from legacy 128-bit SIMD instruction sets.
- Table 13-4 lists functional enhancements of 256-bit AVX instructions not available from legacy 128-bit SIMD instruction sets.
- Table 13-5 lists 128-bit integer and floating-point instructions promoted from legacy 128-bit SIMD instruction sets.
- Table 13-6 lists functional enhancements of 128-bit AVX instructions not available from legacy 128-bit SIMD instruction sets.
- Table 13-7 lists 128-bit data movement and processing instructions promoted from legacy instruction sets.

5.14 16-BIT FLOATING-POINT CONVERSION

Conversion between single-precision floating-point (32-bit) and half-precision FP (16-bit) data are provided by VCVTPS2PH, VCVTPH2PS:

VCVTPH2PS	Convert eight/four data element containing 16-bit floating-point data into eight/four single-precision floating-point data.
VCVTPS2PH	Convert eight/four data element containing single-precision floating-point data into eight/four 16-bit floating-point data.

5.15 FUSED-MULTIPLY-ADD (FMA)

FMA extensions enhances Intel AVX with high-throughput, arithmetic capabilities covering fused multiply-add, fused multiply-subtract, fused multiply add/subtract interleave, signed-reversed multiply on fused multiply-add and multiply-subtract. FMA extensions provide 36 256-bit floating-point instructions to perform computation on 256-bit vectors and additional 128-bit and scalar FMA instructions.

- Table 13-15 lists FMA instruction sets.

5.16 INTEL® ADVANCED VECTOR EXTENSIONS 2 (INTEL® AVX2)

Intel® AVX2 extends Intel AVX by promoting most of the 128-bit SIMD integer instructions with 256-bit numeric processing capabilities. Intel AVX2 instructions follow the same programming model as AVX instructions.

In addition, AVX2 provide enhanced functionalities for broadcast/permute operations on data elements, vector shift instructions with variable-shift count per data element, and instructions to fetch non-contiguous data elements from memory.

- Table 13-18 lists promoted vector integer instructions in AVX2.
- Table 13-19 lists new instructions in AVX2 that complements AVX.

5.17 INTEL® TRANSACTIONAL SYNCHRONIZATION EXTENSIONS (TSX)

XABORT	Abort an RTM transaction execution
XACQUIRE	Prefix hint to the beginning of an HLE transaction region
XRELEASE	Prefix hint to the end of an HLE transaction region
XBEGIN	Transaction begin of an RTM transaction region
XEND	Transaction end of an RTM transaction region
XTEST	Test if executing in a transactional region

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3. Updates to Chapter 13, Volume 1

Change bars show changes to Chapter 13 of the *Intel® 64 and IA-32 Architectures Software Developer's Manual, Volume 1:* Basic Architecture.

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CHAPTER 13
PROGRAMMING WITH AVX, FMA AND AVX2

Intel® Advanced Vector Extensions (AVX) introduces 256-bit vector processing capability. The Intel AVX instruction set extends 128-bit SIMD instruction sets by employing a new instruction encoding scheme via a vector extension prefix (VEX). Intel AVX also offers several enhanced features beyond those available in prior generations of 128-bit SIMD extensions.

FMA (Fused Multiply Add) extensions enhances Intel AVX further in floating-point numeric computations. FMA provides high-throughput, arithmetic operations cover fused multiply-add, fused multiply-subtract, fused multiply add/subtract interleave, signed-reversed multiply on fused multiply-add and multiply-subtract.

Intel AVX2 provides 256-bit integer SIMD extensions that accelerate computation across integer and floating-point domains using 256-bit vector registers.

This chapter summarizes the key features of Intel AVX, FMA and AVX2.

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13.2 FUNCTIONAL OVERVIEW

Intel AVX provide comprehensive functional improvements over previous generations of SIMD instruction extensions. The functional improvements include:

- 256-bit floating-point arithmetic primitives: AVX enhances existing 128-bit floating-point arithmetic instructions with 256-bit capabilities for floating-point processing. Table 13-1 lists SIMD instructions promoted to AVX.
- Enhancements for flexible SIMD data movements: AVX provides a number of new data movement primitives to enable efficient SIMD programming in relation to loading non-unit-strided data into SIMD registers, intra-register SIMD data manipulation, conditional expression and branch handling, etc. Enhancements for SIMD data movement primitives cover 256-bit and 128-bit vector floating-point data, and across 128-bit integer SIMD data processing using VEX-encoded instructions.

Table 13-1 Promoted SSE/SSE2/SSE3/SSSE3/SSE4 Instructions

VEX.256 Encoding	VEX.128 Encoding	Group	Instruction	If No, Reason?
yes	yes	YY 0F 1X	MOVUPS	
no	yes		MOVSS	scalar
yes	yes		MOVUPD	
no	yes		MOVSD	scalar
no	yes		MOVLPS	Note 1
no	yes		MOVLPD	Note 1
no	yes		MOVLHPS	Redundant with VPERMILPS
yes	yes		MOVDDUP	
yes	yes		MOVSLDUP	
yes	yes		UNPCKLPS	
yes	yes		UNPCKLPD	
yes	yes		UNPCKHPS	
yes	yes		UNPCKHPD	
no	yes		MOVHPS	Note 1
no	yes		MOVHPD	Note 1
no	yes		MOVHLPS	Redundant with VPERMILPS
yes	yes		MOVAPS	
yes	yes		MOVSHDUP	
yes	yes		MOVAPD	
no	no		CVTPI2PS	MMX
no	yes		CVTSI2SS	scalar
no	no		CVTPI2PD	MMX
no	yes		CVTSI2SD	scalar
no	yes		MOVNTPS	
no	yes		MOVNTPD	
no	no		CVTTPS2PI	MMX
no	yes		CVTTSS2SI	scalar
no	no		CVTTPD2PI	MMX

VEX.256 Encoding	VEX.128 Encoding	Group	Instruction	If No, Reason?
no	yes		CVTTSD2SI	scalar
no	no		CVTPS2PI	MMX
no	yes		CVTSS2SI	scalar
no	no		CVTPD2PI	MMX
no	yes		CVTSD2SI	scalar
no	yes		UCOMISS	scalar
no	yes		UCOMISD	scalar
no	yes		COMISS	scalar
no	yes		COMISD	scalar
yes	yes	YY 0F 5X	MOVMSKPS	
yes	yes		MOVMSKPD	
yes	yes		SQRTPS	
no	yes		SQRTSS	scalar
yes	yes		SQRTPD	
no	yes		SQRTSD	scalar
yes	yes		RSQRTPS	
no	yes		RSQRTSS	scalar
yes	yes		RCPPS	
no	yes		RCPSS	scalar
yes	yes		ANDPS	
yes	yes		ANDPD	
yes	yes		ANDNPS	
yes	yes		ANDNPD	
yes	yes		ORPS	
yes	yes		ORPD	
yes	yes		XORPS	
yes	yes		XORPD	
yes	yes		ADDPS	
no	yes		ADDSS	scalar
yes	yes		ADDPD	
no	yes		ADDSD	scalar
yes	yes		MULPS	
no	yes		MULSS	scalar
yes	yes		MULPD	
no	yes		MULSD	scalar
yes	yes		CVTPS2PD	
no	yes		CVTSS2SD	scalar
yes	yes		CVTPD2PS	
no	yes		CVTSD2SS	scalar
yes	yes		CVTDQ2PS	
yes	yes		CVTPS2DQ	

VEX.256 Encoding	VEX.128 Encoding	Group	Instruction	If No, Reason?
yes	yes		CVTTPS2DQ	
yes	yes		SUBPS	
no	yes		SUBSS	scalar
yes	yes		SUBPD	
no	yes		SUBSD	scalar
yes	yes		MINPS	
no	yes		MINSS	scalar
yes	yes		MINPD	
no	yes		MINSD	scalar
yes	yes		DIVPS	
no	yes		DIVSS	scalar
yes	yes		DIVPD	
no	yes		DIVSD	scalar
yes	yes		MAXPS	
no	yes		MAXSS	scalar
yes	yes		MAXPD	
no	yes		MAXSD	scalar
no	yes	YY 0F 6X	PUNPCKLBW	VI
no	yes		PUNPCKLWD	VI
no	yes		PUNPCKLDQ	VI
no	yes		PACKSSWB	VI
no	yes		PCMPGTB	VI
no	yes		PCMPGTW	VI
no	yes		PCMPGTD	VI
no	yes		PACKUSWB	VI
no	yes		PUNPCKHBW	VI
no	yes		PUNPCKHWD	VI
no	yes		PUNPCKHDQ	VI
no	yes		PACKSSDW	VI
no	yes		PUNPCKLQDQ	VI
no	yes		PUNPCKHQDQ	VI
no	yes		MOVD	scalar
no	yes		MOVQ	scalar
yes	yes		MOVDQA	
yes	yes		MOVDQU	
no	yes	YY 0F 7X	PSHUFD	VI
no	yes		PSHUFHW	VI
no	yes		PSHUFLW	VI
no	yes		PCMPEQB	VI
no	yes		PCMPEQW	VI
no	yes		PCMPEQD	VI

VEX.256 Encoding	VEX.128 Encoding	Group	Instruction	If No, Reason?
yes	yes		HADDPD	
yes	yes		HADDPS	
yes	yes		HSUBPD	
yes	yes		HSUBPS	
no	yes		MOVD	VI
no	yes		MOVQ	VI
yes	yes		MOVDQA	
yes	yes		MOVDQU	
no	yes	YY 0F AX	LDMXCSR	
no	yes		STMXCSR	
yes	yes	YY 0F CX	CMPPS	
no	yes		CMPSS	scalar
yes	yes		CMPPD	
no	yes		CMPSD	scalar
no	yes		PINSRW	VI
no	yes		PEXTRW	VI
yes	yes		SHUFPS	
yes	yes		SHUFPD	
yes	yes	YY 0F DX	ADDSUBPD	
yes	yes		ADDSUBPS	
no	yes		PSRLW	VI
no	yes		PSRLD	VI
no	yes		PSRLQ	VI
no	yes		PADDQ	VI
no	yes		PMULLW	VI
no	no		MOVQ2DQ	MMX
no	no		MOVDQ2Q	MMX
no	yes		PMOVMSKB	VI
no	yes		PSUBUSB	VI
no	yes		PSUBUSW	VI
no	yes		PMINUB	VI
no	yes		PAND	VI
no	yes		PADDUSB	VI
no	yes		PADDUSW	VI
no	yes		PMAXUB	VI
no	yes		PANDN	VI
no	yes	YY 0F EX	PAVGB	VI
no	yes		PSRAW	VI
no	yes		PSRAD	VI
no	yes		PAVGW	VI
no	yes		PMULHUW	VI

VEX.256 Encoding	VEX.128 Encoding	Group	Instruction	If No, Reason?
no	yes		PMULHW	VI
yes	yes		CVTPD2DQ	
yes	yes		CVTTPD2DQ	
yes	yes		CVTDQ2PD	
no	yes		MOVNTDQ	VI
no	yes		PSUBSB	VI
no	yes		PSUBSW	VI
no	yes		PMINSW	VI
no	yes		POR	VI
no	yes		PADDSB	VI
no	yes		PADDSW	VI
no	yes		PMAXSW	VI
no	yes		PXOR	VI
yes	yes	YY 0F FX	LDDQU	VI
no	yes		PSLLW	VI
no	yes		PSLLD	VI
no	yes		PSLLQ	VI
no	yes		PMULUDQ	VI
no	yes		PMADDWD	VI
no	yes		PSADBW	VI
no	yes		MASKMOVDQU	
no	yes		PSUBB	VI
no	yes		PSUBW	VI
no	yes		PSUBD	VI
no	yes		PSUBQ	VI
no	yes		PADDB	VI
no	yes		PADDW	VI
no	yes		PADDD	VI
no	yes	SSSE3	PHADDW	VI
no	yes		PHADDSW	VI
no	yes		PHADDD	VI
no	yes		PHSUBW	VI
no	yes		PHSUBSW	VI
no	yes		PHSUBD	VI
no	yes		PMADDUBSW	VI
no	yes		PALIGNR	VI
no	yes		PSHUFB	VI
no	yes		PMULHRSW	VI
no	yes		PSIGNB	VI
no	yes		PSIGNW	VI
no	yes		PSIGND	VI

VEX.256 Encoding	VEX.128 Encoding	Group	Instruction	If No, Reason?
no	yes		PABSB	VI
no	yes		PABSW	VI
no	yes		PABSD	VI
yes	yes	SSE4.1	BLENDPS	
yes	yes		BLENDPD	
yes	yes		BLENDVPS	Note 2
yes	yes		BLENDVPD	Note 2
no	yes		DPPD	
yes	yes		DPPS	
no	yes		EXTRACTPS	Note 3
no	yes		INSERTPS	Note 3
no	yes		MOVNTDQA	
no	yes		MPSADBW	VI
no	yes		PACKUSDW	VI
no	yes		PBLENDVB	VI
no	yes		PBLENDW	VI
no	yes		PCMPEQQ	VI
no	yes		PEXTRD	VI
no	yes		PEXTRQ	VI
no	yes		PEXTRB	VI
no	yes		PEXTRW	VI
no	yes		PHMINPOSUW	VI
no	yes		PINSRB	VI
no	yes		PINSRD	VI
no	yes		PINSRQ	VI
no	yes		PMAXSB	VI
no	yes		PMAXSD	VI
no	yes		PMAXUD	VI
no	yes		PMAXUW	VI
no	yes		PMINSB	VI
no	yes		PMINSD	VI
no	yes		PMINUD	VI
no	yes		PMINUW	VI
no	yes		PMOVSXxx	VI
no	yes		PMOVZXxx	VI
no	yes		PMULDQ	VI
no	yes		PMULLD	VI
yes	yes		PTEST	
yes	yes		ROUNDPD	
yes	yes		ROUNDPS	
no	yes		ROUNDSD	scalar

VEX.256 Encoding	VEX.128 Encoding	Group	Instruction	If No, Reason?
no	yes		ROUNDSS	scalar
no	yes	SSE4.2	PCMPGTQ	VI
no	no	SSE4.2	CRC32c	integer
no	yes		PCMPESTRI	VI
no	yes		PCMPESTRM	VI
no	yes		PCMPISTRI	VI
no	yes		PCMPISTRM	VI
no	no	SSE4.2	POPCNT	integer

13.2.1 256-bit Floating-Point Arithmetic Processing Enhancements

Intel AVX provides 35 256-bit floating-point arithmetic instructions, see Table 13-2. The arithmetic operations cover add, subtract, multiply, divide, square-root, compare, max, min, round, etc., on single-precision and double-precision floating-point data.

The enhancement in AVX on floating-point compare operation provides 32 conditional predicates to improve programming flexibility in evaluating conditional expressions.

Table 13-2 Promoted 256-Bit and 128-bit Arithmetic AVX Instructions

VEX.256 Encoding	VEX.128 Encoding	Legacy Instruction Mnemonic
yes	yes	SQRTPS, SQRTPD, RSQRTPS, RCPPS
yes	yes	ADDPS, ADDPD, SUBPS, SUBPD
yes	yes	MULPS, MULPD, DIVPS, DIVPD
yes	yes	CVTPS2PD, CVTPD2PS
yes	yes	CVTDQ2PS, CVTPS2DQ
yes	yes	CVTTPS2DQ, CVTTPD2DQ
yes	yes	CVTPD2DQ, CVTDQ2PD
yes	yes	MINPS, MINPD, MAXPS, MAXPD
yes	yes	HADDPD, HADDPS, HSUBPD, HSUBPS
yes	yes	CMPPS, CMPPD
yes	yes	ADDSUBPD, ADDSUBPS, DPPS
yes	yes	ROUNDPD, ROUNDPS

...

The 128-bit data processing instructions in AVX cover floating-point and integer data movement primitives. Legacy SIMD non-arithmetic ISA promoted to VEX-256 encoding also support VEX-128 encoding (see Table 13-3). Table 13-7 lists the state of promotion of the remaining legacy SIMD non-arithmetic ISA to VEX-128 encoding.

Table 13-7 Promotion of Legacy SIMD ISA to 128-bit Non-Arithmetic AVX instruction

VEX.256 Encoding	VEX.128 Encoding	Instruction	Reason Not Promoted
no	no	MOVQ2DQ, MOVDQ2Q	MMX
no	yes	LDMXCSR, STMXCSR	
no	yes	MOVSS, MOVSD, CMPSS, CMPSD	scalar
no	yes	MOVHPS, MOVHPD	Note 1
no	yes	MOVLPS, MOVLPD	Note 1
no	yes	MOVLHPS, MOVHLPS	Redundant with VPERMILPS
no	yes	MOVQ, MOVD	scalar
no	yes	PACKUSWB, PACKSSDW, PACKSSWB	VI
no	yes	PUNPCKHBW, PUNPCKHWD	VI
no	yes	PUNPCKLBW, PUNPCKLWD	VI
no	yes	PUNPCKHDQ, PUNPCKLDQ	VI
no	yes	PUNPCKLQDQ, PUNPCKHQDQ	VI
no	yes	PSHUFHW, PSHUFLW, PSHUFD	VI
no	yes	PMOVMSKB, MASKMOVDQU	VI
no	yes	PAND, PANDN, POR, PXOR	VI
no	yes	PINSRW, PEXTRW,	VI
CPUID.SSSE3			
no	yes	PALIGNR, PSHUFB	VI
CPUID.SSE4_1			
no	yes	EXTRACTPS, INSERTPS	Note 3
no	yes	PACKUSDW, PCMPEQQ	VI
no	yes	PBLENDVB, PBLENDW	VI
no	yes	PEXTRW, PEXTRB, PEXTRD, PEXTRQ	VI
no	yes	PINSRB, PINSRD, PINSRQ	VI

Description of Column “Reason not promoted?”

MMX: Instructions referencing MMX registers do not support VEX

Scalar: Scalar instructions are not promoted to 256-bit

VI: “Vector Integer” instructions are not promoted to 256-bit

Note 1: MOVLPD/PS and MOVHPD/PS are not promoted to 256-bit. The equivalent functionality are provided by VINSERTF128 and VEXTRACTF128 instructions as the existing instructions have no natural 256b extension

Note 3: It is expected that using 128-bit INSERTPS followed by a VINSERTF128 would be better than promoting INSERTPS to 256-bit (for example).

...

Similarly, the detection sequence for VPCLMULQDQ must combine checking for CPUID.1:ECX.PCLMULQDQ[bit 1] = 1 and the sequence for detection application support for AVX.

This is shown in the pseudocode:

Example 13-3 Detection of VEX-Encoded AESNI Instructions

```
INT supports_VPCLMULQDQ)
{    mov       eax, 1
     cpuid
     and       ecx, 018000002H
     cmp       ecx, 018000002H; check OSXSAVE AVX and PCLMULQDQ feature flags
      jne      not_supported
     ; processor supports AVX and VEX-encoded PCLMULQDQ and XGETBV is enabled by OS
     mov       ecx, 0; specify 0 for XCR0 register
     XGETBV              ; result in EDX:EAX
     and       eax, 06H
     cmp       eax, 06H; check OS has enabled both XMM and YMM state support
     jne       not_supported


     mov       eax, 1
     jmp       done
NOT_SUPPORTED:
     mov       eax, 0
done:
```

...

13.4 HALF-PRECISION FLOATING-POINT CONVERSION

VCVTPH2PS and VCVTPS2PH are two instructions supporting half-precision floating-point data type conversion to and from single-precision floating-point data types.

Half-precision floating-point values are not used by the processor directly for arithmetic operations. But the conversion operation are subject to SIMD floating-point exceptions.

Additionally, The conversion operations of VCVTPS2PH allow programmer to specify rounding control using control fields in an immediate byte. The effects of the immediate byte are listed in Table 13-8.

Rounding control can use Imm[2] to select an override RC field specified in Imm[1:0] or use MXCSR setting.

Table 13-8 Immediate Byte Encoding for 16-bit Floating-Point Conversion Instructions

Bits	Field Name/value	Description	Comment
Imm[1:0]	RC=00B	Round to nearest even	If Imm[2] = 0
	RC=01B	Round down	
	RC=10B	Round up	
	RC=11B	Truncate	
Imm[2]	MS1=0	Use imm[1:0] for rounding	Ignore MXCSR.RC
	MS1=1	Use MXCSR.RC for rounding	
Imm[7:3]	Ignored	Ignored by processor	

...

13.5 FUSED-MULTIPLY-ADD (FMA) EXTENSIONS

FMA extensions enhances Intel AVX with high-throughput, arithmetic capabilities covering fused multiply-add, fused multiply-subtract, fused multiply add/subtract interleave, signed-reversed multiply on fused multiply-add and multiply-subtract. FMA extensions provide 36 256-bit floating-point instructions to perform computation on 256-bit vectors and additional 128-bit and scalar FMA instructions.

FMA extensions also provide 60 128-bit floating-point instructions to process 128-bit vector and scalar data. The arithmetic operations cover fused multiply-add, fused multiply-subtract, signed-reversed multiply on fused multiply-add and multiply-subtract.

Table 13-15 FMA Instructions

Instruction	Description
VFMADD132PD/VFMADD213PD/VFMADD231PD xmm0, xmm1, xmm2/m128; ymm0, ymm1, ymm2/m256	Fused Multiply-Add of Packed Double-Precision Floating-Point Values
VFMADD132PS/VFMADD213PS/VFMADD231PS xmm0, xmm1, xmm2/m128; ymm0, ymm1, ymm2/m256	Fused Multiply-Add of Packed Single-Precision Floating-Point Values
VFMADD132SD/VFMADD213SD/VFMADD231SD xmm0, xmm1, xmm2/m64	Fused Multiply-Add of Scalar Double-Precision Floating-Point Values
VFMADD132SS/VFMADD213SS/VFMADD231SS xmm0, xmm1, xmm2/m32	Fused Multiply-Add of Scalar Single-Precision Floating-Point Values
VFMADDSUB132PD/VFMADDSUB213PD/VFMADDSUB231PD xmm0, xmm1, xmm2/m128; ymm0, ymm1, ymm2/m256	Fused Multiply-Alternating Add/Subtract of Packed Double-Precision Floating-Point Values
VFMADDSUB132PS/VFMADDSUB213PS/VFMADDSUB231PS xmm0, xmm1, xmm2/m128; ymm0, ymm1, ymm2/m256	Fused Multiply-Alternating Add/Subtract of Packed Single-Precision Floating-Point Values
VFMSUBADD132PD/VFMSUBADD213PD/VFMSUBADD231PD xmm0, xmm1, xmm2/m128; ymm0, ymm1, ymm2/m256	Fused Multiply-Alternating Subtract/Add of Packed Double-Precision Floating-Point Values
VFMSUBADD132PS/VFMSUBADD213PS/VFMSUBADD231PS xmm0, xmm1, xmm2/m128; ymm0, ymm1, ymm2/m256	Fused Multiply-Alternating Subtract/Add of Packed Single-Precision Floating-Point Values
VFMSUB132PD/VFMSUB213PD/VFMSUB231PD xmm0, xmm1, xmm2/m128; ymm0, ymm1, ymm2/m256	Fused Multiply-Subtract of Packed Double-Precision Floating-Point Values
VFMSUB132PS/VFMSUB213PS/VFMSUB231PS xmm0, xmm1, xmm2/m128; ymm0, ymm1, ymm2/m256	Fused Multiply-Subtract of Packed Single-Precision Floating-Point Values
VFMSUB132SD/VFMSUB213SD/VFMSUB231SD xmm0, xmm1, xmm2/m64	Fused Multiply-Subtract of Scalar Double-Precision Floating-Point Values
VFMSUB132SS/VFMSUB213SS/VFMSUB231SS xmm0, xmm1, xmm2/m32	Fused Multiply-Subtract of Scalar Single-Precision Floating-Point Values
VFNMADD132PD/VFNMADD213PD/VFNMADD231PD xmm0, xmm1, xmm2/m128; ymm0, ymm1, ymm2/m256	Fused Negative Multiply-Add of Packed Double-Precision Floating-Point Values
VFNMADD132PS/VFNMADD213PS/VFNMADD231PS xmm0, xmm1, xmm2/m128; ymm0, ymm1, ymm2/m256	Fused Negative Multiply-Add of Packed Single-Precision Floating-Point Values
VFNMADD132SD/VFNMADD213SD/VFNMADD231SD xmm0, xmm1, xmm2/m64	Fused Negative Multiply-Add of Scalar Double-Precision Floating-Point Values

Table 13-15 FMA Instructions

Instruction	Description
VFNMADD132SS/VFNMADD213SS/VFNMADD231SS xmm0, xmm1, xmm2/m32	Fused Negative Multiply-Add of Scalar Single-Precision Floating-Point Values
VFNMSUB132PD/VFNMSUB213PD/VFNMSUB231PD xmm0, xmm1, xmm2/m128; ymm0, ymm1, ymm2/m256	Fused Negative Multiply-Subtract of Packed Double-Precision Floating-Point Values
VFNMSUB132PS/VFNMSUB213PS/VFNMSUB231PS xmm0, xmm1, xmm2/m128; ymm0, ymm1, ymm2/m256	Fused Negative Multiply-Subtract of Packed Single-Precision Floating-Point Values
VFNMSUB132SD/VFNMSUB213SD/VFNMSUB231SD xmm0, xmm1, xmm2/m64	Fused Negative Multiply-Subtract of Scalar Double-Precision Floating-Point Values
VFNMSUB132SS/VFNMSUB213SS/VFNMSUB231SS xmm0, xmm1, xmm2/m32	Fused Negative Multiply-Subtract of Scalar Single-Precision Floating-Point Values

13.5.1 FMA Instruction Operand Order and Arithmetic Behavior

FMA instruction mnemonics are defined explicitly with an ordered three digits, e.g. VFMADD132PD. The value of each digit refers to the ordering of the three source operand as defined by instruction encoding specification:

- '1': The first source operand (also the destination operand) in the syntactical order listed in this specification.
- '2': The second source operand in the syntactical order. This is a YMM/XMM register, encoded using VEX prefix.
- '3': The third source operand in the syntactical order. The first and third operand are encoded following ModR/M encoding rules.

The ordering of each digit within the mnemonic refers to the floating-point data listed on the right-hand side of the arithmetic equation of each FMA operation (see Table 13-17):

- The first position in the three digits of a FMA mnemonic refers to the operand position of the first FP data expressed in the arithmetic equation of FMA operation, the multiplicand.
- The second position in the three digits of a FMA mnemonic refers to the operand position of the second FP data expressed in the arithmetic equation of FMA operation, the multiplier.
- The third position in the three digits of a FMA mnemonic refers to the operand position of the FP data being added/subtracted to the multiplication result.

Note the non-numerical result of an FMA operation does not resemble the mathematically-defined commutative property between the multiplicand and the multiplier values (see Table 13-17). Consequently, software tools (such as an assembler) may support a complementary set of FMA mnemonics for each FMA instruction for ease of programming to take advantage of the mathematical property of commutative multiplications. For example, an assembler may optionally support the complementary mnemonic "VFMADD312PD" in addition to the true mnemonic "VFMADD132PD". The assembler will generate the same instruction opcode sequence corresponding to VFMADD132PD. The processor executes VFMADD132PD and report any NAN conditions based on the definition of VFMADD132PD. Similarly, if the complementary mnemonic VFMADD123PD is supported by an assembler at source level, it must generate the opcode sequence corresponding to VFMADD213PD; the complementary mnemonic VFMADD321PD must produce the opcode sequence defined by VFMADD231PD. In the absence of FMA operations reporting a NAN result, the numerical results of using either mnemonic with an assembler supporting both mnemonics will match the behavior defined in Table 13-17. Support for the complementary FMA mnemonics by software tools is optional.

13.5.2 Fused-Multiply-ADD (FMA) Numeric Behavior

FMA instructions can perform fused-multiply-add operations (including fused-multiply-subtract, and other varieties) on packed and scalar data elements in the instruction operands. Separate FMA instructions are provided to handle different types of arithmetic operations on the three source operands.

FMA instruction syntax is defined using three source operands and the first source operand is updated based on the result of the arithmetic operations of the data elements of 128-bit or 256-bit operands, i.e. The first source operand is also the destination operand.

The arithmetic FMA operation performed in an FMA instruction takes one of several forms, r=(x*y)+z, r=(x*y)-z, r=-(x*y)+z, or r=-(x*y)-z. Packed FMA instructions can perform eight single-precision FMA operations or four double-precision FMA operations with 256-bit vectors.

Scalar FMA instructions only perform one arithmetic operation on the low order data element. The content of the rest of the data elements in the lower 128-bits of the destination operand is preserved. the upper 128bits of the destination operand are filled with zero.

An arithmetic FMA operation of the form, r=(x*y)+z, takes two IEEE-754-2008 single (double) precision values and multiplies them to form an infinite precision intermediate value. This intermediate value is added to a third single (double) precision value (also at infinite precision) and rounded to produce a single (double) precision result. The rounding and exception behavior are controlled by the MXCSR and control bits specified in lower 4-bits of the 8-bit immediate field (imm8). See Figure 13-4.

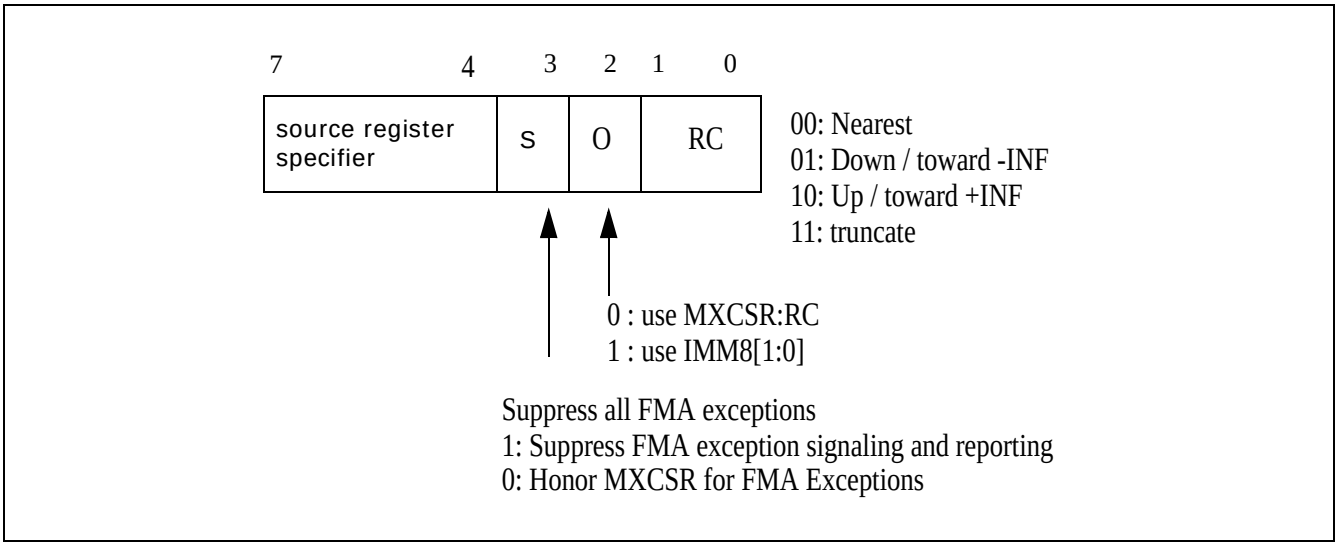

Figure 13-4 Immediate Byte for FMA instructions

Note: The imm8[7:4] specify one of the source register and is explained in detail in later sections.

If imm8[2] = 1 then rounding control mode is selected from imm8[1:0] otherwise rounding control mode is selected from MXCSR. The imm8[3] bit controls the suppression of SIMD floating-point exception signaling and reporting. When imm8[3]=1 no SIMD FP exceptions are raised and no flags are updated in MXCSR as a result of executing the instruction. The numerical result is computed as if all SIMD FP exceptions were masked.

Table 13-17 describes the numerical behavior of the FMA operation, r=(x*y)+z, r=(x*y)-z, r=-(x*y)+z, r=-(x*y)-z for various input values. The input values can be 0, finite non-zero (F in Table 13-17), infinity of either sign (INF in Table 13-17), positive infinity (+INF in Table 13-17), negative infinity (-INF in Table 13-17), or NaN (including QNaN or SNaN). If any one of the input values is a NAN, the result of FMA operation, r, may be a quietized NAN. The result can be either Q(x), Q(y), or Q(z), see Table 13-17. If x is a NaN, then:

- Q(x) = x if x is QNaN or
- Q(x) = the quietized NaN obtained from x if x is SNaN

The notation for the output value in Table 13-17 are:

- "+INF": positive infinity, "-INF": negative infinity. When the result depends on a conditional expression, both values are listed in the result column and the condition is described in the comment column.
- QNaNIndefinite represents the QNaN which has the sign bit equal to 1, the most significand field equal to 1, and the remaining significand field bits equal to 0.
- The summation or subtraction of 0s or identical values in FMA operation can lead to the following situations shown in Table 13-16.
- If the FMA computation represents an invalid operation (e.g. when adding two INF with opposite signs)), the invalid exception is signaled, and the MXCSR.IE flag is set.

Table 13-16 Rounding Behavior of Zero Result in FMA Operation

x*y	z	(x*y) + z	(x*y) - z	- (x*y) + z	- (x*y) - z
(+0)	(+0)	+0 in all rounding modes	- 0 when rounding down, and +0 otherwise	- 0 when rounding down, and +0 otherwise	- 0 in all rounding modes
(+0)	(-0)	- 0 when rounding down, and +0 otherwise	+0 in all rounding modes	- 0 in all rounding modes	- 0 when rounding down, and +0 otherwise
(-0)	(+0)	- 0 when rounding down, and +0 otherwise	- 0 in all rounding modes	+ 0 in all rounding modes	- 0 when rounding down, and +0 otherwise
(-0)	(-0)	- 0 in all rounding modes	- 0 when rounding down, and +0 otherwise	- 0 when rounding down, and +0 otherwise	+ 0 in all rounding modes
F	-F	- 0 when rounding down, and +0 otherwise	2*F	-2*F	- 0 when rounding down, and +0 otherwise
F	F	2*F	- 0 when rounding down, and +0 otherwise	- 0 when rounding down, and +0 otherwise	-2*F

Table 13-17 FMA Numeric Behavior

x (multiplicand)	y (multiplier)	z	r=(x*y) +z	r=(x*y) -z	r = -(x*y)+z	r= -(x*y)-z	Comment
NaN	0, F, INF, NaN	0, F, INF, NaN	Q(x)	Q(x)	Q(x)	Q(x)	Signal invalid exception if x or y or z is SNaN
0, F, INF	NaN	0, F, INF, NaN	Q(y)	Q(y)	Q(y)	Q(y)	Signal invalid exception if y or z is SNaN
0, F, INF	0, F, INF	NaN	Q(z)	Q(z)	Q(z)	Q(z)	Signal invalid exception if z is SNaN
INF	F, INF	+INF	+INF	QNaNIn-definite	QNaNIn-definite	-INF	if x*y and z have the same sign
			QNaNIn-definite	-INF	+INF	QNaNIn-definite	if x*y and z have opposite signs
INF	F, INF	-INF	-INF	QNaNIn-definite	QNaNIn-definite	+INF	if x*y and z have the same sign
			QNaNIn-definite	+INF	-INF	QNaNIn-definite	if x*y and z have opposite signs

x (multiplicand)	y (multiplier)	z	r=(x*y) +z	r=(x*y) -z	r = -(x*y)+z	r= -(x*y)-z	Comment
INF	F, INF	0, F	+INF	+INF	-INF	-INF	if x and y have the same sign
			-INF	-INF	+INF	+INF	if x and y have opposite signs
INF	0	0, F, INF	QNaNIn-definite	QNaNIn-definite	QNaNIn-definite	QNaNIn-definite	Signal invalid exception
0	INF	0, F, INF	QNaNIn-definite	QNaNIn-definite	QNaNIn-definite	QNaNIn-definite	Signal invalid exception
F	INF	+INF	+INF	QNaNIn-definite	QNaNIn-definite	-INF	if x*y and z have the same sign
			QNaNIn-definite	-INF	+INF	QNaNIn-definite	if x*y and z have opposite signs
F	INF	-INF	-INF	QNaNIn-definite	QNaNIn-definite	+INF	if x*y and z have the same sign
			QNaNIn-definite	+INF	-INF	QNaNIn-definite	if x*y and z have opposite signs
F	INF	0,F	+INF	+INF	-INF	-INF	if x * y > 0
			-INF	-INF	+INF	+INF	if x * y < 0
0,F	0,F	INF	+INF	-INF	+INF	-INF	if z > 0
			-INF	+INF	-INF	+INF	if z < 0
0	0	0	0	0	0	0	The sign of the result depends on the sign of the operands and on the rounding mode. The product x*y is +0 or -0, depending on the signs of x and y. The summation/subtraction of the zero representing (x*y) and the zero representing z can lead to one of the four cases shown in Table 13-16.
0	F	0	0	0	0	0	
F	0	0	0	0	0	0	
0	0	F	z	-z	z	-z	
0	F	F	z	-z	z	-z	
F	0	F	z	-z	z	-z	
F	F	0	x*y	x*y	-x*y	-x*y	Rounded to the destination precision, with bounded exponent
F	F	F	(x*y)+z	(x*y)-z	-(x*y)+z	-(x*y)-z	Rounded to the destination precision, with bounded exponent; however, if the exact values of x*y and z are equal in magnitude with signs resulting in the FMA operation producing 0, the rounding behavior described in Table 13-16.

If unmasked floating-point exceptions are signaled (invalid operation, denormal operand, overflow, underflow, or inexact result) the result register is left unchanged and a floating-point exception handler is invoked.

13.5.3 Detection of FMA

Hardware support for FMA is indicated by CPUID.1:ECX.FMA[bit 12]=1.

Application Software must identify that hardware supports AVX, after that it must also detect support for FMA by CPUID.1:ECX.FMA[bit 12]. The recommended pseudocode sequence for detection of FMA is:

```
INT supports_fma()
{       ; result in eax
        mov eax, 1
        cpuid
        and ecx, 018001000H
        cmp ecx, 018001000H; check OSXSAVE, AVX, FMA feature flags
        jne not_supported
        ; processor supports AVX,FMA instructions and XGETBV is enabled by OS
        mov ecx, 0; specify 0 for XFEATURE_ENABLED_MASK register
        XGETBV; result in EDX:EAX
        and eax, 06H
        cmp eax, 06H; check OS has enabled both XMM and YMM state support
        jne not_supported
        mov eax, 1
        jmp done
        NOT_SUPPORTED:
        mov eax, 0
        done:
}
```

Note that FMA comprises 256-bit and 128-bit SIMD instructions operating on YMM states.

13.6 OVERVIEW OF AVX2

AVX2 extends Intel AVX by promoting most of the 128-bit SIMD integer instructions with 256-bit numeric processing capabilities. AVX2 instructions follow the same programming model as AVX instructions.

In addition, AVX2 provide enhanced functionalities for broadcast/permute operations on data elements, vector shift instructions with variable-shift count per data element, and instructions to fetch non-contiguous data elements from memory.

13.6.1 AVX2 and 256-bit Vector Integer Processing

AVX2 promotes the vast majority of 128-bit integer SIMD instruction sets to operate with 256-bit wide YMM registers. AVX2 instructions are encoded using the VEX prefix and require the same operating system support as AVX. Generally, most of the promoted 256-bit vector integer instructions follow the 128-bit lane operation, similar to the promoted 256-bit floating-point SIMD instructions in AVX.

Newer functionalities in AVX2 generally fall into the following categories:

- Fetching non-contiguous data elements from memory using vector-index memory addressing. These “gather” instructions introduce a new memory-addressing form, consisting of a base register and multiple indices specified by a vector register (either XMM or YMM). Data elements sizes of 32 and 64-bits are supported, and data types for floating-point and integer elements are also supported.
- Cross-lane functionalities are provided with several new instructions for broadcast and permute operations. Some of the 256-bit vector integer instructions promoted from legacy SSE instruction sets also exhibit cross-lane behavior, e.g. VPMOVZ/VPMOVS family.

- AVX2 complements the AVX instructions that are typed for floating-point operation with a full compliment of equivalent set for operating with 32/64-bit integer data elements.
- Vector shift instructions with per-element shift count. Data elements sizes of 32 and 64-bits are supported.

13.7 PROMOTED VECTOR INTEGER INSTRUCTIONS IN AVX2

In AVX2, most SSE/SSE2/SSE3/SSSE3/SSE4 vector integer instructions have been promoted to support VEX.256 encodings. Table 13-18 summarizes the promotion status for existing instructions. The column “VEX.128” indicates whether the instruction using VEX.128 prefix encoding is supported.

The column “VEX.256” indicates whether 256-bit vector form of the instruction using the VEX.256 prefix encoding is supported, and under which feature flag.

Table 13-18 Promoted Vector Integer SIMD Instructions in AVX2

VEX.256 Encoding	VEX.128 Encoding	Group	Instruction
AVX2	AVX	YY 0F 6X	PUNPCKLBW
AVX2	AVX		PUNPCKLWD
AVX2	AVX		PUNPCKLDQ
AVX2	AVX		PACKSSWB
AVX2	AVX		PCMPGTB
AVX2	AVX		PCMPGTW
AVX2	AVX		PCMPGTD
AVX2	AVX		PACKUSWB
AVX2	AVX		PUNPCKHBW
AVX2	AVX		PUNPCKHWD
AVX2	AVX		PUNPCKHDQ
AVX2	AVX		PACKSSDW
AVX2	AVX		PUNPCKLQDQ
AVX2	AVX		PUNPCKHQDQ
no	AVX		MOVD
no	AVX		MOVQ
AVX	AVX		MOVDQA
AVX	AVX		MOVDQU
AVX2	AVX	YY 0F 7X	PSHUFD
AVX2	AVX		PSHUFHW
AVX2	AVX		PSHUFLW
AVX2	AVX		PCMPEQB
AVX2	AVX		PCMPEQW
AVX2	AVX		PCMPEQD
AVX	AVX		MOVDQA

Table 13-18 Promoted Vector Integer SIMD Instructions in AVX2

VEX.256 Encoding	VEX.128 Encoding	Group	Instruction
AVX	AVX		MOVDQU
no	AVX		PINSRW
no	AVX		PEXTRW
AVX2	AVX		PSRLW
AVX2	AVX		PSRLD
AVX2	AVX		PSRLQ
AVX2	AVX		PADDQ
AVX2	AVX		PMULLW
AVX2	AVX		PMOVMSKB
AVX2	AVX		PSUBUSB
AVX2	AVX		PSUBUSW
AVX2	AVX		PMINUB
AVX2	AVX		PAND
AVX2	AVX		PADDUSB
AVX2	AVX		PADDUSW
AVX2	AVX		PMAXUB
AVX2	AVX		PANDN
AVX2	AVX	YY 0F EX	PAVGB
AVX2	AVX		PSRAW
AVX2	AVX		PSRAD
AVX2	AVX		PAVGW
AVX2	AVX		PMULHUW
AVX2	AVX		PMULHW
AVX	AVX		MOVNTDQ
AVX2	AVX		PSUBSB
AVX2	AVX		PSUBSW
AVX2	AVX		PMINSW
AVX2	AVX		POR
AVX2	AVX		PADDSB
AVX2	AVX		PADDSW
AVX2	AVX		PMAXSW
AVX2	AVX		PXOR
AVX	AVX	YY 0F FX	LDDQU
AVX2	AVX		PSLLW
AVX2	AVX		PSLLD
AVX2	AVX		PSLLQ

Table 13-18 Promoted Vector Integer SIMD Instructions in AVX2

VEX.256 Encoding	VEX.128 Encoding	Group	Instruction
AVX2	AVX		PMULUDQ
AVX2	AVX		PMADDWD
AVX2	AVX		PSADBW
AVX2	AVX		PSUBB
AVX2	AVX		PSUBW
AVX2	AVX		PSUBD
AVX2	AVX		PSUBQ
AVX2	AVX		PADDB
AVX2	AVX		PADDW
AVX2	AVX		PADDD
AVX2	AVX	SSSE3	PHADDW
AVX2	AVX		PHADDSW
AVX2	AVX		PHADDD
AVX2	AVX		PHSUBW
AVX2	AVX		PHSUBSW
AVX2	AVX		PHSUBD
AVX2	AVX		PMADDUBSW
AVX2	AVX		PALIGNR
AVX2	AVX		PSHUFB
AVX2	AVX		PMULHRSW
AVX2	AVX		PSIGNB
AVX2	AVX		PSIGNW
AVX2	AVX		PSIGND
AVX2	AVX		PABSB
AVX2	AVX		PABSW
AVX2	AVX		PABSD
AVX2	AVX		MOVNTDQA
AVX2	AVX		MPSADBW
AVX2	AVX		PACKUSDW
AVX2	AVX		PBLENDVB
AVX2	AVX		PBLENDW
AVX2	AVX		PCMPEQQ
no	AVX		PEXTRD
no	AVX		PEXTRQ
no	AVX		PEXTRB
no	AVX		PEXTRW

Table 13-18 Promoted Vector Integer SIMD Instructions in AVX2

VEX.256 Encoding	VEX.128 Encoding	Group	Instruction
no	AVX		PHMINPOSUW
no	AVX		PINSRB
no	AVX		PINSRD
no	AVX		PINSRQ
AVX2	AVX		PMAXSB
AVX2	AVX		PMAXSD
AVX2	AVX		PMAXUD
AVX2	AVX		PMAXUW
AVX2	AVX		PMINSB
AVX2	AVX		PMINSD
AVX2	AVX		PMINUD
AVX2	AVX		PMINUW
AVX2	AVX		PMOVSXxx
AVX2	AVX		PMOVZXxx
AVX2	AVX		PMULDQ
AVX2	AVX		PMULLD
AVX	AVX		PTEST
AVX2	AVX	SSE4.2	PCMPGTQ
no	AVX		PCMPESTRI
no	AVX		PCMPESTRM
no	AVX		PCMPISTRI
no	AVX		PCMPISTRM
no	AVX	AESNI	AESDEC
no	AVX		AESDECLAST
no	AVX		AESENC
no	AVX		AESECNLAST
no	AVX		AESIMC
no	AVX		AESKEYGENASSIST
no	AVX	CLMUL	PCLMULQDQ

Table 13-19 compares complementary SIMD functionalities introduced in AVX and AVX2. instructions.

Table 13-19 VEX-Only SIMD Instructions in AVX and AVX2

AVX2	AVX	Comment
VBROADCASTI128	VBROADCASTF128	256-bit only
VBROADCASTSD ymm1, xmm	VBROADCASTSD ymm1, m64	256-bit only
VBROADCASTSS (from xmm)	VBROADCASTSS (from m32)	
VEXTRACTI128	VEXTRACTF128	256-bit only
VINSERTI128	VINSERTF128	256-bit only
VPMASKMOVD	VMASKMOVPS	
VPMASKMOVQ!	VMASKMOVPD	
	VPERMILPD	in-lane
	VPERMILPS	in-lane
VPERM2I128	VPERM2F128	256-bit only
VPERMD		cross-lane
VPERMPS		cross-lane
VPERMQ		cross-lane
VPERMPD		cross-lane
	VTESTPD	
	VTESTPS	
VPBLENDD		
VPSLLVD/Q		
VPSRAVD		
VPSRLVD/Q		
VGATHERDPD/QPD		
VGATHERDPS/QPS		
VPGATHERDD/QD		
VPGATHERDQ/QQ		

Table 13-20 New Primitive in AVX2 Instructions

Instruction	Description
VPERMD ymm1, ymm2, ymm3/m256	Permute doublewords in ymm3/m256 using indexes in ymm2 and store the result in ymm1.
VPERMPD ymm1, ymm2/m256, imm8	Permute double-precision FP elements in ymm2/m256 using indexes in imm8 and store the result in ymm1.
VPERMPS ymm1, ymm2, ymm3/m256	Permute single-precision FP elements in ymm3/m256 using indexes in ymm2 and store the result in ymm1.
VPERMQ ymm1, ymm2/m256, imm8	Permute quadwords in ymm2/m256 using indexes in imm8 and store the result in ymm1.
VPSLLVD xmm1, xmm2, xmm3/m128	Shift doublewords in xmm2 left by amount specified in the corresponding element of xmm3/m128 while shifting in 0s.

Instruction	Description
VPSLLVQ xmm1, xmm2, xmm3/m128	Shift quadwords in xmm2 left by amount specified in the corresponding element of xmm3/m128 while shifting in 0s.
VPSLLVD ymm1, ymm2, ymm3/m256	Shift doublewords in ymm2 left by amount specified in the corresponding element of ymm3/m256 while shifting in 0s.
VPSLLVQ ymm1, ymm2, ymm3/m256	Shift quadwords in ymm2 left by amount specified in the corresponding element of ymm3/m256 while shifting in 0s.
VPSRAVD xmm1, xmm2, xmm3/m128	Shift doublewords in xmm2 right by amount specified in the corresponding element of xmm3/m128 while shifting in the sign bits.
VPSRLVD xmm1, xmm2, xmm3/m128	Shift doublewords in xmm2 right by amount specified in the corresponding element of xmm3/m128 while shifting in 0s.
VPSRLVQ xmm1, xmm2, xmm3/m128	Shift quadwords in xmm2 right by amount specified in the corresponding element of xmm3/m128 while shifting in 0s.
VPSRLVD ymm1, ymm2, ymm3/m256	Shift doublewords in ymm2 right by amount specified in the corresponding element of ymm3/m256 while shifting in 0s.
VPSRLVQ ymm1, ymm2, ymm3/m256	Shift quadwords in ymm2 right by amount specified in the corresponding element of ymm3/m256 while shifting in 0s.
VGATHERDD xmm1, vm32x, xmm2	Using dword indices specified in vm32x, gather dword values from memory conditioned on mask specified by xmm2. Conditionally gathered elements are merged into xmm1.
VGATHERQD xmm1, vm64x, xmm2	Using qword indices specified in vm64x, gather dword values from memory conditioned on mask specified by xmm2. Conditionally gathered elements are merged into xmm1.
VGATHERDD ymm1, vm32y, ymm2	Using dword indices specified in vm32y, gather dword values from memory conditioned on mask specified by ymm2. Conditionally gathered elements are merged into ymm1.
VGATHERQD ymm1, vm64y, ymm2	Using qword indices specified in vm64y, gather dword values from memory conditioned on mask specified by ymm2. Conditionally gathered elements are merged into ymm1.
VGATHERDPD xmm1, vm32x, xmm2	Using dword indices specified in vm32x, gather double-precision FP values from memory conditioned on mask specified by xmm2. Conditionally gathered elements are merged into xmm1.
VGATHERQPD xmm1, vm64x, xmm2	Using qword indices specified in vm64x, gather double-precision FP values from memory conditioned on mask specified by xmm2. Conditionally gathered elements are merged into xmm1.
VGATHERDPD ymm1, vm32x, ymm2	Using dword indices specified in vm32x, gather double-precision FP values from memory conditioned on mask specified by ymm2. Conditionally gathered elements are merged into ymm1.
VGATHERQPD ymm1, vm64y ymm2	Using qword indices specified in vm64y, gather double-precision FP values from memory conditioned on mask specified by ymm2. Conditionally gathered elements are merged into ymm1.
VGATHERDPS xmm1, vm32x, xmm2	Using dword indices specified in vm32x, gather single-precision FP values from memory conditioned on mask specified by xmm2. Conditionally gathered elements are merged into xmm1.
VGATHERQPS xmm1, vm64x, xmm2	Using qword indices specified in vm64x, gather single-precision FP values from memory conditioned on mask specified by xmm2. Conditionally gathered elements are merged into xmm1.
VGATHERDPS ymm1, vm32y, ymm2	Using dword indices specified in vm32y, gather single-precision FP values from memory conditioned on mask specified by ymm2. Conditionally gathered elements are merged into ymm1.
VGATHERQPS ymm1, vm64y, ymm2	Using qword indices specified in vm64y, gather single-precision FP values from memory conditioned on mask specified by ymm2. Conditionally gathered elements are merged into ymm1.

Instruction	Description
VGATHERDQ xmm1, vm32x, xmm2	Using dword indices specified in vm32x, gather qword values from memory conditioned on mask specified by xmm2. Conditionally gathered elements are merged into xmm1.
VGATHERQQ xmm1, vm64x, xmm2	Using qword indices specified in vm64x, gather qword values from memory conditioned on mask specified by xmm2. Conditionally gathered elements are merged into xmm1.
VGATHERDQ ymm1, vm32x, ymm2	Using dword indices specified in vm32x, gather qword values from memory conditioned on mask specified by ymm2. Conditionally gathered elements are merged into ymm1.
VGATHERQQ ymm1, vm64y, ymm2	Using qword indices specified in vm64y, gather qword values from memory conditioned on mask specified by ymm2. Conditionally gathered elements are merged into ymm1.

13.7.1 Detection of AVX2

Hardware support for AVX2 is indicated by CPUID.(EAX=07H, ECX=0H):EBX.AVX2[bit 5]=1.

Application Software must identify that hardware supports AVX, after that it must also detect support for AVX2 by checking CPUID.(EAX=07H, ECX=0H):EBX.AVX2[bit 5]. The recommended pseudocode sequence for detection of AVX2 is:

```
---------------------------------------------------------------------------------
INT supports_avx2()
{       ; result in eax
        mov eax, 1
        cpuid
        and ecx, 018000000H
        cmp ecx, 018000000H; check both OSXSAVE and AVX feature flags
        jne not_supported
        ; processor supports AVX instructions and XGETBV is enabled by OS
        mov eax, 7
        mov ecx, 0
        cpuid
        and ebx, 20H
        cmp ebx, 20H; check AVX2 feature flags
        jne not_supported
        mov ecx, 0; specify 0 for XFEATURE_ENABLED_MASK register
        XGETBV; result in EDX:EAX
        and eax, 06H
        cmp eax, 06H; check OS has enabled both XMM and YMM state support
        jne not_supported
        mov eax, 1
        jmp done
        NOT_SUPPORTED:
        mov eax, 0
        done:
}
```

13.8 ACCESSING YMM REGISTERS

The lower 128 bits of a YMM register is aliased to the corresponding XMM register. Legacy SSE instructions (i.e. SIMD instructions operating on XMM state but not using the VEX prefix, also referred to non-VEX encoded SIMD instructions) will not access the upper bits (255:128) of the YMM registers. AVX and FMA instructions with a VEX prefix and vector length of 128-bits zeroes the upper 128 bits of the YMM register.

Upper bits of YMM registers (255:128) can be read and written by many instructions with a VEX.256 prefix.

XSAVE and XRSTOR may be used to save and restore the upper bits of the YMM registers.

13.9 MEMORY ALIGNMENT

Memory alignment requirements on VEX-encoded instruction differs from non-VEX-encoded instructions. Memory alignment applies to non-VEX-encoded SIMD instructions in three categories:

- Explicitly-aligned SIMD load and store instructions accessing 16 bytes of memory (e.g. MOVAPD, MOVAPS, MOVDQA, etc.). These instructions always require memory address to be aligned on 16-byte boundary.
- Explicitly-unaligned SIMD load and store instructions accessing 16 bytes or less of data from memory (e.g. MOVUPD, MOVUPS, MOVDQU, MOVQ, MOVD, etc.). These instructions do not require memory address to be aligned on 16-byte boundary.
- The vast majority of arithmetic and data processing instructions in legacy SSE instructions (non-VEX-encoded SIMD instructions) support memory access semantics. When these instructions access 16 bytes of data from memory, the memory address must be aligned on 16-byte boundary.

Most arithmetic and data processing instructions encoded using the VEX prefix and performing memory accesses have more flexible memory alignment requirements than instructions that are encoded without the VEX prefix. Specifically,

- With the exception of explicitly aligned 16 or 32 byte SIMD load/store instructions, most VEX-encoded, arithmetic and data processing instructions operate in a flexible environment regarding memory address alignment, i.e. VEX-encoded instruction with 32-byte or 16-byte load semantics will support unaligned load operation by default. Memory arguments for most instructions with VEX prefix operate normally without causing #GP(0) on any byte-granularity alignment (unlike Legacy SSE instructions). The instructions that require explicit memory alignment requirements are listed in Table 13-22.

Software may see performance penalties when unaligned accesses cross cacheline boundaries, so reasonable attempts to align commonly used data sets should continue to be pursued.

Atomic memory operation in Intel 64 and IA-32 architecture is guaranteed only for a subset of memory operand sizes and alignment scenarios. The list of guaranteed atomic operations are described in Section 8.1.1 of *IA-32 Intel® Architecture Software Developer's Manual, Volumes 3A.* AVX and FMA instructions do not introduce any new guaranteed atomic memory operations.

AVX instructions can generate an #AC(0) fault on misaligned 4 or 8-byte memory references in Ring-3 when CR0.AM=1. 16 and 32-byte memory references will not generate #AC(0) fault. See Table 13-21 for details.

Certain AVX instructions always require 16- or 32-byte alignment (see the complete list of such instructions in Table 13-22). These instructions will #GP(0) if not aligned to 16-byte boundaries (for 16-byte granularity loads and stores) or 32-byte boundaries (for 32-byte loads and stores).

Table 13-21 Alignment Faulting Conditions when Memory Access is Not Aligned

EFLAGS.AC==1 && Ring-3 && CR0.AM == 1			0	1
Instruction Type	AVX, FMA,	16- or 32-byte “explicitly unaligned” loads and stores (see Table 13-23)	no fault	no fault
		VEX op YMM, m256	no fault	no fault
		VEX op XMM, m128	no fault	no fault
		“explicitly aligned” loads and stores (see Table 13-22)	#GP(0)	#GP(0)
		2, 4, or 8-byte loads and stores	no fault	#AC(0)
	SSE	16 byte “explicitly unaligned” loads and stores (see Table 13-23)	no fault	no fault
		op XMM, m128	#GP(0)	#GP(0)
		“explicitly aligned” loads and stores (see Table 13-22)	#GP(0)	#GP(0)
		2, 4, or 8-byte loads and stores	no fault	#AC(0)

Table 13-22 Instructions Requiring Explicitly Aligned Memory

Require 16-byte alignment	Require 32-byte alignment
(V)MOVDQA xmm, m128	VMOVDQA ymm, m256
(V)MOVDQA m128, xmm	VMOVDQA m256, ymm
(V)MOVAPS xmm, m128	VMOVAPS ymm, m256
(V)MOVAPS m128, xmm	VMOVAPS m256, ymm
(V)MOVAPD xmm, m128	VMOVAPD ymm, m256
(V)MOVAPD m128, xmm	VMOVAPD m256, ymm
(V)MOVNTPS m128, xmm	VMOVNTPS m256, ymm
(V)MOVNTPD m128, xmm	VMOVNTPD m256, ymm
(V)MOVNTDQ m128, xmm	VMOVNTDQ m256, ymm
(V)MOVNTDQA xmm, m128	

Table 13-23 Instructions Not Requiring Explicit Memory Alignment

(V)MOVDQU xmm, m128
(V)MOVDQU m128, m128
(V)MOVUPS xmm, m128
(V)MOVUPS m128, xmm
(V)MOVUPD xmm, m128
(V)MOVUPD m128, xmm
VMOVDQU ymm, m256
VMOVDQU m256, ymm
VMOVUPS ymm, m256
VMOVUPS m256, ymm
VMOVUPD ymm, m256
VMOVUPD m256, ymm

13.10 SIMD FLOATING-POINT EXCEPTIONS

AVX instructions can generate SIMD floating-point exceptions (#XM) and respond to exception masks in the same way as Legacy SSE instructions. When CR4.OSXMMEXCPT=0 any unmasked FP exceptions generate an Undefined Opcode exception (#UD).

AVX FP exceptions are created in a similar fashion (differing only in number of elements) to Legacy SSE and SSE2 instructions capable of generating SIMD floating-point exceptions.

AVX introduces no new arithmetic operations (AVX floating-point are analogues of existing Legacy SSE instructions).

F16C, FMA instructions can generate SIMD floating-point exceptions (#XM). The requirement that apply to AVX also apply to F16C and FMA.

The subset of AVX2 instructions that operate on floating-point data do not generate #XM.

The detailed exception conditions for AVX instructions and legacy SIMD instructions (excluding instructions that operates on MMX registers) are described in a number of exception class types, depending on the operand syntax and memory operation characteristics. The complete list of SIMD instruction exception class types are defined in Chapter 2, “Instruction Format,” of *Intel® 64 and IA-32 Architectures Software Developer’s Manual, Volume 2A*.

13.11 EMULATION

Setting the CR0.EMbit to 1 provides a technique to emulate Legacy SSE floating-point instruction sets in software. This technique is not supported with AVX instructions.

If an operating system wishes to emulate AVX instructions, set XFEATURE_ENABLED_MASK[2:1] to zero. This will cause AVX instructions to #UD. Emulation of F16C, AVX2, and FMA by operating system can be done similarly as with emulating AVX instructions.

13.12 WRITING AVX FLOATING-POINT EXCEPTION HANDLERS

AVX and FMA floating-point exceptions are handled in an entirely analogous way to Legacy SSE floating-point exceptions. To handle unmasked SIMD floating-point exceptions, the operating system or executive must provide an exception handler. The section titled “SSE and SSE2 SIMD Floating-Point Exceptions” in Chapter 11, “Programming with Streaming SIMD Extensions 2 (SSE2),” describes the SIMD floating-point exception classes and gives suggestions for writing an exception handler to handle them.

To indicate that the operating system provides a handler for SIMD floating-point exceptions (#XM), the CR4.OSXMMEXCPT flag (bit 10) must be set.

The guidelines for writing AVX floating-point exception handlers also apply to F16C and FMA.

13.13 GENERAL PURPOSE INSTRUCTION SET ENHANCEMENTS

Enhancements in the general-purpose instruction set consist of several categories:

- A rich collection of instructions to manipulate integer data at bit-granularity. Most of the bit-manipulation instructions employ VEX-prefix encoding to support three-operand syntax with non-destructive source operands. Two of the bit-manipulating instructions (LZCNT, TZCNT) are not encoded using VEX. The VEX-encoded bit-manipulation instructions include: ANDN, BEXTR, BLSI, BLSMSK, BLSR, BZHI, PEXT, PDEP, SARX, SHLX, SHRX, and RORX.
- Enhanced integer multiply instruction (MULX) in conjunctions with some of the bit-manipulation instructions allow software to accelerate calculation of large integer numerics (wider than 128-bits).
- INVPCID instruction targets system software that manages processor context IDs.

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4. New Chapter 14, Volume 1

Chapter 14 was added to the *Intel® 64 and IA-32 Architectures Software Developer's Manual, Volume 1:* Basic Architecture.

CHAPTER 14
PROGRAMMING WITH INTEL® TRANSACTIONAL SYNCHRONIZATION EXTENSIONS

14.1 OVERVIEW

This chapter describes the software programming interface to the Intel® Transactional Synchronization Extensions of the Intel 64 architecture.

Multithreaded applications take advantage of increasing number of cores to achieve high performance. However, writing multi-threaded applications requires programmers to reason about data sharing among multiple threads. Access to shared data typically requires synchronization mechanisms. These mechanisms ensure multiple threads update shared data by serializing operations on the shared data, often through the use of a critical section protected by a lock. Since serialization limits concurrency, programmers try to limit synchronization overheads. They do this either through minimizing the use of synchronization or through the use of fine-grain locks; where multiple locks each protect different shared data. Unfortunately, this process is difficult and error prone; a missed or incorrect synchronization can cause an application to fail. Conservatively adding synchronization and using coarser granularity locks, where a few locks each protect many items of shared data, helps avoid correctness problems but limits performance due to excessive serialization. While programmers must use static information to determine when to serialize, the determination as to whether actually to serialize is best done dynamically.

Intel® Transactional Synchronization Extensions aim to improve the performance of lock-protected critical sections while maintaining the lock-based programming model.

14.2 INTEL® TRANSACTIONAL SYNCHRONIZATION EXTENSIONS

Intel® Transactional Synchronization Extensions (Intel® TSX) allow the processor to determine dynamically whether threads need to serialize through lock-protected critical sections, and to perform serialization only when required. This lets the hardware expose and exploit concurrency hidden in an application due to dynamically unnecessary synchronization through a technique known as lock elision.

With lock elision, the hardware executes the programmer-specified critical sections (also referred to as transactional regions) transactionally. The lock variable is only read within the transactional region; it is not written to and acquired, thus exposing concurrency.

If the transactional execution completes successfully, then all memory operations performed within the transactional region will appear to have occurred instantaneously when viewed from other logical processors. A processor makes architectural updates performed within the region visible to other logical processors only on a successful commit, a process referred to as an **atomic commit**.

Since a successful transactional execution ensures an atomic commit, the processor can execute the programmer-specified code section optimistically without synchronization. If synchronization was unnecessary for that specific execution, execution can commit without any cross-thread serialization. If the processor cannot commit atomically, the optimistic execution fails. When this happens, the processor will roll back the execution, a

process referred to as a **transactional abort**. On a transactional abort, the processor will discard all updates performed in the region, restore architectural state to appear as if the optimistic execution never occurred, and resume execution non-transactionally.

Intel TSX provides two software interfaces to developers. Both software interfaces are targeted to improve the performance of critical sections while maintaining the existing the lock-based programming model:

- Hardware Lock Elision (HLE) is a legacy compatible instruction set extension (comprising the XACQUIRE and XRELEASE prefixes).
- Restricted Transactional Memory (RTM) is a new instruction set interface (comprising the XBEGIN and XEND instructions).

Programmers who would like to run Intel TSX enabled software on legacy hardware would use the HLE interface to implement lock elision. On the other hand, programmers who do not have legacy hardware requirements and who deal with more complex locking primitives would use the RTM interface of Intel TSX to implement lock elision. In the latter case when using new instructions, the programmer must always provide a non-transactional path (which would have code to eventually acquire the lock being elided) to execute following a transactional abort and must not rely on the transactional execution alone.

In addition, Intel TSX also provides the XTEST instruction to test whether a logical processor is executing transactionally, and the XABORT instruction to abort a transactional region.

A processor can perform a transactional abort for numerous reasons. A primary cause is due to conflicting accesses between the transactionally executing logical processor and another logical processor. Such conflicting accesses may prevent a successful transactional execution. Memory addresses read from within a transactional region constitute the **read-set** of the transactional region and addresses written to within the transactional region constitute the **write-set** of the transactional region. Intel TSX maintains the read- and write-sets at the granularity of a cache line.

A conflicting data access occurs if another logical processor either reads a location that is part of the transactional region's write-set or writes a location that is a part of either the read- or write-set of the transactional region. We refer to this as a **data conflict**. Since Intel TSX detects data conflicts at the granularity of a cache line, unrelated data locations placed in the same cache line will be detected as conflicts. Transactional aborts may also occur due to limited transactional resources. For example, the amount of data accessed in the region may exceed an implementation-specific capacity. Additionally, some instructions and system events may cause transactional aborts.

14.2.1 HLE Software Interface

HLE provides two new instruction prefix hints: XACQUIRE and XRELEASE.

The programmer uses the XACQUIRE prefix in front of the instruction that is used to acquire the lock that is protecting the critical section. The processor treats the indication as a hint to elide the write associated with the lock acquire operation. Even though the lock acquire has an associated write operation to the lock, the processor does not add the address of the lock to the transactional region's write-set nor does it issue any write requests to the lock. Instead, the address of the lock is added to the read-set. The logical processor enters transactional execution. If the lock was available before the XACQUIRE prefixed instruction, all other processors will continue to see it as available afterwards. Since the transactionally executing logical processor neither added the address of the lock to its write-set nor performed externally visible write operations to it, other logical processors can read the lock without causing a data conflict. This allows other logical processors to also enter and concurrently execute the critical section protected by the lock. The processor automatically detects any data conflicts that occur during the transactional execution and will perform a transactional abort if necessary.

Even though the eliding processor did not perform any external write operations to the lock, the hardware ensures program order of operations on the lock. If the eliding processor itself reads the value of the lock in the critical section, it will appear as if the processor had acquired the lock, i.e. the read will return the non-elided value. This behavior makes an HLE execution functionally equivalent to an execution without the HLE prefixes.

The programmer uses the XRELEASE prefix in front of the instruction that is used to release the lock protecting the critical section. This involves a write to the lock. If the instruction is restoring the value of the lock to the value

it had prior to the XACQUIRE prefixed lock acquire operation on the same lock, then the processor elides the external write request associated with the release of the lock and does not add the address of the lock to the write-set. The processor then attempts to commit the transactional execution.

With HLE, if multiple threads execute critical sections protected by the same lock but they do not perform any conflicting operations on each other's data, then the threads can execute concurrently and without serialization. Even though the software uses lock acquisition operations on a common lock, the hardware recognizes this, elides the lock, and executes the critical sections on the two threads without requiring any communication through the lock — if such communication was dynamically unnecessary.

If the processor is unable to execute the region transactionally, it will execute the region non-transactionally and without elision. HLE enabled software has the same forward progress guarantees as the underlying non-HLE lock-based execution. For successful HLE execution, the lock and the critical section code must follow certain guidelines (discussed in Section 14.3.3 and Section 14.3.8). These guidelines only affect performance; not following these guidelines will not cause a functional failure.

Hardware without HLE support will ignore the XACQUIRE and XRELEASE prefix hints and will not perform any elision since these prefixes correspond to the REPNE/REPE IA-32 prefixes which are ignored on the instructions where XACQUIRE and XRELEASE are valid. Importantly, HLE is compatible with the existing lock-based programming model. Improper use of hints will not cause functional bugs though it may expose latent bugs already in the code.

14.2.2 RTM Software Interface

RTM provides three new instructions: XBEGIN, XEND, and XABORT.

Software uses the XBEGIN instruction to specify the start of the transactional region and the XEND instruction to specify the end of the transactional region. The XBEGIN instruction takes an operand that provides a relative offset to the **fallback instruction address** if the transactional region could not be successfully executed transactionally. Software using these instructions to implement lock elision must test the lock within the transactional region, and only if free should try to commit. Further, the software may also define a policy to retry if the lock is not free.

A processor may abort transactional execution for many reasons. The hardware automatically detects transactional abort conditions and restarts execution from the fallback instruction address with the architectural state corresponding to that at the start of the XBEGIN instruction and the EAX register updated to describe the abort status.

The XABORT instruction allows programmers to abort the execution of a transactional region explicitly. The XABORT instruction takes an 8 bit immediate argument that is loaded into the EAX register and will thus be available to software following an RTM abort.

Hardware provides no guarantees as to whether a transactional execution will ever successfully commit. Programmers must always provide an alternative code sequence in the fallback path to guarantee forward progress. When using the instructions for lock elision, this may be as simple as acquiring a lock and executing the specified code region non-transactionally. Further, a transactional region that always aborts on a given implementation may complete transactionally on a future implementation. Therefore, programmers must ensure the code paths for the transactional region and the alternative code sequence are functionally tested.

14.3 INTEL® TSX APPLICATION PROGRAMMING MODEL

14.3.1 Detection of Transactional Synchronization Support

14.3.1.1 Detection of HLE Support

A processor supports HLE execution if CPUID.07H.EBX.HLE [bit 4] = 1. However, an application can use the HLE prefixes (XACQUIRE and XRELEASE) without checking whether the processor supports HLE. Processors without HLE support ignore these prefixes and will execute the code without entering transactional execution.

14.3.1.2 Detection of RTM Support

A processor supports RTM execution if CPUID.07H.EBX.RTM [bit 11] = 1. An application must check if the processor supports RTM before it uses the RTM instructions (XBEGIN, XEND, XABORT). These instructions will generate a #UD exception when used on a processor that does not support RTM.

14.3.1.3 Detection of XTEST Instruction

A processor supports the XTEST instruction if it supports either HLE or RTM. An application must check either of these feature flags before using the XTEST instruction. This instruction will generate a #UD exception when used on a processor that does not support either HLE or RTM.

14.3.2 Querying Transactional Execution Status

The XTEST instruction can be used to determine the transactional status of a transactional region specified by HLE or RTM. Note, while the HLE prefixes are ignored on processors that do not support HLE, the XTEST instruction will generate a #UD exception when used on processors that do not support either HLE or RTM.

14.3.3 Requirements for HLE Locks

For HLE execution to successfully commit transactionally, the lock must satisfy certain properties and access to the lock must follow certain guidelines.

- An XRELEASE prefixed instruction must restore the value of the elided lock to the value it had before the lock acquisition. This allows hardware to safely elide locks by not adding them to the write-set. The data size and data address of the lock release (XRELEASE prefixed) instruction must match that of the lock acquire (XACQUIRE prefixed) and the lock must not cross a cache line boundary.
- Software should not write to the elided lock inside a transactional HLE region with any instruction other than an XRELEASE prefixed instruction, otherwise it may cause a transactional abort. In addition, recursive locks (where a thread acquires the same lock multiple times without first releasing the lock) may also cause a transactional abort. Note that software can observe the result of the elided lock acquire inside the critical section. Such a read operation will return the value of the write to the lock.

The processor automatically detects violations to these guidelines, and safely transitions to a non-transactional execution without elision. Since Intel TSX detects conflicts at the granularity of a cache line, writes to data collocated on the same cache line as the elided lock may be detected as data conflicts by other logical processors eliding the same lock.

14.3.4 Transactional Nesting

Both HLE and RTM support nested transactional regions. However, a transactional abort restores state to the operation that started transactional execution: either the outermost XACQUIRE prefixed HLE eligible instruction or the outermost XBEGIN instruction. The processor treats all nested transactional regions as one monolithic transactional region.

14.3.4.1 HLE Nesting and Elision

Programmers can nest HLE regions up to an implementation specific depth of MAX_HLE_NEST_COUNT. Each logical processor tracks the nesting count internally but this count is not available to software. An XACQUIRE prefixed HLE-eligible instruction increments the nesting count, and an XRELEASE prefixed HLE-eligible instruction decrements it. The logical processor enters transactional execution when the nesting count goes from zero to one. The logical processor attempts to commit only when the nesting count becomes zero. A transactional abort may occur if the nesting count exceeds MAX_HLE_NEST_COUNT.

In addition to supporting nested HLE regions, the processor can also elide multiple nested locks. The processor tracks a lock for elision beginning with the XACQUIRE prefixed HLE eligible instruction for that lock and ending with the XRELEASE prefixed HLE eligible instruction for that same lock. The processor can, at any one time, track up to a MAX_HLE_ELIDED_LOCKS number of locks. For example, if the implementation supports a MAX_HLE_ELIDED_LOCKS value of two and if the programmer nests three HLE identified critical sections (by performing XACQUIRE prefixed HLE eligible instructions on three distinct locks without performing an intervening XRELEASE prefixed HLE eligible instruction on any one of the locks), then the first two locks will be elided, but the third won't be elided (but will be added to the transaction's write-set). However, the execution will still continue transactionally. Once an XRELEASE for one of the two elided locks is encountered, a subsequent lock acquired through the XACQUIRE prefixed HLE eligible instruction will be elided.

The processor attempts to commit the HLE execution when all elided XACQUIRE and XRELEASE pairs have been matched, the nesting count goes to zero, and the locks have satisfied the requirements described earlier. If execution cannot commit atomically, then execution transitions to a non-transactional execution without elision as if the first instruction did not have an XACQUIRE prefix.

14.3.4.2 RTM Nesting

Programmers can nest RTM-based transactional regions up to an implementation specific MAX_RTM_NEST_COUNT. The logical processor tracks the nesting count internally but this count is not available to software. An XBEGIN instruction increments the nesting count, and an XEND instruction decrements it. The logical processor attempts to commit only if the nesting count becomes zero. A transactional abort occurs if the nesting count exceeds MAX_RTM_NEST_COUNT.

14.3.4.3 Nesting HLE and RTM

HLE and RTM provide two alternative software interfaces to a common transactional execution capability. The behavior when HLE and RTM are nested together—HLE inside RTM or RTM inside HLE—is implementation specific. However, in all cases, the implementation will maintain HLE and RTM semantics. An implementation may choose to ignore HLE hints when used inside RTM regions, and may cause a transactional abort when RTM instructions are used inside HLE regions. In the latter case, the transition from transactional to non-transactional execution occurs seamlessly since the processor will re-execute the HLE region without actually doing elision, and then execute the RTM instructions.

14.3.5 RTM Abort Status Definition

RTM uses the EAX register to communicate abort status to software. Following an RTM abort the EAX register has the following definition.

Table 14-1 RTM Abort Status Definition

EAX Register Bit Position	Meaning
0	Set if abort caused by XABORT instruction.
1	If set, the transactional execution may succeed on a retry. This bit is always clear if bit 0 is set.
2	Set if another logical processor conflicted with a memory address that was part of the transactional execution that aborted.
3	Set if an internal buffer to track transactional state overflowed.
4	Set if a debug breakpoint was hit.
5	Set if an abort occurred during execution of a nested transactional execution.
23:6	Reserved.
31:24	XABORT argument (only valid if bit 0 set, otherwise reserved).

The EAX abort status for RTM only provides causes for aborts. It does not by itself encode whether an abort or commit occurred for the RTM region. The value of EAX can be 0 following an RTM abort. For example, a CPUID instruction when used inside an RTM region causes a transactional abort and may not satisfy the requirements for setting any of the EAX bits. This may result in an EAX value of 0.

14.3.6 RTM Memory Ordering

A successful RTM commit causes all memory operations in the RTM region to appear to execute atomically. A successfully committed RTM region consisting of an XBEGIN followed by an XEND, even with no memory operations in the RTM region, has the same ordering semantics as a LOCK prefixed instruction.

The XBEGIN instruction does not have fencing semantics. However, if an RTM execution aborts, all memory updates from within the RTM region are discarded and never made visible to any other logical processor.

14.3.7 RTM-Enabled Debugger Support

By default, any debug exception inside an RTM region will cause a transactional abort and will redirect control flow to the fallback instruction address with architectural state recovered and bit 4 in EAX set. However, to allow software debuggers to intercept execution on debug exceptions, the RTM architecture provides additional capability.

If bit 11 of DR7 and bit 15 of the IA32_DEBUGCTL_MSR are both 1, any RTM abort due to a debug exception (#DB) or breakpoint exception (#BP) causes execution to roll back to just before the XBEGIN instruction (EAX is restored to the value it had before XBEGIN) and then delivers a #DB. DR6[16] is cleared to indicate that the exception resulted from a debug or breakpoint exception inside an RTM region.

14.3.8 Programming Considerations

Typical programmer-identified regions are expected to transactionally execute and commit successfully. However, Intel TSX does not provide any such guarantee. A transactional execution may abort for many reasons. To take full advantage of the transactional capabilities, programmers should follow certain guidelines to increase the probability of their transactional execution committing successfully.

This section discusses various events that may cause transactional aborts. The architecture ensures that updates performed within a transaction that subsequently aborts execution will never become visible. Only a committed

transactional execution updates architectural state. Transactional aborts never cause functional failures and only affect performance.

14.3.8.1 Instruction Based Considerations

Programmers can use any instruction safely inside a transactional region (HLE or RTM). Further, programmers can use the Intel TSX instructions and prefixes at any privilege level. However, some instructions will always abort the transactional execution and cause execution to seamlessly and safely transition to a non-transactional path.

Intel TSX allows for most common instructions to be used inside transactional regions without causing aborts. The following operations inside a transactional region do not typically cause an abort.

- Operations on the instruction pointer register, general purpose registers (GPRs) and the status flags (CF, OF, SF, PF, AF, and ZF).
- Operations on XMM and YMM registers and the MXCSR register

However, programmers must be careful when intermixing SSE and AVX operations inside a transactional region. Intermixing SSE instructions accessing XMM registers and AVX instructions accessing YMM registers may cause transactional regions to abort.

CLD and STD instructions when used inside transactional regions may cause aborts if they change the value of the DF flag. However, if DF is 1, the STD instruction will not cause an abort. Similarly, if DF is 0, the CLD instruction will not cause an abort.

Instructions not enumerated here as causing abort when used inside a transactional region will typically not cause the execution to abort (examples include but are not limited to MFENCE, LFENCE, SFENCE, RDTSC, RDTSCP, etc.).

The following instructions will abort transactional execution on any implementation:

- XABORT
- CPUID
- PAUSE

In addition, in some implementations, the following instructions may always cause transactional aborts. These instructions are not expected to be commonly used inside typical transactional regions. However, programmers must not rely on these instructions to force a transactional abort, since whether they cause transactional aborts is implementation dependent.

- Operations on X87 and MMX architecture state. This includes all MMX and X87 instructions, including the FXRSTOR and FXSAVE instructions.
- Update to non-status portion of EFLAGS: CLI, STI, POPFD, POPFQ.
- Instructions that update segment registers, debug registers and/or control registers: MOV to DS/ES/FS/GS/SS, POP DS/ES/FS/GS/SS, LDS, LES, LFS, LGS, LSS, SWAPGS, WRFSBASE, WRGSBASE, LGDT, SGDT, LIDT, SIDT, LLDT, SLDT, LTR, STR, Far CALL, Far JMP, Far RET, IRET, MOV to DRx, MOV to CR0/CR2/CR3/CR4/CR8, CLTS and LMSW.
- Ring transitions: SYSENTER, SYSCALL, SYSEXIT, and SYSRET.
- TLB and Cacheability control: CLFLUSH, INVD, WBINVD, INVLPG, INVPCID, and memory instructions with a non-temporal hint (V/MOVNTDQA, V/MOVNTDQ, V/MOVNTI, V/MOVNTPD, V/MOVNTPS, V/MOVNTQ , V/MASKMOVQ, and V/MASKMOVDQU).
- Processor state save: XSAVE, XSAVEOPT, and XRSTOR.
- Interrupts: INTn, INTO.
- IO: IN, INS, REP INS, OUT, OUTS, REP OUTS and their variants.
- VMX: VMPTRLD, VMPTRST, VMCLEAR, VMREAD, VMWRITE, VMCALL, VMLAUNCH, VMRESUME, VMXOFF, VMXON, INVEPT, INVVPID, and VMFUNC.
- SMX: GETSEC.

- UD2, RSM, RDMSR, WRMSR, HLT, MONITOR, MWAIT, XSETBV, VZEROUPPER, MASKMOVQ, and V/MASKMOVDQU.

14.3.8.2 Runtime Considerations

In addition to the instruction-based considerations, runtime events may cause transactional execution to abort. These may be due to data access patterns or micro-architectural implementation causes. Keep in mind that the following list is not a comprehensive discussion of all abort causes.

Any fault or trap in a transactional region that must be exposed to software will be suppressed. Transactional execution will abort and execution will transition to a non-transactional execution, as if the fault or trap had never occurred. If any exception is not masked, that will result in a transactional abort and it will be as if the exception had never occurred.

When executed in VMX non-root operation, certain instructions may result in a VM exit. When such instructions are executed inside a transactional region, then instead of causing a VM exit, they will cause a transactional abort and the execution will appear as if instruction that would have caused a VM exit never executed.

Synchronous exception events (#DE, #OF, #NP, #SS, #GP, #BR, #UD, #AC, #XF, #PF, #NM, #TS, #MF, #DB, #BP/INT3) that occur during transactional execution may cause an execution not to commit transactionally, and require a non-transactional execution. These events are suppressed as if they had never occurred. With HLE, since the non-transactional code path is identical to the transactional code path, these events will typically re-appear when the instruction that caused the exception is re-executed non-transactionally, causing the associated synchronous events to be delivered appropriately in the non-transactional execution. The same behavior also applies to synchronous events (EPT violations, EPT misconfigurations, and accesses to the APIC-access page) that occur in VMX non-root operation.

Asynchronous events (NMI, SMI, INTR, IPI, PMI, etc.) occurring during transactional execution may cause the transactional execution to abort and transition to a non-transactional execution. The asynchronous events will be pended and handled after the transactional abort is processed. The same behavior also applies to asynchronous events (VMX-preemption timer expiry, virtual-interrupt delivery, and interrupt-window exiting) that occur in VMX non-root operation.

Transactional execution only supports write-back cacheable memory type operations. A transactional region may always abort if it includes operations on any other memory type. This includes instruction fetches to UC memory type.

Memory accesses within a transactional region may require the processor to set the Accessed and Dirty flags of the referenced page table entry. The behavior of how the processor handles this is implementation specific. Some implementations may allow the updates to these flags to become externally visible even if the transactional region subsequently aborts. Some Intel TSX implementations may choose to abort the transactional execution if these flags need to be updated. Further, a processor's page-table walk may generate accesses to its own transactionally written but uncommitted state. Some Intel TSX implementations may choose to abort the execution of a transactional region in such situations. Regardless, the architecture ensures that, if the transactional region aborts, then the transactionally written state will not be made architecturally visible through the behavior of structures such as TLBs.

Executing self-modifying code transactionally may also cause transactional aborts. Programmers must continue to follow the Intel recommended guidelines for writing self-modifying and cross-modifying code even when employing HLE and RTM.

While an implementation of RTM and HLE will typically provide sufficient resources for executing common transactional regions, implementation constraints and excessive sizes for transactional regions may cause a transactional execution to abort and transition to a non-transactional execution. The architecture provides no guarantee of the amount of resources available to do transactional execution and does not guarantee that a transactional execution will ever succeed.

Conflicting requests to a cache line accessed within a transactional region may prevent the transactional region from executing successfully. For example, if logical processor P0 reads line A in a transactional region and another logical processor P1 writes A (either inside or outside a transactional region) then logical processor P0 may abort

if logical processor P1's write interferes with processor P0's ability to execute transactionally. Similarly, if P0 writes line A in a transactional region and P1reads or writes A (either inside or outside a transactional region), then P0 may abort if P1's access to A interferes with P0's ability to execute transactionally. In addition, other coherence traffic may at times appear as conflicting requests and may cause aborts. While these false conflicts may happen, they are expected to be uncommon. The conflict resolution policy to determine whether P0 or P1 aborts in the above scenarios is implementation specific.

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5. Updates to Chapter 1, Volume 2A

Change bars show changes to Chapter 1 of the *Intel® 64 and IA-32 Architectures Software Developer's Manual, Volume 2A:* Instruction Set Reference, A-M, Part 1.

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1.1 INTEL® 64 AND IA-32 PROCESSORS COVERED IN THIS MANUAL

This manual set includes information pertaining primarily to the most recent Intel 64 and IA-32 processors, which include:

- Pentium® processors
- P6 family processors
- Pentium® 4 processors
- Pentium® M processors
- Intel® Xeon® processors
- Pentium® D processors
- Pentium® processor Extreme Editions
- 64-bit Intel® Xeon® processors
- Intel® Core™ Duo processor
- Intel® Core™ Solo processor
- Dual-Core Intel® Xeon® processor LV
- Intel® Core™2 Duo processor
- Intel® Core™2 Quad processor Q6000 series
- Intel® Xeon® processor 3000, 3200 series
- Intel® Xeon® processor 5000 series
- Intel® Xeon® processor 5100, 5300 series
- Intel® Core™2 Extreme processor X7000 and X6800 series
- Intel® Core™2 Extreme QX6000 series
- Intel® Xeon® processor 7100 series
- Intel® Pentium® Dual-Core processor
- Intel® Xeon® processor 7200, 7300 series
- Intel® Xeon® processor 5200, 5400, 7400 series
- Intel® Core™2 Extreme processor QX9000 and X9000 series

- Intel® Core™2 Quad processor Q9000 series
- Intel® Core™2 Duo processor E8000, T9000 series
- Intel® Atom™ processor family
- Intel® Core™ i7 processor
- Intel® Core™ i5 processor
- Intel® Xeon® processor E7-8800/4800/2800 product families
- Intel® Xeon® processor E5 family
- Intel® Xeon® processor E3-1200 product family
- Intel® Core™ i7-3930K processor
- 2nd generation Intel® Core™ i7-2xxx, Intel® Core™ i5-2xxx, Intel® Core™ i3-2xxx processor series
- Intel® Xeon® processor E3-1200 v2 product family
- 3rd generation Intel® Core™ processors
- Intel® Xeon® processor E3-1200 v3 product family
- 4th generation Intel® Core™ processors

P6 family processors are IA-32 processors based on the P6 family microarchitecture. This includes the Pentium® Pro, Pentium® II, Pentium® III, and Pentium® III Xeon® processors.

The Pentium® 4, Pentium® D, and Pentium® processor Extreme Editions are based on the Intel NetBurst® microarchitecture. Most early Intel® Xeon® processors are based on the Intel NetBurst® microarchitecture. Intel Xeon processor 5000, 7100 series are based on the Intel NetBurst® microarchitecture.

The Intel® Core™ Duo, Intel® Core™ Solo and dual-core Intel® Xeon® processor LV are based on an improved Pentium® M processor microarchitecture.

The Intel® Xeon® processor 3000, 3200, 5100, 5300, 7200, and 7300 series, Intel® Pentium® dual-core, Intel® Core™2 Duo, Intel® Core™2 Quad, and Intel® Core™2 Extreme processors are based on Intel® Core™ microarchitecture.

The Intel® Xeon® processor 5200, 5400, 7400 series, Intel® Core™2 Quad processor Q9000 series, and Intel® Core™2 Extreme processors QX9000, X9000 series, Intel® Core™2 processor E8000 series are based on Enhanced Intel® Core™ microarchitecture.

The Intel® Atom™ processor family is based on the Intel® Atom™ microarchitecture and supports Intel 64 architecture.

The Intel® Core™ i7 processor and Intel® Xeon® processor 3400, 5500, 7500 series are based on 45 nm Intel® microarchitecture code name Nehalem. Intel® microarchitecture code name Westmere is a 32nm version of Intel® microarchitecture code name Nehalem. Intel® Xeon® processor 5600 series, Intel Xeon processor E7 and various Intel Core i7, i5, i3 processors are based on Intel® microarchitecture code name Westmere. These processors support Intel 64 architecture.

The Intel® Xeon® processor E5 family, Intel® Xeon® processor E3-1200 family, Intel® Xeon® processor E7-8800/4800/2800 product families, Intel® Core™ i7-3930K processor, and 2nd generation Intel® Core™ i7-2xxx, Intel® Core™ i5-2xxx, Intel® Core™ i3-2xxx processor series are based on the Intel® microarchitecture code name Sandy Bridge and support Intel 64 architecture.

The Intel® Xeon® processor E3-1200 v2 product family and 3rd generation Intel® Core™ processors are based on the Intel® microarchitecture code name Ivy Bridge and support Intel 64 architecture.

The Intel® Xeon® processor E3-1200 v3 product family and 4th Generation Intel® Core™ processors are based on the Intel® microarchitecture code name Haswell and support Intel 64 architecture.

P6 family, Pentium® M, Intel® Core™ Solo, Intel® Core™ Duo processors, dual-core Intel® Xeon® processor LV, and early generations of Pentium 4 and Intel Xeon processors support IA-32 architecture. The Intel® Atom™ processor Z5xx series support IA-32 architecture.

The Intel® Xeon® processor 3000, 3200, 5000, 5100, 5200, 5300, 5400, 7100, 7200, 7300, 7400 series, Intel® Core™2 Duo, Intel® Core™2 Extreme, Intel® Core™2 Quad processors, Pentium® D processors, Pentium® Dual-Core processor, newer generations of Pentium 4 and Intel Xeon processor family support Intel® 64 architecture.

IA-32 architecture is the instruction set architecture and programming environment for Intel's 32-bit microprocessors. Intel® 64 architecture is the instruction set architecture and programming environment which is the superset of Intel's 32-bit and 64-bit architectures. It is compatible with the IA-32 architecture.

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6. Updates to Chapter 2, Volume 2A

Change bars show changes to Chapter 2 of the *Intel® 64 and IA-32 Architectures Software Developer's Manual, Volume 2A:* Instruction Set Reference, A-M, Part 1.

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Table 2-3 32-Bit Addressing Forms with the SIB Byte

r32 (In decimal) Base = (In binary) Base =			EAX 0 000	ECX 1 001	EDX 2 010	EBX 3 011	ESP 4 100	[*] 5 101	ESI 6 110	EDI 7 111
Scaled Index	**SS**	**Index**	**Value of SIB Byte (in Hexadecimal)**							
[EAX]	00	000	00	01	02	03	04	05	06	07
[ECX]		001	08	09	0A	0B	0C	0D	0E	0F
[EDX]		010	10	11	12	13	14	15	16	17
[EBX]		011	18	19	1A	1B	1C	1D	1E	1F
none		100	20	21	22	23	24	25	26	27
[EBP]		101	28	29	2A	2B	2C	2D	2E	2F
[ESI]		110	30	31	32	33	34	35	36	37
[EDI]		111	38	39	3A	3B	3C	3D	3E	3F
[EAX*2]	01	000	40	41	42	43	44	45	46	47
[ECX*2]		001	48	49	4A	4B	4C	4D	4E	4F
[EDX*2]		010	50	51	52	53	54	55	56	57
[EBX*2]		011	58	59	5A	5B	5C	5D	5E	5F
none		100	60	61	62	63	64	65	66	67
[EBP*2]		101	68	69	6A	6B	6C	6D	6E	6F
[ESI*2]		110	70	71	72	73	74	75	76	77
[EDI*2]		111	78	79	7A	7B	7C	7D	7E	7F
[EAX*4]	10	000	80	81	82	83	84	85	86	87
[ECX*4]		001	88	89	8A	8B	8C	8D	8E	8F
[EDX*4]		010	90	91	92	93	94	95	96	97
[EBX*4]		011	98	99	9A	9B	9C	9D	9E	9F
none		100	A0	A1	A2	A3	A4	A5	A6	A7
[EBP*4]		101	A8	A9	AA	AB	AC	AD	AE	AF
[ESI*4]		110	B0	B1	B2	B3	B4	B5	B6	B7
[EDI*4]		111	B8	B9	BA	BB	BC	BD	BE	BF
[EAX*8]	11	000	C0	C1	C2	C3	C4	C5	C6	C7
[ECX*8]		001	C8	C9	CA	CB	CC	CD	CE	CF
[EDX*8]		010	D0	D1	D2	D3	D4	D5	D6	D7
[EBX*8]		011	D8	D9	DA	DB	DC	DD	DE	DF
none		100	E0	E1	E2	E3	E4	E5	E6	E7
[EBP*8]		101	E8	E9	EA	EB	EC	ED	EE	EF
[ESI*8]		110	F0	F1	F2	F3	F4	F5	F6	F7
[EDI*8]		111	F8	F9	FA	FB	FC	FD	FE	FF

NOTES:

1. The [*] nomenclature means a disp32 with no base if the MOD is 00B. Otherwise, [*] means disp8 or disp32 + [EBP]. This provides the following address modes:

MOD bits	Effective Address
00	[scaled index] + disp32
01	[scaled index] + disp8 + [EBP]
10	[scaled index] + disp32 + [EBP]

...

2.3.11 AVX Instruction Length

The AVX instructions described in this document (including VEX and ignoring other prefixes) do not exceed 11 bytes in length, but may increase in the future. The maximum length of an Intel 64 and IA-32 instruction remains 15 bytes.

2.3.12 Vector SIB (VSIB) Memory Addressing

In AVX2, an SIB byte that follows the ModR/M byte can support VSIB memory addressing to an array of linear addresses. VSIB addressing is only supported in a subset of AVX2 instructions. VSIB memory addressing requires 32-bit or 64-bit effective address. In 32-bit mode, VSIB addressing is not supported when address size attribute is overridden to 16 bits. In 16-bit protected mode, VSIB memory addressing is permitted if address size attribute is overridden to 32 bits. Additionally, VSIB memory addressing is supported only with VEX prefix.

In VSIB memory addressing, the SIB byte consists of:

- The scale field (bit 7:6) specifies the scale factor.
- The index field (bits 5:3) specifies the register number of the vector index register, each element in the vector register specifies an index.
- The base field (bits 2:0) specifies the register number of the base register.

Table 2-3 shows the 32-bit VSIB addressing form. It is organized to give 256 possible values of the SIB byte (in hexadecimal). General purpose registers used as a base are indicated across the top of the table, along with corresponding values for the SIB byte's base field. The register names also include R8L-R15L applicable only in 64-bit mode (when address size override prefix is used, but the value of VEX.B is not shown in Table 2-3). In 32-bit mode, R8L-R15L does not apply.

Table rows in the body of the table indicate the vector index register used as the index field and each supported scaling factor shown separately. Vector registers used in the index field can be XMM or YMM registers. The left-most column includes vector registers VR8-VR15 (i.e. XMM8/YMM8-XMM15/YMM15), which are only available in 64-bit mode and does not apply if encoding in 32-bit mode.

Table 2-13 32-Bit VSIB Addressing Forms of the SIB Byte

r32 (In decimal) Base = (In binary) Base =				EAX/ R8L 0 000	ECX/ R9L 1 001	EDX/ R10L 2 010	EBX/ R11L 3 011	ESP/ R12L 4 100	EBP/ R13L[1] 5 101	ESI/ R14L 6 110	EDI/ R15L 7 111
Scaled Index		**SS**	**Index**	**Value of SIB Byte (in Hexadecimal)**							
VR0/VR8	*1	00	000	00	01	02	03	04	05	06	07
VR1/VR9			001	08	09	0A	0B	0C	0D	0E	0F
VR2/VR10			010	10	11	12	13	14	15	16	17
VR3/VR11			011	18	19	1A	1B	1C	1D	1E	1F
VR4/VR12			100	20	21	22	23	24	25	26	27
VR5/VR13			101	28	29	2A	2B	2C	2D	2E	2F
VR6/VR14			110	30	31	32	33	34	35	36	37
VR7/VR15			111	38	39	3A	3B	3C	3D	3E	3F
VR0/VR8	*2	01	000	40	41	42	43	44	45	46	47
VR1/VR9			001	48	49	4A	4B	4C	4D	4E	4F
VR2/VR10			010	50	51	52	53	54	55	56	57
VR3/VR11			011	58	59	5A	5B	5C	5D	5E	5F
VR4/VR12			100	60	61	62	63	64	65	66	67
VR5/VR13			101	68	69	6A	6B	6C	6D	6E	6F
VR6/VR14			110	70	71	72	73	74	75	76	77
VR7/VR15			111	78	79	7A	7B	7C	7D	7E	7F
VR0/VR8	*4	10	000	80	81	82	83	84	85	86	87
VR1/VR9			001	88	89	8A	8B	8C	8D	8E	8F
VR2/VR10			010	90	91	92	93	94	95	96	97
VR3/VR11			011	98	89	9A	9B	9C	9D	9E	9F
VR4/VR12			100	A0	A1	A2	A3	A4	A5	A6	A7
VR5/VR13			101	A8	A9	AA	AB	AC	AD	AE	AF
VR6/VR14			110	B0	B1	B2	B3	B4	B5	B6	B7
VR7/VR15			111	B8	B9	BA	BB	BC	BD	BE	BF
VR0/VR8	*8	11	000	C0	C1	C2	C3	C4	C5	C6	C7
VR1/VR9			001	C8	C9	CA	CB	CC	CD	CE	CF
VR2/VR10			010	D0	D1	D2	D3	D4	D5	D6	D7
VR3/VR11			011	D8	D9	DA	DB	DC	DD	DE	DF
VR4/VR12			100	E0	E1	E2	E3	E4	E5	E6	E7
VR5/VR13			101	E8	E9	EA	EB	EC	ED	EE	EF
VR6/VR14			110	F0	F1	F2	F3	F4	F5	F6	F7
VR7/VR15			111	F8	F9	FA	FB	FC	FD	FE	FF

NOTES:

1. If ModR/M.mod = 00b, the base address is zero, then effective address is computed as [scaled vector index] + disp32. Otherwise the base address is computed as [EBP/R13]+ disp, the displacement is either 8 bit or 32 bit depending on the value of ModR/M.mod:

MOD	Effective Address
00b	[Scaled Vector Register] + Disp32
01b	[Scaled Vector Register] + Disp8 + [EBP/R13]
10b	[Scaled Vector Register] + Disp32 + [EBP/R13]

2.3.12.1 64-bit Mode VSIB Memory Addressing

In 64-bit mode VSIB memory addressing uses the VEX.B field and the base field of the SIB byte to encode one of the 16 general-purpose register as the base register. The VEX.X field and the index field of the SIB byte encode one of the 16 vector registers as the vector index register.

In 64-bit mode the top row of Table 2-13 base register should be interpreted as the full 64-bit of each register.

2.4 INSTRUCTION EXCEPTION SPECIFICATION

To look up the exceptions of legacy 128-bit SIMD instruction, 128-bit VEX-encoded instructions, and 256-bit VEX-encoded instruction, Table 2-14 summarizes the exception behavior into separate classes, with detailed exception conditions defined in sub-sections 2.4.1 through 2.5.1. For example, ADDPS contains the entry:

"See Exceptions Type 2"

In this entry, *"Type2"* can be looked up in Table 2-14.

The instruction's corresponding CPUID feature flag can be identified in the fourth column of the Instruction summary table.

Note: #UD on CPUID feature flags=0 is not guaranteed in a virtualized environment if the hardware supports the feature flag.

NOTE

Instructions that operate only with MMX, X87, or general-purpose registers are not covered by the exception classes defined in this section. For instructions that operate on MMX registers, see Section 22.25.3, "Exception Conditions of Legacy SIMD Instructions Operating on MMX Registers" in the *Intel® 64 and IA-32 Architectures Software Developer's Manual, Volume 3B*.

Table 2-14 Exception class description

Exception Class	Instruction set	Mem arg	Floating-Point Exceptions (#XM)
Type 1	AVX, Legacy SSE	16/32 byte explicitly aligned	none
Type 2	AVX, Legacy SSE	16/32 byte not explicitly aligned	yes
Type 3	AVX, Legacy SSE	< 16 byte	yes
Type 4	AVX, Legacy SSE	16/32 byte not explicitly aligned	no
Type 5	AVX, Legacy SSE	< 16 byte	no
Type 6	AVX (no Legacy SSE)	Varies	(At present, none do)
Type 7	AVX, Legacy SSE	none	none
Type 8	AVX	none	none
Type 11	F16C	8 or 16 byte, Not explicitly aligned, no AC#	yes
Type 12	AVX2	Not explicitly aligned, no AC#	no

See Table 2-15 for lists of instructions in each exception class.

Table 2-15 Instructions in each Exception Class

Exception Class	Instruction
Type 1	(V)MOVAPD, (V)MOVAPS, (V)MOVDQA, (V)MOVNTDQ, (V)MOVNTDQA, (V)MOVNTPD, (V)MOVNTPS
Type 2	(V)ADDPD, (V)ADDPS, (V)ADDSUBPD, (V)ADDSUBPS, (V)CMPPD, (V)CMPPS, (V)CVTDQ2PS, (V)CVTPD2DQ, (V)CVTPD2PS, (V)CVTPS2DQ, (V)CVTTPD2DQ, (V)CVTTPS2DQ, (V)DIVPD, (V)DIVPS, (V)DPPD*, (V)DPPS*, VFMADD132PD, VFMADD213PD, VFMADD231PD, VFMADD132PS, VFMADD213PS, VFMADD231PS, VFMADDSUB132PD, VFMADDSUB213PD, VFMADDSUB231PD, VFMADDSUB132PS, VFMADDSUB213PS, VFMADDSUB231PS, VFMSUBADD132PD, VFMSUBADD213PD, VFMSUBADD231PD, VFMSUBADD132PS, VFMSUBADD213PS, VFMSUBADD231PS, VFMSUB132PD, VFMSUB213PD, VFMSUB231PD, VFMSUB132PS, VFMSUB213PS, VFMSUB231PS, VFNMADD132PD, VFNMADD213PD, VFNMADD231PD, VFNMADD132PS, VFNMADD213PS, VFNMADD231PS, VFNMSUB132PD, VFNMSUB213PD, VFNMSUB231PD, VFNMSUB132PS, VFNMSUB213PS, VFNMSUB231PS, (V)HADDPD, (V)HADDPS, (V)HSUBPD, (V)HSUBPS, (V)MAXPD, (V)MAXPS, (V)MINPD, (V)MINPS, (V)MULPD, (V)MULPS, (V)ROUNDPS, (V)SQRTPD, (V)SQRTPS, (V)SUBPD, (V)SUBPS
Type 3	(V)ADDSD, (V)ADDSS, (V)CMPSD, (V)CMPSS, (V)COMISD, (V)COMISS, (V)CVTPS2PD, (V)CVTSD2SI, (V)CVTSD2SS, (V)CVTSI2SD, (V)CVTSI2SS, (V)CVTSS2SD, (V)CVTSS2SI, (V)CVTTSD2SI, (V)CVTTSS2SI, (V)DIVSD, (V)DIVSS, VFMADD132SD, VFMADD213SD, VFMADD231SD, VFMADD132SS, VFMADD213SS, VFMADD231SS, VFMSUB132SD, VFMSUB213SD, VFMSUB231SD, VFMSUB132SS, VFMSUB213SS, VFMSUB231SS, VFNMADD132SD, VFNMADD213SD, VFNMADD231SD, VFNMADD132SS, VFNMADD213SS, VFNMADD231SS, VFNMSUB132SD, VFNMSUB213SD, VFNMSUB231SD, VFNMSUB132SS, VFNMSUB213SS, VFNMSUB231SS, (V)MAXSD, (V)MAXSS, (V)MINSD, (V)MINSS, (V)MULSD, (V)MULSS, (V)ROUNDSD, (V)ROUNDSS, (V)SQRTSD, (V)SQRTSS, (V)SUBSD, (V)SUBSS, (V)UCOMISD, (V)UCOMISS
Type 4	(V)AESDEC, (V)AESDECLAST, (V)AESENC, (V)AESENCLAST, (V)AESIMC, (V)AESKEYGENASSIST, (V)ANDPD, (V)ANDPS, (V)ANDNPD, (V)ANDNPS, (V)BLENDPD, (V)BLENDPS, VBLENDVPD, VBLENDVPS, (V)LDDQU, (V)MASKMOVDQU, (V)PTEST, VTESTPS, VTESTPD, (V)MOVDQU*, (V)MOVSHDUP, (V)MOVSLDUP, (V)MOVUPD*, (V)MOVUPS*, (V)MPSADBW, (V)ORPD, (V)ORPS, (V)PABSB, (V)PABSW, (V)PABSD, (V)PACKSSWB, (V)PACKSSDW, (V)PACKUSWB, (V)PACKUSDW, (V)PADDB, (V)PADDW, (V)PADDD, (V)PADDQ, (V)PADDSB, (V)PADDSW, (V)PADDUSB, (V)PADDUSW, (V)PALIGNR, (V)PAND, (V)PANDN, (V)PAVGB, (V)PAVGW, (V)PBLENDVB, (V)PBLENDW, (V)PCMP(E/I)STRI/M***, (V)PCMPEQB, (V)PCMPEQW, (V)PCMPEQD, (V)PCMPEQQ, (V)PCMPGTB, (V)PCMPGTW, (V)PCMPGTD, (V)PCMPGTQ, (V)PCLMULQDQ, (V)PHADDW, (V)PHADDD, (V)PHADDSW, (V)PHMINPOSUW, (V)PHSUBD, (V)PHSUBW, (V)PHSUBSW, (V)PMADDWD, (V)PMADDUBSW, (V)PMAXSB, (V)PMAXSW, (V)PMAXSD, (V)PMAXUB, (V)PMAXUW, (V)PMAXUD, (V)PMINSB, (V)PMINSW, (V)PMINSD, (V)PMINUB, (V)PMINUW, (V)PMINUD, (V)PMULHUW, (V)PMULHRSW, (V)PMULHW, (V)PMULLW, (V)PMULLD, (V)PMULUDQ, (V)PMULDQ, (V)POR, (V)PSADBW, (V)PSHUFB, (V)PSHUFD, (V)PSHUFHW, (V)PSHUFLW, (V)PSIGNB, (V)PSIGNW, (V)PSIGND, (V)PSLLW, (V)PSLLD, (V)PSLLQ, (V)PSRAW, (V)PSRAD, (V)PSRLW, (V)PSRLD, (V)PSRLQ, (V)PSUBB, (V)PSUBW, (V)PSUBD, (V)PSUBQ, (V)PSUBSB, (V)PSUBSW, (V)PUNPCKHBW, (V)PUNPCKHWD, (V)PUNPCKHDQ, (V)PUNPCKHQDQ, (V)PUNPCKLBW, (V)PUNPCKLWD, (V)PUNPCKLDQ, (V)PUNPCKLQDQ, (V)PXOR, (V)RCPPS, (V)RSQRTPS, (V)SHUFPD, (V)SHUFPS, (V)UNPCKHPD, (V)UNPCKHPS, (V)UNPCKLPD, (V)UNPCKLPS, (V)XORPD, (V)XORPS, VPBLENDD, VPERMD, VPERMPS, VPERMPD, VPERMQ, VPSLLVD, VPSLLVQ, VPSRAVD, VPSRLVD, VPSRLVQ, VPERMILPD, VPERMILPS, VPERM2F128
Type 5	(V)CVTDQ2PD, (V)EXTRACTPS, (V)INSERTPS, (V)MOVD, (V)MOVQ, (V)MOVDDUP, (V)MOVLPD, (V)MOVLPS, (V)MOVHPD, (V)MOVHPS, (V)MOVSD, (V)MOVSS, (V)PEXTRB, (V)PEXTRD, (V)PEXTRW, (V)PEXTRQ, (V)PINSRB, (V)PINSRD, (V)PINSRW, (V)PINSRQ, (V)RCPSS, (V)RSQRTSS, (V)PMOVSX/ZX, VLDMXCSR*, VSTMXCSR
Type 6	VEXTRACTF128, VBROADCASTSS, VBROADCASTSD, VBROADCASTF128, VINSERTF128, VMASKMOVPS**, VMASKMOVPD**, VPMASKMOVD, VPMASKMOVQ, VBROADCASTI128, VPBROADCASTB, VPBROADCASTD, VPBROADCASTW, VPBROADCASTQ, VEXTRACTI128, VINSERTI128, VPERM2I128
Type 7	(V)MOVLHPS, (V)MOVHLPS, (V)MOVMSKPD, (V)MOVMSKPS, (V)PMOVMSKB, (V)PSLLDQ, (V)PSRLDQ, (V)PSLLW, (V)PSLLD, (V)PSLLQ, (V)PSRAW, (V)PSRAD, (V)PSRLW, (V)PSRLD, (V)PSRLQ

Exception Class	Instruction
Type 8	VZEROALL, VZEROUPPER
Type 11	VCVTPH2PS, VCVTPS2PH
Type 12	VGATHERDPS, VGATHERDPD, VGATHERQPS, VGATHERQPD, VPGATHERDD, VPGATHERDQ, VPGATHERQD, VPGATHERQQ

(*) - Additional exception restrictions are present - see the Instruction description for details

(**) - Instruction behavior on alignment check reporting with mask bits of less than all 1s are the same as with mask bits of all 1s, i.e. no alignment checks are performed.

(***) - PCMPESTRI, PCMPESTRM, PCMPISTRI, and PCMPISTRM instructions do not cause #GP if the memory operand is not aligned to 16-Byte boundary.

Table 2-15 classifies exception behaviors for AVX instructions. Within each class of exception conditions that are listed in Table 2-18 through Table 2-27, certain subsets of AVX instructions may be subject to #UD exception depending on the encoded value of the VEX.L field. Table 2-17 provides supplemental information of AVX instructions that may be subject to #UD exception if encoded with incorrect values in the VEX.W or VEX.L field.

Table 2-16 #UD Exception and VEX.W=1 Encoding

Exception Class	#UD If VEX.W = 1 in all modes	#UD If VEX.W = 1 in non-64-bit modes
Type 1		
Type 2		
Type 3		
Type 4	VBLENDVPD, VBLENDVPS, VPBLENDVB, VTESTPD, VTESTPS, VPBLENDD, VPERMD, VPERMPS, VPERM2I128, VPSRAVD, VPERMILPD, VPERMILPS, VPERM2F128	
Type 5		VPEXTRQ, VPINSRQ,
Type 6	VEXTRACTF128, VBROADCASTSS, VBROADCASTSD, VBROADCASTF128, VINSERTF128, VMASKMOVPS, VMASKMOVPD, VBROADCASTI128, VPBROADCASTB/W/D, VEXTRACTI128, VINSERTI128	
Type 7		
Type 8		
Type 11	VCVTPH2PS, VCVTPS2PH	
Type 12		

Table 2-17 #UD Exception and VEX.L Field Encoding

Exception Class	#UD If VEX.L = 0	#UD If (VEX.L = 1 && AVX2 not present && AVX present)	#UD If (VEX.L = 1 && AVX2 present)
Type 1		VMOVNTDQA	
Type 2		VDPPD	VDPPD
Type 3			
Type 4		VMASKMOVDQU, VMPSADBW, VPABSB/W/D, VPACKSSWB/DW, VPACKUSWB/DW, VPADDB/W/D, VPADDQ, VPADDSB/W, VPADDUSB/W, VPALIGNR, VPAND, VPANDN, VPAVGB/W, VPBLENDVB, VPBLENDW, VPCMP(E/I)STRI/M, VPCMPEQB/W/D/Q, VPCMPGTB/W/D/Q, VPHADDW/D, VPHADDSW, VPHMINPOSUW, VPHSUBD/W, VPHSUBSW, VPMADDWD, VPMADDUBSW, VPMAXSB/W/D, VPMAXUB/W/D, VPMINSB/W/D, VPMINUB/W/D, VPMULHUW, VPMULHRSW, VPMULHW/LW, VPMULLD, VPMULUDQ, VPMULDQ, VPOR, VPSADBW, VPSHUFB/D, VPSHUFHW/LW, VPSIGNB/W/D, VPSLLW/D/Q, VPSRAW/D, VPSRLW/D/Q, VPSUBB/W/D/Q, VPSUBSB/W, VPUNPCKHBW/WD/DQ, VPUNPCKHQDQ, VPUNPCKLBW/WD/DQ, VPUNPCKLQDQ, VPXOR	VPCMP(E/I)STRI/M, PHMINPOSUW
Type 5		VEXTRACTPS, VINSERTPS, VMOVD, VMOVQ, VMOVLPD, VMOVLPS, VMOVHPD, VMOVHPS, VPEXTRB, VPEXTRD, VPEXTRW, VPEXTRQ, VPINSRB, VPINSRD, VPINSRW, VPINSRQ, VPMOVSX/ZX, VLDMXCSR, VSTMXCSR	Same as column 3
Type 6	VEXTRACTF128, VPERM2F128, VBROADCASTSD, VBROADCASTF128, VINSERTF128,		
Type 7		VMOVLHPS, VMOVHLPS, VPMOVMSKB, VPSLLDQ, VPSRLDQ, VPSLLW, VPSLLD, VPSLLQ, VPSRAW, VPSRAD, VPSRLW, VPSRLD, VPSRLQ	VMOVLHPS, VMOVHLPS
Type 8			
Type 11			
Type 12			

…

2.4.8 Exceptions Type 8 (AVX and no memory argument)

Table 2-25 Type 8 Class Exception Conditions

Exception	Real	Virtual 80x86	Protected and Compatibility	64-bit	Cause of Exception
Invalid Opcode, #UD	X	X			Always in Real or Virtual 80x86 mode.
			X	X	If XCR0[2:1] != '11b'. If CR4.OSXSAVE[bit 18]=0. If CPUID.01H.ECX.AVX[bit 28]=0. If VEX.vvvv != 1111B.
	X	X	X	X	If proceeded by a LOCK prefix (F0H).
Device Not Available, #NM			X	X	If CR0.TS[bit 3]=1.

2.4.9 Exception Type 11 (VEX-only, mem arg no AC, floating-point exceptions)

Table 2-26 Type 11 Class Exception Conditions

Exception	Real	Virtual 80x86	Protected and Compatibility	64-bit	Cause of Exception
Invalid Opcode, #UD	X	X			VEX prefix
			X	X	VEX prefix: If XFEATURE_ENABLED_MASK[2:1] != '11b'. If CR4.OSXSAVE[bit 18]=0.
	X	X	X	X	If preceded by a LOCK prefix (F0H)
			X	X	If any REX, F2, F3, or 66 prefixes precede a VEX prefix
	X	X	X	X	If any corresponding CPUID feature flag is '0'
Device Not Available, #NM	X	X	X	X	If CR0.TS[bit 3]=1
Stack, SS(0)			X		For an illegal address in the SS segment
				X	If a memory address referencing the SS segment is in a non-canonical form
General Protection, #GP(0)			X		For an illegal memory operand effective address in the CS, DS, ES, FS or GS segments.
				X	If the memory address is in a non-canonical form.
	X	X			If any part of the operand lies outside the effective address space from 0 to FFFFH
Page Fault #PF (fault-code)		X	X	X	For a page fault
SIMD Floating-Point Exception, #XM	X	X	X	X	If an unmasked SIMD floating-point exception and CR4.OSXMMEXCPT[bit 10] = 1

2.4.10 Exception Type 12 (VEX-only, VSIB mem arg, no AC, no floating-point exceptions)

Table 2-27 Type 12 Class Exception Conditions

Exception	Real	Virtual 80x86	Protected and Compatibility	64-bit	Cause of Exception
Invalid Opcode, #UD	X	X			VEX prefix
			X	X	VEX prefix: If XFEATURE_ENABLED_MASK[2:1] != '11b'. If CR4.OSXSAVE[bit 18]=0.
	X	X	X	X	If preceded by a LOCK prefix (F0H)
			X	X	If any REX, F2, F3, or 66 prefixes precede a VEX prefix
	X	X	X	NA	If address size attribute is 16 bit
	X	X	X	X	If ModR/M.mod = '11b'
	X	X	X	X	If ModR/M.rm != '100b'
	X	X	X	X	If any corresponding CPUID feature flag is '0'
	X	X	X	X	If any vector register is used more than once between the destination register, mask register and the index register in VSIB addressing.
Device Not Available, #NM	X	X	X	X	If CR0.TS[bit 3]=1
Stack, SS(0)			X		For an illegal address in the SS segment
				X	If a memory address referencing the SS segment is in a non-canonical form
General Protection, #GP(0)			X		For an illegal memory operand effective address in the CS, DS, ES, FS or GS segments.
				X	If the memory address is in a non-canonical form.
	X	X			If any part of the operand lies outside the effective address space from 0 to FFFFH
Page Fault #PF (fault-code)		X	X	X	For a page fault

2.5 VEX ENCODING SUPPORT FOR GPR INSTRUCTIONS

VEX prefix may be used to encode instructions that operate on neither YMM nor XMM registers. VEX-encoded general-purpose-register instructions have the following properties:

- Instruction syntax support for three encodable operands.
- Encoding support for instruction syntax of non-destructive source operand, destination operand encoded via VEX.vvvv, and destructive three-operand syntax.
- Elimination of escape opcode byte (0FH), two-byte escape via a compact bit field representation within the VEX prefix.

- Elimination of the need to use REX prefix to encode the extended half of general-purpose register sets (R8-R15) for direct register access or memory addressing.
- Flexible and more compact bit fields are provided in the VEX prefix to retain the full functionality provided by REX prefix. REX.W, REX.X, REX.B functionalities are provided in the three-byte VEX prefix only.
- VEX-encoded GPR instructions are encoded with VEX.L=0.

Any VEX-encoded GPR instruction with a 66H, F2H, or F3H prefix preceding VEX will #UD.

Any VEX-encoded GPR instruction with a REX prefix proceeding VEX will #UD.

VEX-encoded GPR instructions are not supported in real and virtual 8086 modes.

2.5.1 Exception Conditions for VEX-Encoded GPR Instructions

The exception conditions applicable to VEX-encoded GPR instruction differs from those of legacy GPR instructions. Table 2-28 lists VEX-encoded GPR instructions. The exception conditions for VEX-encoded GRP instructions are found in Table 2-29 for those instructions which have a default operand size of 32 bits and 16-bit operand size is not encodable.

Table 2-28 VEX-Encoded GPR Instructions

Exception Class	Instruction
See Table 2-29	ANDN, BLSI, BLSMSK, BLSR, BZHI, MULX, PDEP, PEXT, RORX, SARX, SHLX, SHRX

(*) - Additional exception restrictions are present - see the Instruction description for details

Table 2-29 Exception Definition (VEX-Encoded GPR Instructions)

Exception	Real	Virtual 80x86	Protected and Compatibility	64-bit	Cause of Exception
Invalid Opcode, #UD	X	X	X	X	If BMI1/BMI2 CPUID feature flag is '0'
	X	X			If a VEX prefix is present
			X	X	If any REX, F2, F3, or 66 prefixes precede a VEX prefix
Stack, SS(0)	X	X	X		For an illegal address in the SS segment
				X	If a memory address referencing the SS segment is in a non-canonical form
General Protection, #GP(0)			X		For an illegal memory operand effective address in the CS, DS, ES, FS or GS segments. If the DS, ES, FS, or GS register is used to access memory and it contains a null segment selector.
				X	If the memory address is in a non-canonical form.
	X	X			If any part of the operand lies outside the effective address space from 0 to FFFFH
Page Fault #PF(fault-code)		X	X	X	For a page fault
Alignment Check #AC(0)		X	X	X	If alignment checking is enabled and an unaligned memory reference is made while the current privilege level is 3.

…

7. Updates to Chapter 3, Volume 2A

Change bars show changes to Chapter 3 of the *Intel® 64 and IA-32 Architectures Software Developer's Manual, Volume 2A:* Instruction Set Reference, A-M, Part 1.

CHAPTER 3
INSTRUCTION SET REFERENCE, A-M

This chapter describes the instruction set for the Intel 64 and IA-32 architectures (A-M) in IA-32e, protected, virtual-8086, and real-address modes of operation. The set includes general-purpose, x87 FPU, MMX, SSE/SSE2/SSE3/SSSE3/SSE4, AESNI/PCLMULQDQ, AVX and system instructions. See also Chapter 4, "Instruction Set Reference, N-Z," in the *Intel® 64 and IA-32 Architectures Software Developer's Manual, Volume 2B*.

For each instruction, each operand combination is described. A description of the instruction and its operand, an operational description, a description of the effect of the instructions on flags in the EFLAGS register, and a summary of exceptions that can be generated are also provided.

…

3.2 INSTRUCTIONS (A-M)

The remainder of this chapter provides descriptions of Intel 64 and IA-32 instructions (A-M). See also: Chapter 4, "Instruction Set Reference, N-Z," in the *Intel® 64 and IA-32 Architectures Software Developer's Manual, Volume 2B*.

…

AAD—ASCII Adjust AX Before Division

Opcode	Instruction	Op/ En	64-bit Mode	Compat/ Leg Mode	Description
D5 0A	AAD	NP	Invalid	Valid	ASCII adjust AX before division.
D5 *ib*	AAD imm8	NP	Invalid	Valid	Adjust AX before division to number base *imm8.*

Instruction Operand Encoding

Op/En	Operand 1	Operand 2	Operand 3	Operand 4
NP	NA	NA	NA	NA

Description

Adjusts two unpacked BCD digits (the least-significant digit in the AL register and the most-significant digit in the AH register) so that a division operation performed on the result will yield a correct unpacked BCD value. The AAD instruction is only useful when it precedes a DIV instruction that divides (binary division) the adjusted value in the AX register by an unpacked BCD value.

The AAD instruction sets the value in the AL register to (AL + (10 * AH)), and then clears the AH register to 00H. The value in the AX register is then equal to the binary equivalent of the original unpacked two-digit (base 10) number in registers AH and AL.

The generalized version of this instruction allows adjustment of two unpacked digits of any number base (see the "Operation" section below), by setting the *imm8* byte to the selected number base (for example, 08H for octal, 0AH for decimal, or 0CH for base 12 numbers). The AAD mnemonic is interpreted by all assemblers to mean adjust ASCII (base 10) values. To adjust values in another number base, the instruction must be hand coded in machine code (D5 *imm8*).

This instruction executes as described in compatibility mode and legacy mode. It is not valid in 64-bit mode.

...

AAM—ASCII Adjust AX After Multiply

Opcode	Instruction	Op/ En	64-bit Mode	Compat/ Leg Mode	Description
D4 0A	AAM	NP	Invalid	Valid	ASCII adjust AX after multiply.
D4 *ib*	AAM imm8	NP	Invalid	Valid	Adjust AX after multiply to number base *imm8.*

Instruction Operand Encoding

Op/En	Operand 1	Operand 2	Operand 3	Operand 4
NP	NA	NA	NA	NA

Description

Adjusts the result of the multiplication of two unpacked BCD values to create a pair of unpacked (base 10) BCD values. The AX register is the implied source and destination operand for this instruction. The AAM instruction is only useful when it follows an MUL instruction that multiplies (binary multiplication) two unpacked BCD values and stores a word result in the AX register. The AAM instruction then adjusts the contents of the AX register to contain the correct 2-digit unpacked (base 10) BCD result.

The generalized version of this instruction allows adjustment of the contents of the AX to create two unpacked digits of any number base (see the "Operation" section below). Here, the *imm8* byte is set to the selected number base (for example, 08H for octal, 0AH for decimal, or 0CH for base 12 numbers). The AAM mnemonic is interpreted by all assemblers to mean adjust to ASCII (base 10) values. To adjust to values in another number base, the instruction must be hand coded in machine code (D4 *imm8*).

This instruction executes as described in compatibility mode and legacy mode. It is not valid in 64-bit mode.

...

ANDN — Logical AND NOT

Opcode/ Instruction	Op/ En	64/32 -bit Mode	CPUID Feature Flag	Description
VEX.NDS.LZ.0F38.W0 F2 /r ANDN r32a, r32b, r/m32	RVM	V/V	BMI1	Bitwise AND of inverted r32b with r/m32, store result in r32a.
VEX.NDS.LZ. 0F38.W1 F2 /r ANDN r64a, r64b, r/m64	RVM	V/NE	BMI1	Bitwise AND of inverted r64b with r/m64, store result in r64a.

Instruction Operand Encoding

Op/En	Operand 1	Operand 2	Operand 3	Operand 4
RVM	ModRM:reg (w)	VEX.vvvv (r)	ModRM:r/m (r)	NA

Description

Performs a bitwise logical AND of inverted second operand (the first source operand) with the third operand (the second source operand). The result is stored in the first operand (destination operand).

This instruction is not supported in real mode and virtual-8086 mode. The operand size is always 32 bits if not in 64-bit mode. In 64-bit mode operand size 64 requires VEX.W1. VEX.W1 is ignored in non-64-bit modes. An attempt to execute this instruction with VEX.L not equal to 0 will cause #UD.

Operation

```
DEST ← (NOT SRC1) bitwiseAND SRC2;
SF ← DEST[OperandSize -1];
ZF ← (DEST = 0);
```

Flags Affected

SF and ZF are updated based on result. OF and CF flags are cleared. AF and PF flags are undefined.

Intel C/C++ Compiler Intrinsic Equivalent

Auto-generated from high-level language.

SIMD Floating-Point Exceptions

None

Other Exceptions

See Section 2.5.1, “Exception Conditions for VEX-Encoded GPR Instructions”, Table 2-29; additionally

#UD	If VEX.W = 1.

...

BEXTR — Bit Field Extract

Opcode/ Instruction	Op/ En	64/32 -bit Mode	CPUID Feature Flag	Description
VEX.NDS[1].LZ.0F38.W0 F7 /r BEXTR r32a, r/m32, r32b	RMV	V/V	BMI1	Contiguous bitwise extract from r/m32 using r32b as control; store result in r32a.
VEX.NDS[1].LZ.0F38.W1 F7 /r BEXTR r64a, r/m64, r64b	RMV	V/N.E.	BMI1	Contiguous bitwise extract from r/m64 using r64b as control; store result in r64a

NOTES:

1. ModRM:r/m is used to encode the first source operand (second operand) and VEX.vvvv encodes the second source operand (third operand).

Instruction Operand Encoding

Op/En	Operand 1	Operand 2	Operand 3	Operand 4
RMV	ModRM:reg (w)	ModRM:r/m (r)	VEX.vvvv (r)	NA

Description

Extracts contiguous bits from the first source operand (the second operand) using an index value and length value specified in the second source operand (the third operand). Bit 7:0 of the first source operand specifies the starting bit position of bit extraction. A START value exceeding the operand size will not extract any bits from the second source operand. Bit 15:8 of the second source operand specifies the maximum number of bits (LENGTH) beginning at the START position to extract. Only bit positions up to (OperandSize -1) of the first source operand are extracted. The extracted bits are written to the destination register, starting from the least significant bit. All higher order bits in the destination operand (starting at bit position LENGTH) are zeroed. The destination register is cleared if no bits are extracted.

This instruction is not supported in real mode and virtual-8086 mode. The operand size is always 32 bits if not in 64-bit mode. In 64-bit mode operand size 64 requires VEX.W1. VEX.W1 is ignored in non-64-bit modes. An attempt to execute this instruction with VEX.L not equal to 0 will cause #UD.

Operation

```
START ← SRC2[7:0];
LEN ← SRC2[15:8];
TEMP ← ZERO_EXTEND_TO_512 (SRC1 );
DEST ← ZERO_EXTEND(TEMP[START+LEN -1: START]);
ZF ← (DEST = 0);
```

Flags Affected

ZF is updated based on the result. AF, SF, and PF are undefined. All other flags are cleared.

Intel C/C++ Compiler Intrinsic Equivalent

BEXTR: unsigned __int32 _bextr_u32(unsigned __int32 src, unsigned __int32 start. unsigned __int32 len);

BEXTR: unsigned __int64 _bextr_u64(unsigned __int64 src, unsigned __int32 start. unsigned __int32 len);

SIMD Floating-Point Exceptions

None

Other Exceptions

See Section 2.5.1, “Exception Conditions for VEX-Encoded GPR Instructions”, Table 2-29; additionally

#UD	If VEX.W = 1.

...

BLSI — Extract Lowest Set Isolated Bit

Opcode/ Instruction	Op/ En	64/32 -bit Mode	CPUID Feature Flag	Description
VEX.NDD.LZ.0F38.W0 F3 /3 BLSI r32, r/m32	VM	V/V	BMI1	Extract lowest set bit from r/m32 and set that bit in r32.
VEX.NDD.LZ.0F38.W1 F3 /3 BLSI r64, r/m64	VM	V/N.E.	BMI1	Extract lowest set bit from r/m64, and set that bit in r64.

Instruction Operand Encoding

Op/En	Operand 1	Operand 2	Operand 3	Operand 4
VM	VEX.vvvv (w)	ModRM:r/m (r)	NA	NA

Description

Extracts the lowest set bit from the source operand and set the corresponding bit in the destination register. All other bits in the destination operand are zeroed. If no bits are set in the source operand, BLSI sets all the bits in the destination to 0 and sets ZF and CF.

This instruction is not supported in real mode and virtual-8086 mode. The operand size is always 32 bits if not in 64-bit mode. In 64-bit mode operand size 64 requires VEX.W1. VEX.W1 is ignored in non-64-bit modes. An attempt to execute this instruction with VEX.L not equal to 0 will cause #UD.

Operation

```
temp ← (-SRC) bitwiseAND (SRC);
SF ← temp[OperandSize -1];
ZF ← (temp = 0);
IF SRC = 0
    CF ← 0;
ELSE
    CF ← 1;
FI
DEST ← temp;
```

Flags Affected

ZF and SF are updated based on the result. CF is set if the source is not zero. OF flags are cleared. AF and PF flags are undefined.

Intel C/C++ Compiler Intrinsic Equivalent

BLSI: unsigned __int32 _blsi_u32(unsigned __int32 src);

BLSI: unsigned __int64 _blsi_u64(unsigned __int64 src);

SIMD Floating-Point Exceptions

None

Other Exceptions

See Section 2.5.1, “Exception Conditions for VEX-Encoded GPR Instructions”, Table 2-29; additionally

#UD	If VEX.W = 1.

...

BLSMSK — Get Mask Up to Lowest Set Bit

Opcode/ Instruction	Op/ En	64/32 -bit Mode	CPUID Feature Flag	Description
VEX.NDD.LZ.0F38.W0 F3 /2 BLSMSK r32, r/m32	VM	V/V	BMI1	Set all lower bits in r32 to “1” starting from bit 0 to lowest set bit in r/m32.
VEX.NDD.LZ.0F38.W1 F3 /2 BLSMSK r64, r/m64	VM	V/N.E.	BMI1	Set all lower bits in r64 to “1” starting from bit 0 to lowest set bit in r/m64.

Instruction Operand Encoding

Op/En	Operand 1	Operand 2	Operand 3	Operand 4
VM	VEX.vvvv (w)	ModRM:r/m (r)	NA	NA

Description

Sets all the lower bits of the destination operand to “1” up to and including lowest set bit (=1) in the source operand. If source operand is zero, BLSMSK sets all bits of the destination operand to 1 and also sets CF to 1.

This instruction is not supported in real mode and virtual-8086 mode. The operand size is always 32 bits if not in 64-bit mode. In 64-bit mode operand size 64 requires VEX.W1. VEX.W1 is ignored in non-64-bit modes. An attempt to execute this instruction with VEX.L not equal to 0 will cause #UD.

Operation

```
temp ← (SRC-1) XOR (SRC) ;
SF ← temp[OperandSize -1];
ZF ← 0;
IF SRC = 0
    CF ← 1;
ELSE
    CF ← 0;
FI
DEST ← temp;
```

Flags Affected

SF is updated based on the result. CF is set if the source if zero. ZF and OF flags are cleared. AF and PF flag are undefined.

Intel C/C++ Compiler Intrinsic Equivalent

BLSMSK: unsigned __int32 _blsmsk_u32(unsigned __int32 src);

BLSMSK: unsigned __int64 _blsmsk_u64(unsigned __int64 src);

SIMD Floating-Point Exceptions

None

Other Exceptions

See Section 2.5.1, “Exception Conditions for VEX-Encoded GPR Instructions”, Table 2-29; additionally

#UD	If VEX.W = 1.

...

BLSR — Reset Lowest Set Bit

Opcode/ Instruction	Op/ En	64/32 -bit Mode	CPUID Feature Flag	Description
VEX.NDD.LZ.0F38.W0 F3 /1 BLSR r32, r/m32	VM	V/V	BMI1	Reset lowest set bit of r/m32, keep all other bits of r/m32 and write result to r32.
VEX.NDD.LZ.0F38.W1 F3 /1 BLSR r64, r/m64	VM	V/N.E.	BMI1	Reset lowest set bit of r/m64, keep all other bits of r/m64 and write result to r64.

Instruction Operand Encoding

Op/En	Operand 1	Operand 2	Operand 3	Operand 4
VM	VEX.vvvv (w)	ModRM:r/m (r)	NA	NA

Description

Copies all bits from the source operand to the destination operand and resets (=0) the bit position in the destination operand that corresponds to the lowest set bit of the source operand. If the source operand is zero BLSR sets CF.

This instruction is not supported in real mode and virtual-8086 mode. The operand size is always 32 bits if not in 64-bit mode. In 64-bit mode operand size 64 requires VEX.W1. VEX.W1 is ignored in non-64-bit modes. An attempt to execute this instruction with VEX.L not equal to 0 will cause #UD.

Operation

```
temp ← (SRC-1) bitwiseAND ( SRC );
SF ← temp[OperandSize -1];
ZF ← (temp = 0);
IF SRC = 0
    CF ← 1;
ELSE
    CF ← 0;
FI
DEST ← temp;
```

Flags Affected

ZF and SF flags are updated based on the result. CF is set if the source is zero. OF flag is cleared. AF and PF flags are undefined.

Intel C/C++ Compiler Intrinsic Equivalent

BLSR: unsigned __int32 _blsr_u32(unsigned __int32 src);

BLSR: unsigned __int64 _blsr_u64(unsigned __int64 src);

SIMD Floating-Point Exceptions

None

Other Exceptions

See Section 2.5.1, “Exception Conditions for VEX-Encoded GPR Instructions”, Table 2-29; additionally

#UD	If VEX.W = 1.

...

BZHI — Zero High Bits Starting with Specified Bit Position

Opcode/ Instruction	Op/ En	64/32 -bit Mode	CPUID Feature Flag	Description
VEX.NDS[1].LZ.0F38.W0 F5 /r BZHI r32a, r/m32, r32b	RMV	V/V	BMI2	Zero bits in r/m32 starting with the position in r32b, write result to r32a.
VEX.NDS[1].LZ.0F38.W1 F5 /r BZHI r64a, r/m64, r64b	RMV	V/N.E.	BMI2	Zero bits in r/m64 starting with the position in r64b, write result to r64a.

NOTES:

1. ModRM:r/m is used to encode the first source operand (second operand) and VEX.vvvv encodes the second source operand (third operand).

Instruction Operand Encoding

Op/En	Operand 1	Operand 2	Operand 3	Operand 4
RMV	ModRM:reg (w)	ModRM:r/m (r)	VEX.vvvv (r)	NA

Description

BZHI copies the bits of the first source operand (the second operand) into the destination operand (the first operand) and clears the higher bits in the destination according to the INDEX value specified by the second source operand (the third operand). The INDEX is specified by bits 7:0 of the second source operand. The INDEX value is saturated at the value of OperandSize -1. CF is set, if the number contained in the 8 low bits of the third operand is greater than OperandSize -1.

This instruction is not supported in real mode and virtual-8086 mode. The operand size is always 32 bits if not in 64-bit mode. In 64-bit mode operand size 64 requires VEX.W1. VEX.W1 is ignored in non-64-bit modes. An attempt to execute this instruction with VEX.L not equal to 0 will cause #UD.

Operation

```
N ← SRC2[7:0]
DEST ← SRC1
IF (N < OperandSize)
    DEST[OperandSize-1:N] ← 0
FI
IF (N > OperandSize - 1)
    CF ← 1
ELSE
    CF ← 0
FI
```

Flags Affected

ZF, CF and SF flags are updated based on the result. OF flag is cleared. AF and PF flags are undefined.

Intel C/C++ Compiler Intrinsic Equivalent

BZHI: unsigned __int32 _bzhi_u32(unsigned __int32 src, unsigned __int32 index);

BZHI: unsigned __int64 _bzhi_u64(unsigned __int64 src, unsigned __int32 index);

SIMD Floating-Point Exceptions

None

Other Exceptions

See Section 2.5.1, “Exception Conditions for VEX-Encoded GPR Instructions”, Table 2-29; additionally

#UD	If VEX.W = 1.

...

Table 3-17 Information Returned by CPUID Instruction

Initial EAX Value	Information Provided about the Processor	
	Basic CPUID Information	
0H	EAX	Maximum Input Value for Basic CPUID Information (see Table 3-18)
	EBX	“Genu”
	ECX	“ntel”
	EDX	“inel”
01H	EAX	Version Information: Type, Family, Model, and Stepping ID (see Figure 3-5)
	EBX	Bits 07-00: Brand Index Bits 15-08: CLFLUSH line size (Value ∗ 8 = cache line size in bytes) Bits 23-16: Maximum number of addressable IDs for logical processors in this physical package*. Bits 31-24: Initial APIC ID
	ECX	Feature Information (see Figure 3-6 and Table 3-20)
	EDX	Feature Information (see Figure 3-7 and Table 3-21)
		NOTES: * The nearest power-of-2 integer that is not smaller than EBX[23:16] is the number of unique initial APIC IDs reserved for addressing different logical processors in a physical package. This field is only valid if CPUID.1.EDX.HTT[bit 28]= 1.
02H	EAX	Cache and TLB Information (see Table 3-22)
	EBX	Cache and TLB Information
	ECX	Cache and TLB Information
	EDX	Cache and TLB Information
03H	EAX	Reserved.
	EBX	Reserved.
	ECX	Bits 00-31 of 96 bit processor serial number. (Available in Pentium III processor only; otherwise, the value in this register is reserved.)
	EDX	Bits 32-63 of 96 bit processor serial number. (Available in Pentium III processor only; otherwise, the value in this register is reserved.)
		NOTES: Processor serial number (PSN) is not supported in the Pentium 4 processor or later. On all models, use the PSN flag (returned using CPUID) to check for PSN support before accessing the feature. See AP-485, *Intel Processor Identification and the CPUID Instruction* (Order Number 241618) for more information on PSN.
	CPUID leaves > 3 < 80000000 are visible only when IA32_MISC_ENABLE.BOOT_NT4[bit 22] = 0 (default).	
	Deterministic Cache Parameters Leaf	

Table 3-17 Information Returned by CPUID Instruction (Contd.)

Initial EAX Value	Information Provided about the Processor	
04H		**NOTES:** Leaf 04H output depends on the initial value in ECX.* See also: "INPUT EAX = 4: Returns Deterministic Cache Parameters for each level on page 3-175.
	EAX	Bits 04-00: Cache Type Field 0 = Null - No more caches 1 = Data Cache 2 = Instruction Cache 3 = Unified Cache 4-31 = Reserved Bits 07-05: Cache Level (starts at 1) Bit 08: Self Initializing cache level (does not need SW initialization) Bit 09: Fully Associative cache Bits 13-10: Reserved Bits 25-14: Maximum number of addressable IDs for logical processors sharing this cache**, *** Bits 31-26: Maximum number of addressable IDs for processor cores in the physical package**, ****, *****
	EBX	Bits 11-00: L = System Coherency Line Size** Bits 21-12: P = Physical Line partitions** Bits 31-22: W = Ways of associativity**
	ECX	Bits 31-00: S = Number of Sets**
	EDX	Bit 0: Write-Back Invalidate/Invalidate 0 = WBINVD/INVD from threads sharing this cache acts upon lower level caches for threads sharing this cache. 1 = WBINVD/INVD is not guaranteed to act upon lower level caches of non-originating threads sharing this cache. Bit 1: Cache Inclusiveness 0 = Cache is not inclusive of lower cache levels. 1 = Cache is inclusive of lower cache levels. Bit 2: Complex Cache Indexing 0 = Direct mapped cache. 1 = A complex function is used to index the cache, potentially using all address bits. Bits 31-03: Reserved = 0 **NOTES:** * If ECX contains an invalid sub leaf index, EAX/EBX/ECX/EDX return 0. Invalid sub-leaves of EAX = 04H: ECX = n, n > 3. ** Add one to the return value to get the result. ***The nearest power-of-2 integer that is not smaller than (1 + EAX[25:14]) is the number of unique initial APIC IDs reserved for addressing different logical processors sharing this cache **** The nearest power-of-2 integer that is not smaller than (1 + EAX[31:26]) is the number of unique Core_IDs reserved for addressing different processor cores in a physical package. Core ID is a subset of bits of the initial APIC ID. ***** The returned value is constant for valid initial values in ECX. Valid ECX values start from 0.
	MONITOR/MWAIT Leaf	

Table 3-17 Information Returned by CPUID Instruction (Contd.)

Initial EAX Value	Information Provided about the Processor	
05H	EAX	Bits 15-00: Smallest monitor-line size in bytes (default is processor's monitor granularity) Bits 31-16: Reserved = 0
	EBX	Bits 15-00: Largest monitor-line size in bytes (default is processor's monitor granularity) Bits 31-16: Reserved = 0
	ECX	Bit 00: Enumeration of Monitor-Mwait extensions (beyond EAX and EBX registers) supported Bit 01: Supports treating interrupts as break-event for MWAIT, even when interrupts disabled Bits 31 - 02: Reserved
	EDX	Bits 03 - 00: Number of C0* sub C-states supported using MWAIT Bits 07 - 04: Number of C1* sub C-states supported using MWAIT Bits 11 - 08: Number of C2* sub C-states supported using MWAIT Bits 15 - 12: Number of C3* sub C-states supported using MWAIT Bits 19 - 16: Number of C4* sub C-states supported using MWAIT Bits 31 - 20: Reserved = 0 **NOTE:** * The definition of C0 through C4 states for MWAIT extension are processor-specific C-states, not ACPI C-states.
	Thermal and Power Management Leaf	
06H	EAX	Bit 00: Digital temperature sensor is supported if set Bit 01: Intel Turbo Boost Technology Available (see description of IA32_MISC_ENABLE[38]). Bit 02: ARAT. APIC-Timer-always-running feature is supported if set. Bit 03: Reserved Bit 04: PLN. Power limit notification controls are supported if set. Bit 05: ECMD. Clock modulation duty cycle extension is supported if set. Bit 06: PTM. Package thermal management is supported if set. Bits 31 - 07: Reserved
	EBX	Bits 03 - 00: Number of Interrupt Thresholds in Digital Thermal Sensor Bits 31 - 04: Reserved
	ECX	Bit 00: Hardware Coordination Feedback Capability (Presence of IA32_MPERF and IA32_APERF). The capability to provide a measure of delivered processor performance (since last reset of the counters), as a percentage of expected processor performance at frequency specified in CPUID Brand String Bits 02 - 01: Reserved = 0 Bit 03: The processor supports performance-energy bias preference if CPUID.06H:ECX.SETBH[bit 3] is set and it also implies the presence of a new architectural MSR called IA32_ENERGY_PERF_BIAS (1B0H) Bits 31 - 04: Reserved = 0
	EDX	Reserved = 0
	Structured Extended Feature Flags Enumeration Leaf (Output depends on ECX input value)	
07H		Sub-leaf 0 (Input ECX = 0). *
	EAX	Bits 31-00: Reports the maximum input value for supported leaf 7 sub-leaves.

Table 3-17 Information Returned by CPUID Instruction (Contd.)

Initial EAX Value	Information Provided about the Processor	
	EBX	Bit 00: FSGSBASE. Supports RDFSBASE/RDGSBASE/WRFSBASE/WRGSBASE if 1. Bit 01: IA32_TSC_ADJUST MSR is supported if 1. Bit 02: Reserved Bit 03: BMI1 Bit 04: HLE Bit 05: AVX2 Bit 06: Reserved Bit 07: SMEP. Supports Supervisor Mode Execution Protection if 1. Bit 08: BMI2 Bit 09: Supports Enhanced REP MOVSB/STOSB if 1. Bit 10: INVPCID. If 1, supports INVPCID instruction for system software that manages process-context identifiers. Bit 11: RTM Bit 12: Supports Quality of Service Monitoring (QM) capability if 1. Bit 13: Deprecates FPU CS and FPU DS values if 1. Bits 31:14: Reserved
	ECX	Reserved
	EDX	Reserved
		NOTE: * If ECX contains an invalid sub-leaf index, EAX/EBX/ECX/EDX return 0. Invalid sub-leaves of EAX = 07H: ECX = n, n > 0.
	Direct Cache Access Information Leaf	
09H	EAX	Value of bits [31:0] of IA32_PLATFORM_DCA_CAP MSR (address 1F8H)
	EBX	Reserved
	ECX	Reserved
	EDX	Reserved
	Architectural Performance Monitoring Leaf	
0AH	EAX	Bits 07 - 00: Version ID of architectural performance monitoring Bits 15- 08: Number of general-purpose performance monitoring counter per logical processor Bits 23 - 16: Bit width of general-purpose, performance monitoring counter Bits 31 - 24: Length of EBX bit vector to enumerate architectural performance monitoring events
	EBX	Bit 00: Core cycle event not available if 1 Bit 01: Instruction retired event not available if 1 Bit 02: Reference cycles event not available if 1 Bit 03: Last-level cache reference event not available if 1 Bit 04: Last-level cache misses event not available if 1 Bit 05: Branch instruction retired event not available if 1 Bit 06: Branch mispredict retired event not available if 1 Bits 31- 07: Reserved = 0
	ECX	Reserved = 0
	EDX	Bits 04 - 00: Number of fixed-function performance counters (if Version ID > 1) Bits 12- 05: Bit width of fixed-function performance counters (if Version ID > 1) Reserved = 0
	Extended Topology Enumeration Leaf	

Table 3-17 Information Returned by CPUID Instruction (Contd.)

Initial EAX Value	Information Provided about the Processor	
0BH		**NOTES:** Most of Leaf 0BH output depends on the initial value in ECX. The EDX output of leaf 0BH is always valid and does not vary with input value in ECX. Output value in ECX[7:0] always equals input value in ECX[7:0]. For sub-leaves that return an invalid level-type of 0 in ECX[15:8]; EAX and EBX will return 0. If an input value n in ECX returns the invalid level-type of 0 in ECX[15:8], other input values with ECX > n also return 0 in ECX[15:8].
	EAX	Bits 04-00: Number of bits to shift right on x2APIC ID to get a unique topology ID of the next level type*. All logical processors with the same next level ID share current level. Bits 31-05: Reserved.
	EBX	Bits 15 - 00: Number of logical processors at this level type. The number reflects configuration as shipped by Intel**. Bits 31- 16: Reserved.
	ECX	Bits 07 - 00: Level number. Same value in ECX input Bits 15 - 08: Level type***. Bits 31 - 16:: Reserved.
	EDX	Bits 31- 00: x2APIC ID the current logical processor.
		NOTES: * Software should use this field (EAX[4:0]) to enumerate processor topology of the system. ** Software must not use EBX[15:0] to enumerate processor topology of the system. This value in this field (EBX[15:0]) is only intended for display/diagnostic purposes. The actual number of logical processors available to BIOS/OS/Applications may be different from the value of EBX[15:0], depending on software and platform hardware configurations. *** The value of the “level type” field is not related to level numbers in any way, higher “level type” values do not mean higher levels. Level type field has the following encoding: 0 : invalid 1 : SMT 2 : Core 3-255 : Reserved
	Processor Extended State Enumeration Main Leaf (EAX = 0DH, ECX = 0)	
0DH		**NOTES:** Leaf 0DH main leaf (ECX = 0).
	EAX	Bits 31-00: Reports the valid bit fields of the lower 32 bits of XCR0. If a bit is 0, the corresponding bit field in XCR0 is reserved. Bit 00: legacy x87 Bit 01: 128-bit SSE Bit 02: 256-bit AVX Bits 31- 03: Reserved
	EBX	Bits 31-00: Maximum size (bytes, from the beginning of the XSAVE/XRSTOR save area) required by enabled features in XCR0. May be different than ECX if some features at the end of the XSAVE save area are not enabled.

Table 3-17 Information Returned by CPUID Instruction (Contd.)

Initial EAX Value	Information Provided about the Processor	
	ECX	Bit 31-00: Maximum size (bytes, from the beginning of the XSAVE/XRSTOR save area) of the XSAVE/ XRSTOR save area required by all supported features in the processor, i.e all the valid bit fields in XCR0.
	EDX	Bit 31-00: Reports the valid bit fields of the upper 32 bits of XCR0. If a bit is 0, the corresponding bit field in XCR0 is reserved.
	Processor Extended State Enumeration Sub-leaf (EAX = 0DH, ECX = 1)	
0DH	EAX	Bits 31-01: Reserved Bit 00: XSAVEOPT is available;
	EBX	Reserved
	ECX	Reserved
	EDX	Reserved
	Processor Extended State Enumeration Sub-leaves (EAX = 0DH, ECX = n, n > 1)	
0DH		**NOTES:** Leaf 0DH output depends on the initial value in ECX. Each valid sub-leaf index maps to a valid bit in the XCR0 register starting at bit position 2 * If ECX contains an invalid sub-leaf index, EAX/EBX/ECX/EDX return 0. Invalid sub-leaves of EAX = 0DH: ECX = n, n > 2.
	EAX	Bits 31-0: The size in bytes (from the offset specified in EBX) of the save area for an extended state feature associated with a valid sub-leaf index, *n*. This field reports 0 if the sub-leaf index, *n*, is invalid*.
	EBX	Bits 31-0: The offset in bytes of this extended state component's save area from the beginning of the XSAVE/XRSTOR area. This field reports 0 if the sub-leaf index, *n*, is invalid*.
	ECX	This field reports 0 if the sub-leaf index, *n*, is invalid*; otherwise it is reserved.
	EDX	This field reports 0 if the sub-leaf index, *n*, is invalid*; otherwise it is reserved.
	Quality of Service Resource Type Enumeration Sub-leaf (EAX = 0FH, ECX = 0)	
0FH		**NOTES:** Leaf 0FH output depends on the initial value in ECX. Sub-leaf index 0 reports valid resource type starting at bit position 1 of EDX
	EAX	Reserved.
	EBX	Bits 31-0: Maximum range (zero-based) of RMID within this physical processor of all types.
	ECX	Reserved.
	EDX	Bit 00: Reserved. Bit 01: Supports L3 Cache QoS if 1. Bits 31:02: Reserved
	L3 Cache QoS Capability Enumeration Sub-leaf (EAX = 0FH, ECX = 1)	
0FH		**NOTES:** Leaf 0FH output depends on the initial value in ECX.
	EAX	Reserved.
	EBX	Bits 31-0: Conversion factor from reported IA32_QM_CTR value to occupancy metric (bytes).
	ECX	Maximum range (zero-based) of RMID of this resource type.

Table 3-17 Information Returned by CPUID Instruction (Contd.)

Initial EAX Value	Information Provided about the Processor	
	EDX	Bit 00: Supports L3 occupancy monitoring if 1. Bits 31:01: Reserved
	Unimplemented CPUID Leaf Functions	
40000000H - 4FFFFFFFH		Invalid. No existing or future CPU will return processor identification or feature information if the initial EAX value is in the range 40000000H to 4FFFFFFFH.
	Extended Function CPUID Information	
80000000H	EAX	Maximum Input Value for Extended Function CPUID Information (see Table 3-18).
	EBX	Reserved
	ECX	Reserved
	EDX	Reserved
80000001H	EAX	Extended Processor Signature and Feature Bits.
	EBX	Reserved
	ECX	Bit 00: LAHF/SAHF available in 64-bit mode Bits 31-01 Reserved
	EDX	Bits 10-00: Reserved Bit 11: SYSCALL/SYSRET available in 64-bit mode Bits 19-12: Reserved = 0 Bit 20: Execute Disable Bit available Bits 25-21: Reserved = 0 Bit 26: 1-GByte pages are available if 1 Bit 27: RDTSCP and IA32_TSC_AUX are available if 1 Bits 28: Reserved = 0 Bit 29: Intel® 64 Architecture available if 1 Bits 31-30: Reserved = 0
80000002H	EAX	Processor Brand String
	EBX	Processor Brand String Continued
	ECX	Processor Brand String Continued
	EDX	Processor Brand String Continued
80000003H	EAX	Processor Brand String Continued
	EBX	Processor Brand String Continued
	ECX	Processor Brand String Continued
	EDX	Processor Brand String Continued
80000004H	EAX	Processor Brand String Continued
	EBX	Processor Brand String Continued
	ECX	Processor Brand String Continued
	EDX	Processor Brand String Continued
80000005H	EAX	Reserved = 0
	EBX	Reserved = 0
	ECX	Reserved = 0
	EDX	Reserved = 0

Table 3-17 Information Returned by CPUID Instruction (Contd.)

Initial EAX Value	Information Provided about the Processor
80000006H	EAX Reserved = 0 EBX Reserved = 0 ECX Bits 07-00: Cache Line size in bytes Bits 11-08: Reserved Bits 15-12: L2 Associativity field * Bits 31-16: Cache size in 1K units EDX Reserved = 0 **NOTES:** * L2 associativity field encodings: 00H - Disabled 01H - Direct mapped 02H - 2-way 04H - 4-way 06H - 8-way 08H - 16-way 0FH - Fully associative
80000007H	EAX Reserved = 0 EBX Reserved = 0 ECX Reserved = 0 EDX Bits 07-00: Reserved = 0 Bit 08: Invariant TSC available if 1 Bits 31-09: Reserved = 0
80000008H	EAX Linear/Physical Address size Bits 07-00: #Physical Address Bits* Bits 15-8: #Linear Address Bits Bits 31-16: Reserved = 0 EBX Reserved = 0 ECX Reserved = 0 EDX Reserved = 0 **NOTES:** * If CPUID.80000008H:EAX[7:0] is supported, the maximum physical address number supported should come from this field.

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Table 3-22 Encoding of CPUID Leaf 2 Descriptors

Value	Type	Description
00H	General	Null descriptor, this byte contains no information
01H	TLB	Instruction TLB: 4 KByte pages, 4-way set associative, 32 entries
02H	TLB	Instruction TLB: 4 MByte pages, fully associative, 2 entries
03H	TLB	Data TLB: 4 KByte pages, 4-way set associative, 64 entries
04H	TLB	Data TLB: 4 MByte pages, 4-way set associative, 8 entries
05H	TLB	Data TLB1: 4 MByte pages, 4-way set associative, 32 entries
06H	Cache	1st-level instruction cache: 8 KBytes, 4-way set associative, 32 byte line size

Table 3-22 Encoding of CPUID Leaf 2 Descriptors (Contd.)

Value	Type	Description
08H	Cache	1st-level instruction cache: 16 KBytes, 4-way set associative, 32 byte line size
09H	Cache	1st-level instruction cache: 32KBytes, 4-way set associative, 64 byte line size
0AH	Cache	1st-level data cache: 8 KBytes, 2-way set associative, 32 byte line size
0BH	TLB	Instruction TLB: 4 MByte pages, 4-way set associative, 4 entries
0CH	Cache	1st-level data cache: 16 KBytes, 4-way set associative, 32 byte line size
0DH	Cache	1st-level data cache: 16 KBytes, 4-way set associative, 64 byte line size
0EH	Cache	1st-level data cache: 24 KBytes, 6-way set associative, 64 byte line size
21H	Cache	2nd-level cache: 256 KBytes, 8-way set associative, 64 byte line size
22H	Cache	3rd-level cache: 512 KBytes, 4-way set associative, 64 byte line size, 2 lines per sector
23H	Cache	3rd-level cache: 1 MBytes, 8-way set associative, 64 byte line size, 2 lines per sector
25H	Cache	3rd-level cache: 2 MBytes, 8-way set associative, 64 byte line size, 2 lines per sector
29H	Cache	3rd-level cache: 4 MBytes, 8-way set associative, 64 byte line size, 2 lines per sector
2CH	Cache	1st-level data cache: 32 KBytes, 8-way set associative, 64 byte line size
30H	Cache	1st-level instruction cache: 32 KBytes, 8-way set associative, 64 byte line size
40H	Cache	No 2nd-level cache or, if processor contains a valid 2nd-level cache, no 3rd-level cache
41H	Cache	2nd-level cache: 128 KBytes, 4-way set associative, 32 byte line size
42H	Cache	2nd-level cache: 256 KBytes, 4-way set associative, 32 byte line size
43H	Cache	2nd-level cache: 512 KBytes, 4-way set associative, 32 byte line size
44H	Cache	2nd-level cache: 1 MByte, 4-way set associative, 32 byte line size
45H	Cache	2nd-level cache: 2 MByte, 4-way set associative, 32 byte line size
46H	Cache	3rd-level cache: 4 MByte, 4-way set associative, 64 byte line size
47H	Cache	3rd-level cache: 8 MByte, 8-way set associative, 64 byte line size
48H	Cache	2nd-level cache: 3MByte, 12-way set associative, 64 byte line size
49H	Cache	3rd-level cache: 4MB, 16-way set associative, 64-byte line size (Intel Xeon processor MP, Family 0FH, Model 06H); 2nd-level cache: 4 MByte, 16-way set associative, 64 byte line size
4AH	Cache	3rd-level cache: 6MByte, 12-way set associative, 64 byte line size
4BH	Cache	3rd-level cache: 8MByte, 16-way set associative, 64 byte line size
4CH	Cache	3rd-level cache: 12MByte, 12-way set associative, 64 byte line size
4DH	Cache	3rd-level cache: 16MByte, 16-way set associative, 64 byte line size
4EH	Cache	2nd-level cache: 6MByte, 24-way set associative, 64 byte line size
4FH	TLB	Instruction TLB: 4 KByte pages, 32 entries
50H	TLB	Instruction TLB: 4 KByte and 2-MByte or 4-MByte pages, 64 entries
51H	TLB	Instruction TLB: 4 KByte and 2-MByte or 4-MByte pages, 128 entries
52H	TLB	Instruction TLB: 4 KByte and 2-MByte or 4-MByte pages, 256 entries
55H	TLB	Instruction TLB: 2-MByte or 4-MByte pages, fully associative, 7 entries
56H	TLB	Data TLB0: 4 MByte pages, 4-way set associative, 16 entries
57H	TLB	Data TLB0: 4 KByte pages, 4-way associative, 16 entries

Table 3-22 Encoding of CPUID Leaf 2 Descriptors (Contd.)

Value	Type	Description
59H	TLB	Data TLB0: 4 KByte pages, fully associative, 16 entries
5AH	TLB	Data TLB0: 2-MByte or 4 MByte pages, 4-way set associative, 32 entries
5BH	TLB	Data TLB: 4 KByte and 4 MByte pages, 64 entries
5CH	TLB	Data TLB: 4 KByte and 4 MByte pages,128 entries
5DH	TLB	Data TLB: 4 KByte and 4 MByte pages,256 entries
60H	Cache	1st-level data cache: 16 KByte, 8-way set associative, 64 byte line size
63H	TLB	Data TLB: 1 GByte pages, 4-way set associative, 4 entries
66H	Cache	1st-level data cache: 8 KByte, 4-way set associative, 64 byte line size
67H	Cache	1st-level data cache: 16 KByte, 4-way set associative, 64 byte line size
68H	Cache	1st-level data cache: 32 KByte, 4-way set associative, 64 byte line size
70H	Cache	Trace cache: 12 K-µop, 8-way set associative
71H	Cache	Trace cache: 16 K-µop, 8-way set associative
72H	Cache	Trace cache: 32 K-µop, 8-way set associative
76H	TLB	Instruction TLB: 2M/4M pages, fully associative, 8 entries
78H	Cache	2nd-level cache: 1 MByte, 4-way set associative, 64byte line size
79H	Cache	2nd-level cache: 128 KByte, 8-way set associative, 64 byte line size, 2 lines per sector
7AH	Cache	2nd-level cache: 256 KByte, 8-way set associative, 64 byte line size, 2 lines per sector
7BH	Cache	2nd-level cache: 512 KByte, 8-way set associative, 64 byte line size, 2 lines per sector
7CH	Cache	2nd-level cache: 1 MByte, 8-way set associative, 64 byte line size, 2 lines per sector
7DH	Cache	2nd-level cache: 2 MByte, 8-way set associative, 64byte line size
7FH	Cache	2nd-level cache: 512 KByte, 2-way set associative, 64-byte line size
80H	Cache	2nd-level cache: 512 KByte, 8-way set associative, 64-byte line size
82H	Cache	2nd-level cache: 256 KByte, 8-way set associative, 32 byte line size
83H	Cache	2nd-level cache: 512 KByte, 8-way set associative, 32 byte line size
84H	Cache	2nd-level cache: 1 MByte, 8-way set associative, 32 byte line size
85H	Cache	2nd-level cache: 2 MByte, 8-way set associative, 32 byte line size
86H	Cache	2nd-level cache: 512 KByte, 4-way set associative, 64 byte line size
87H	Cache	2nd-level cache: 1 MByte, 8-way set associative, 64 byte line size
B0H	TLB	Instruction TLB: 4 KByte pages, 4-way set associative, 128 entries
B1H	TLB	Instruction TLB: 2M pages, 4-way, 8 entries or 4M pages, 4-way, 4 entries
B2H	TLB	Instruction TLB: 4KByte pages, 4-way set associative, 64 entries
B3H	TLB	Data TLB: 4 KByte pages, 4-way set associative, 128 entries
B4H	TLB	Data TLB1: 4 KByte pages, 4-way associative, 256 entries
BAH	TLB	Data TLB1: 4 KByte pages, 4-way associative, 64 entries
C0H	TLB	Data TLB: 4 KByte and 4 MByte pages, 4-way associative, 8 entries
CAH	STLB	Shared 2nd-Level TLB: 4 KByte pages, 4-way associative, 512 entries
D0H	Cache	3rd-level cache: 512 KByte, 4-way set associative, 64 byte line size
D1H	Cache	3rd-level cache: 1 MByte, 4-way set associative, 64 byte line size

Table 3-22 Encoding of CPUID Leaf 2 Descriptors (Contd.)

Value	Type	Description
D2H	Cache	3rd-level cache: 2 MByte, 4-way set associative, 64 byte line size
D6H	Cache	3rd-level cache: 1 MByte, 8-way set associative, 64 byte line size
D7H	Cache	3rd-level cache: 2 MByte, 8-way set associative, 64 byte line size
D8H	Cache	3rd-level cache: 4 MByte, 8-way set associative, 64 byte line size
DCH	Cache	3rd-level cache: 1.5 MByte, 12-way set associative, 64 byte line size
DDH	Cache	3rd-level cache: 3 MByte, 12-way set associative, 64 byte line size
DEH	Cache	3rd-level cache: 6 MByte, 12-way set associative, 64 byte line size
E2H	Cache	3rd-level cache: 2 MByte, 16-way set associative, 64 byte line size
E3H	Cache	3rd-level cache: 4 MByte, 16-way set associative, 64 byte line size
E4H	Cache	3rd-level cache: 8 MByte, 16-way set associative, 64 byte line size
EAH	Cache	3rd-level cache: 12MByte, 24-way set associative, 64 byte line size
EBH	Cache	3rd-level cache: 18MByte, 24-way set associative, 64 byte line size
ECH	Cache	3rd-level cache: 24MByte, 24-way set associative, 64 byte line size
F0H	Prefetch	64-Byte prefetching
F1H	Prefetch	128-Byte prefetching
FFH	General	CPUID leaf 2 does not report cache descriptor information, use CPUID leaf 4 to query cache parameters

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CVTPI2PD—Convert Packed Dword Integers to Packed Double-Precision FP Values

Opcode/ Instruction	Op/ En	64-Bit Mode	Compat/ Leg Mode	Description
66 0F 2A /*r* CVTPI2PD *xmm*, *mm/m64**	RM	Valid	Valid	Convert two packed signed doubleword integers from *mm/mem64* to two packed double-precision floating-point values in *xmm*.

NOTES:
*Operation is different for different operand sets; see the Description section.

Instruction Operand Encoding

Op/En	Operand 1	Operand 2	Operand 3	Operand 4
RM	ModRM:reg (w)	ModRM:r/m (r)	NA	NA

Description

Converts two packed signed doubleword integers in the source operand (second operand) to two packed double-precision floating-point values in the destination operand (first operand).

The source operand can be an MMX technology register or a 64-bit memory location. The destination operand is an XMM register. In addition, depending on the operand configuration:

- **For operands *xmm*, *mm*:** the instruction causes a transition from x87 FPU to MMX technology operation (that is, the x87 FPU top-of-stack pointer is set to 0 and the x87 FPU tag word is set to all 0s [valid]). If this instruction is executed while an x87 FPU floating-point exception is pending, the exception is handled before the CVTPI2PD instruction is executed.
- **For operands *xmm*, *m64*:** the instruction does not cause a transition to MMX technology and does not take x87 FPU exceptions.

In 64-bit mode, use of the REX.R prefix permits this instruction to access additional registers (XMM8-XMM15).

Operation

```
DEST[63:0] ← Convert_Integer_To_Double_Precision_Floating_Point(SRC[31:0]);
DEST[127:64] ← Convert_Integer_To_Double_Precision_Floating_Point(SRC[63:32]);
```

Intel C/C++ Compiler Intrinsic Equivalent

CVTPI2PD: __m128d _mm_cvtpi32_pd(__m64 a)

SIMD Floating-Point Exceptions

None.

Other Exceptions

See Table 22-6, “Exception Conditions for Legacy SIMD/MMX Instructions with XMM and without FP Exception,” in the *Intel® 64 and IA-32 Architectures Software Developer’s Manual, Volume 3B*.

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DPPD — Dot Product of Packed Double Precision Floating-Point Values

Opcode/ Instruction	Op/ En	64/32-bit Mode	CPUID Feature Flag	Description
66 0F 3A 41 /r ib DPPD *xmm1, xmm2/m128, imm8*	RMI	V/V	SSE4_1	Selectively multiply packed DP floating-point values from *xmm1* with packed DP floating-point values from *xmm2*, add and selectively store the packed DP floating-point values to *xmm1*.
VEX.NDS.128.66.0F3A.WIG 41 /r ib VDPPD xmm1,xmm2, xmm3/m128, imm8	RVMI	V/V	AVX	Selectively multiply packed DP floating-point values from xmm2 with packed DP floating-point values from xmm3, add and selectively store the packed DP floating-point values to xmm1.

Instruction Operand Encoding

Op/En	Operand 1	Operand 2	Operand 3	Operand 4
RMI	ModRM:reg (r, w)	ModRM:r/m (r)	imm8	NA
RVMI	ModRM:reg (w)	VEX.vvvv (r)	ModRM:r/m (r)	imm8

Description

Conditionally multiplies the packed double-precision floating-point values in the destination operand (first operand) with the packed double-precision floating-point values in the source (second operand) depending on a mask extracted from bits [5:4] of the immediate operand (third operand). If a condition mask bit is zero, the corresponding multiplication is replaced by a value of 0.0 in the manner described by Section 12.8.4 of *Intel® 64 and IA-32 Architectures Software Developer's Manual, Volume 1*.

The two resulting double-precision values are summed into an intermediate result. The intermediate result is conditionally broadcasted to the destination using a broadcast mask specified by bits [1:0] of the immediate byte.

If a broadcast mask bit is "1", the intermediate result is copied to the corresponding qword element in the destination operand. If a broadcast mask bit is zero, the corresponding element in the destination is set to zero.

DPPD follows the NaN forwarding rules stated in the Software Developer's Manual, vol. 1, table 4.7. These rules do not cover horizontal prioritization of NaNs. Horizontal propagation of NaNs to the destination and the positioning of those NaNs in the destination is implementation dependent. NaNs on the input sources or computationally generated NaNs will have at least one NaN propagated to the destination.

128-bit Legacy SSE version: The second source can be an XMM register or an 128-bit memory location. The destination is not distinct from the first source XMM register and the upper bits (VLMAX-1:128) of the corresponding YMM register destination are unmodified.

VEX.128 encoded version: the first source operand is an XMM register or 128-bit memory location. The destination operand is an XMM register. The upper bits (VLMAX-1:128) of the corresponding YMM register destination are zeroed.

If VDPPD is encoded with VEX.L= 1, an attempt to execute the instruction encoded with VEX.L= 1 will cause an #UD exception.

Operation

DP_primitive (SRC1, SRC2)

```
IF (imm8[4] = 1)
    THEN Temp1[63:0] ← DEST[63:0] * SRC[63:0]; // update SIMD exception flags
    ELSE Temp1[63:0] ← +0.0; FI;
IF (imm8[5] = 1)
    THEN Temp1[127:64] ← DEST[127:64] * SRC[127:64]; // update SIMD exception flags
    ELSE Temp1[127:64] ← +0.0; FI;
/* if unmasked exception reported, execute exception handler*/

Temp2[63:0] ← Temp1[63:0] + Temp1[127:64]; // update SIMD exception flags
/* if unmasked exception reported, execute exception handler*/

IF (imm8[0] = 1)
    THEN DEST[63:0] ← Temp2[63:0];
    ELSE DEST[63:0] ← +0.0; FI;
IF (imm8[1] = 1)
    THEN DEST[127:64] ← Temp2[63:0];
    ELSE DEST[127:64] ← +0.0; FI;
```

DPPD (128-bit Legacy SSE version)

```
DEST[127:0]←DP_Primitive(SRC1[127:0], SRC2[127:0]);
DEST[VLMAX-1:128] (Unmodified)
```

VDPPD (VEX.128 encoded version)

```
DEST[127:0]←DP_Primitive(SRC1[127:0], SRC2[127:0]);
DEST[VLMAX-1:128] ← 0
```

Flags Affected

None

Intel C/C++ Compiler Intrinsic Equivalent

DPPD: __m128d _mm_dp_pd (__m128d a, __m128d b, const int mask);

SIMD Floating-Point Exceptions

Overflow, Underflow, Invalid, Precision, Denormal

Exceptions are determined separately for each add and multiply operation. Unmasked exceptions will leave the destination untouched.

Other Exceptions

See Exceptions Type 2; additionally

#UD	If VEX.L= 1.

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DPPS — Dot Product of Packed Single Precision Floating-Point Values

Opcode/ Instruction	Op/ En	64/32-bit Mode	CPUID Feature Flag	Description
66 0F 3A 40 /r ib DPPS *xmm1, xmm2/m128, imm8*	RMI	V/V	SSE4_1	Selectively multiply packed SP floating-point values from *xmm1* with packed SP floating-point values from *xmm2*, add and selectively store the packed SP floating-point values or zero values to *xmm1*.
VEX.NDS.128.66.0F3A.WIG 40 /r ib VDPPS xmm1,xmm2, xmm3/m128, imm8	RVMI	V/V	AVX	Multiply packed SP floating point values from xmm1 with packed SP floating point values from xmm2/mem selectively add and store to xmm1.
VEX.NDS.256.66.0F3A.WIG 40 /r ib VDPPS ymm1, ymm2, ymm3/m256, imm8	RVMI	V/V	AVX	Multiply packed single-precision floating-point values from ymm2 with packed SP floating point values from ymm3/mem, selectively add pairs of elements and store to ymm1.

Instruction Operand Encoding

Op/En	Operand 1	Operand 2	Operand 3	Operand 4
RMI	ModRM:reg (r, w)	ModRM:r/m (r)	imm8	NA
RVMI	ModRM:reg (w)	VEX.vvvv (r)	ModRM:r/m (r)	imm8

Description

Conditionally multiplies the packed single precision floating-point values in the destination operand (first operand) with the packed single-precision floats in the source (second operand) depending on a mask extracted from the high 4 bits of the immediate byte (third operand). If a condition mask bit in Imm8[7:4] is zero, the corresponding multiplication is replaced by a value of 0.0 in the manner described by Section 12.8.4 of *Intel® 64 and IA-32 Architectures Software Developer's Manual, Volume 1*.

The four resulting single-precision values are summed into an intermediate result. The intermediate result is conditionally broadcasted to the destination using a broadcast mask specified by bits [3:0] of the immediate byte.

If a broadcast mask bit is "1", the intermediate result is copied to the corresponding dword element in the destination operand. If a broadcast mask bit is zero, the corresponding element in the destination is set to zero.

DPPS follows the NaN forwarding rules stated in the Software Developer's Manual, vol. 1, table 4.7. These rules do not cover horizontal prioritization of NaNs. Horizontal propagation of NaNs to the destination and the positioning of those NaNs in the destination is implementation dependent. NaNs on the input sources or computationally generated NaNs will have at least one NaN propagated to the destination.

128-bit Legacy SSE version: The second source can be an XMM register or an 128-bit memory location. The destination is not distinct from the first source XMM register and the upper bits (VLMAX-1:128) of the corresponding YMM register destination are unmodified.

VEX.128 encoded version: the first source operand is an XMM register or 128-bit memory location. The destination operand is an XMM register. The upper bits (VLMAX-1:128) of the corresponding YMM register destination are zeroed.

VEX.256 encoded version: The first source operand is a YMM register. The second source operand can be a YMM register or a 256-bit memory location. The destination operand is a YMM register.

Operation

DP_primitive (SRC1, SRC2)

```
IF (imm8[4] = 1)
    THEN Temp1[31:0] ← DEST[31:0] * SRC[31:0]; // update SIMD exception flags
    ELSE Temp1[31:0] ← +0.0; FI;
IF (imm8[5] = 1)
    THEN Temp1[63:32] ← DEST[63:32] * SRC[63:32]; // update SIMD exception flags
    ELSE Temp1[63:32] ← +0.0; FI;
IF (imm8[6] = 1)
    THEN Temp1[95:64] ← DEST[95:64] * SRC[95:64]; // update SIMD exception flags
    ELSE Temp1[95:64] ← +0.0; FI;
IF (imm8[7] = 1)
    THEN Temp1[127:96] ← DEST[127:96] * SRC[127:96]; // update SIMD exception flags
    ELSE Temp1[127:96] ← +0.0; FI;

Temp2[31:0] ← Temp1[31:0] + Temp1[63:32]; // update SIMD exception flags
/* if unmasked exception reported, execute exception handler*/
Temp3[31:0] ← Temp1[95:64] + Temp1[127:96]; // update SIMD exception flags
/* if unmasked exception reported, execute exception handler*/
Temp4[31:0] ← Temp2[31:0] + Temp3[31:0]; // update SIMD exception flags
/* if unmasked exception reported, execute exception handler*/

IF (imm8[0] = 1)
    THEN DEST[31:0] ← Temp4[31:0];
    ELSE DEST[31:0] ← +0.0; FI;
IF (imm8[1] = 1)
    THEN DEST[63:32] ← Temp4[31:0];
    ELSE DEST[63:32] ← +0.0; FI;
IF (imm8[2] = 1)
    THEN DEST[95:64] ← Temp4[31:0];
    ELSE DEST[95:64] ← +0.0; FI;
IF (imm8[3] = 1)
    THEN DEST[127:96] ← Temp4[31:0];
    ELSE DEST[127:96] ← +0.0; FI;
```

DPPS (128-bit Legacy SSE version)

```
DEST[127:0]←DP_Primitive(SRC1[127:0], SRC2[127:0]);
DEST[VLMAX-1:128] (Unmodified)
```

VDPPS (VEX.128 encoded version)

```
DEST[127:0]←DP_Primitive(SRC1[127:0], SRC2[127:0]);
DEST[VLMAX-1:128] ← 0
```

VDPPS (VEX.256 encoded version)

```
DEST[127:0]←DP_Primitive(SRC1[127:0], SRC2[127:0]);
DEST[255:128]←DP_Primitive(SRC1[255:128], SRC2[255:128]);
```

Flags Affected

None

Intel C/C++ Compiler Intrinsic Equivalent

(V)DPPS: __m128 _mm_dp_ps (__m128 a, __m128 b, const int mask);

VDPPS: __m256 _mm256_dp_ps (__m256 a, __m256 b, const int mask);

SIMD Floating-Point Exceptions

Overflow, Underflow, Invalid, Precision, Denormal

Exceptions are determined separately for each add and multiply operation, in the order of their execution. Unmasked exceptions will leave the destination operands unchanged.

Other Exceptions

See Exceptions Type 2.

...

LZCNT— Count the Number of Leading Zero Bits

Opcode/ Instruction	Op/ En	64/32 -bit Mode	CPUID Feature Flag	Description
F3 0F BD /r LZCNT r16, r/m16	RM	V/V	LZCNT	Count the number of leading zero bits in r/m16, return result in r16.
F3 0F BD /r LZCNT r32, r/m32	RM	V/V	LZCNT	Count the number of leading zero bits in r/m32, return result in r32.
REX.W + F3 0F BD /r LZCNT r64, r/m64	RM	V/N.E.	LZCNT	Count the number of leading zero bits in r/m64, return result in r64.

Instruction Operand Encoding

Op/En	Operand 1	Operand 2	Operand 3	Operand 4
RM	ModRM:reg (w)	ModRM:r/m (r)	NA	NA

Description

Counts the number of leading most significant zero bits in a source operand (second operand) returning the result into a destination (first operand).

LZCNT differs from BSR. For example, LZCNT will produce the operand size when the input operand is zero. It should be noted that on processors that do not support LZCNT, the instruction byte encoding is executed as BSR.

In 64-bit mode 64-bit operand size requires REX.W=1.

Operation

```
temp ← OperandSize - 1
DEST ← 0
WHILE (temp >= 0) AND (Bit(SRC, temp) = 0)
DO
    temp ← temp - 1
    DEST ← DEST+ 1
OD

IF DEST = OperandSize
    CF ← 1
ELSE
    CF ← 0
FI

IF DEST = 0
    ZF ← 1
ELSE
    ZF ← 0
FI
```

Flags Affected

ZF flag is set to 1 in case of zero output (most significant bit of the source is set), and to 0 otherwise, CF flag is set to 1 if input was zero and cleared otherwise. OF, SF, PF and AF flags are undefined.

Intel C/C++ Compiler Intrinsic Equivalent

LZCNT: unsigned __int32 _lzcnt_u32(unsigned __int32 src);

LZCNT: unsigned __int64 _lzcnt_u64(unsigned __int64 src);

Protected Mode Exceptions

#GP(0)	For an illegal memory operand effective address in the CS, DS, ES, FS or GS segments.
	If the DS, ES, FS, or GS register is used to access memory and it contains a null segment selector.
#SS(0)	For an illegal address in the SS segment.
#PF (fault-code)	For a page fault.
#AC(0)	If alignment checking is enabled and an unaligned memory reference is made while the current privilege level is 3.

Real-Address Mode Exceptions

#GP(0)	If any part of the operand lies outside of the effective address space from 0 to 0FFFFH.
#SS(0)	For an illegal address in the SS segment.

Virtual 8086 Mode Exceptions

#GP(0)	If any part of the operand lies outside of the effective address space from 0 to 0FFFFH.
#SS(0)	For an illegal address in the SS segment.
#PF (fault-code)	For a page fault.
#AC(0)	If alignment checking is enabled and an unaligned memory reference is made while the current privilege level is 3.

Compatibility Mode Exceptions

Same exceptions as in Protected Mode.

64-Bit Mode Exceptions

#GP(0)	If the memory address is in a non-canonical form.
#SS(0)	If a memory address referencing the SS segment is in a non-canonical form.
#PF (fault-code)	For a page fault.
#AC(0)	If alignment checking is enabled and an unaligned memory reference is made while the current privilege level is 3.

...

MINSD—Return Minimum Scalar Double-Precision Floating-Point Value

Opcode/ Instruction	Op/ En	64/32-bit Mode	CPUID Feature Flag	Description
F2 0F 5D /r MINSD *xmm1*, *xmm2/m64*	RM	V/V	SSE2	Return the minimum scalar double-precision floating-point value between *xmm2/mem64* and *xmm1*.
VEX.NDS.LIG.F2.0F.WIG 5D /r VMINSD *xmm1, xmm2, xmm3/m64*	RVM	V/V	AVX	Return the minimum scalar double precision floating-point value between *xmm3/mem64* and *xmm2*.

Instruction Operand Encoding

Op/En	Operand 1	Operand 2	Operand 3	Operand 4
RM	ModRM:reg (r, w)	ModRM:r/m (r)	NA	NA
RVM	ModRM:reg (w)	VEX.vvvv (r)	ModRM:r/m (r)	NA

Description

Compares the low double-precision floating-point values in the first source operand and the second source operand, and returns the minimum value to the low quadword of the destination operand. When the source operand is a memory operand, only the 64 bits are accessed. The high quadword of the destination operand is copied from the same bits in the first source operand.

If the values being compared are both 0.0s (of either sign), the value in the second source operand is returned. If a value in the second source operand is an SNaN, that SNaN is returned unchanged to the destination (that is, a QNaN version of the SNaN is not returned).

If only one value is a NaN (SNaN or QNaN) for this instruction, the second source operand, either a NaN or a valid floating-point value, is written to the result. If instead of this behavior, it is required that the NaN source operand (from either the first or second source) be returned, the action of MINSD can be emulated using a sequence of instructions, such as, a comparison followed by AND, ANDN and OR.

The second source operand can be an XMM register or a 64-bit memory location. The first source and destination operands are XMM registers.

In 64-bit mode, use of the REX.R prefix permits this instruction to access additional registers (XMM8-XMM15).

128-bit Legacy SSE version: The destination and first source operand are the same. Bits (VLMAX-1:64) of the corresponding YMM destination register remain unchanged.

VEX.128 encoded version: Bits (127:64) of the XMM register destination are copied from corresponding bits in the first source operand. Bits (VLMAX-1:128) of the destination YMM register are zeroed.

Operation

MIN(SRC1, SRC2)

```
{
    IF ((SRC1 = 0.0) and (SRC2 = 0.0)) THEN DEST ← SRC2;
        ELSE IF (SRC1 = SNaN) THEN DEST ← SRC2; FI;
        ELSE IF SRC2 = SNaN) THEN DEST ← SRC2; FI;
        ELSE IF (SRC1 < SRC2) THEN DEST ← SRC1;
        ELSE DEST ← SRC2;
    FI;
}
```

MINSD (128-bit Legacy SSE version)
DEST[63:0] ← MIN(SRC1[63:0], SRC2[63:0])
DEST[VLMAX-1:64] (Unmodified)

MINSD (VEX.128 encoded version)
DEST[63:0] ← MIN(SRC1[63:0], SRC2[63:0])
DEST[127:64] ← SRC1[127:64]
DEST[VLMAX-1:128] ← 0

Intel C/C++ Compiler Intrinsic Equivalent

MINSD: __m128d _mm_min_sd(__m128d a, __m128d b)

SIMD Floating-Point Exceptions

Invalid (including QNaN source operand), Denormal.

Other Exceptions

See Exceptions Type 3.

...

MOVNTDQA — Load Double Quadword Non-Temporal Aligned Hint

Opcode/ Instruction	Op/ En	64/32-bit Mode	CPUID Feature Flag	Description
66 0F 38 2A /r MOVNTDQA *xmm1, m128*	RM	V/V	SSE4_1	Move double quadword from *m128* to *xmm* using non-temporal hint if WC memory type.
VEX.128.66.0F38.WIG 2A /r VMOVNTDQA *xmm1, m128*	RM	V/V	AVX	Move double quadword from *m128* to *xmm* using non-temporal hint if WC memory type.
VEX.256.66.0F38.WIG 2A /r VMOVNTDQA *ymm1, m256*	RM	V/V	AVX2	Move 256-bit data from *m256* to ymm using non-temporal hint if WC memory type.

Instruction Operand Encoding

Op/En	Operand 1	Operand 2	Operand 3	Operand 4
RM	ModRM:reg (w)	ModRM:r/m (r)	NA	NA

Description

(V)MOVNTDQA loads a double quadword from the source operand (second operand) to the destination operand (first operand) using a non-temporal hint. A processor implementation may make use of the non-temporal hint associated with this instruction if the memory source is WC (write combining) memory type. An implementation may also make use of the non-temporal hint associated with this instruction if the memory source is WB (write back) memory type.

A processor's implementation of the non-temporal hint does not override the effective memory type semantics, but the implementation of the hint is processor dependent. For example, a processor implementation may choose to ignore the hint and process the instruction as a normal MOVDQA for any memory type. Another implementation of the hint for WC memory type may optimize data transfer throughput of WC reads. A third implementation may optimize cache reads generated by (V)MOVNTDQA on WB memory type to reduce cache evictions.

WC Streaming Load Hint

For WC memory type in particular, the processor never appears to read the data into the cache hierarchy. Instead, the non-temporal hint may be implemented by loading a temporary internal buffer with the equivalent of an aligned cache line without filling this data to the cache. Any memory-type aliased lines in the cache will be snooped and flushed. Subsequent MOVNTDQA reads to unread portions of the WC cache line will receive data from the temporary internal buffer if data is available. The temporary internal buffer may be flushed by the processor at any time for any reason, for example:

- A load operation other than a (V)MOVNTDQA which references memory already resident in a temporary internal buffer.
- A non-WC reference to memory already resident in a temporary internal buffer.
- Interleaving of reads and writes to memory currently residing in a single temporary internal buffer.
- Repeated (V)MOVNTDQA loads of a particular 16-byte item in a streaming line.
- Certain micro-architectural conditions including resource shortages, detection of a mis-speculation condition, and various fault conditions

The memory type of the region being read can override the non-temporal hint, if the memory address specified for the non-temporal read is not a WC memory region. Information on non-temporal reads and writes can be found in Chapter 11, "Memory Cache Control" of *Intel® 64 and IA-32 Architectures Software Developer's Manual, Volume 3A*.

Because the WC protocol uses a weakly-ordered memory consistency model, an MFENCE or locked instruction should be used in conjunction with MOVNTDQA instructions if multiple processors might reference the same WC memory locations or in order to synchronize reads of a processor with writes by other agents in the system. Because of the speculative nature of fetching due to MOVNTDQA, Streaming loads must not be used to reference memory addresses that are mapped to I/O devices having side effects or when reads to these devices are destructive. For additional information on MOVNTDQA usages, see Section 12.10.3 in Chapter 12, “Programming with SSE3, SSSE3 and SSE4” of *Intel® 64 and IA-32 Architectures Software Developer’s Manual, Volume 1*.

The 128-bit (V)MOVNTDQA addresses must be 16-byte aligned or the instruction will cause a #GP.

The 256-bit VMOVNTDQA addresses must be 32-byte aligned or the instruction will cause a #GP.

Note: In VEX-128 encoded versions, VEX.vvvv is reserved and must be 1111b, VEX.L must be 0; otherwise instructions will #UD.

Operation

MOVNTDQA (128bit- Legacy SSE form)
DEST ← SRC
DEST[VLMAX-1:128] (Unmodified)

VMOVNTDQA (VEX.128 encoded form)
DEST ← SRC
DEST[VLMAX-1:128] ← 0

VMOVNTDQA (VEX.256 encoded form)
DEST[255:0] ← SRC[255:0]

Intel C/C++ Compiler Intrinsic Equivalent

(V)MOVNTDQA: __m128i _mm_stream_load_si128 (__m128i *p);

VMOVNTDQA: __m256i _mm256_stream_load_si256 (const __m256i *p);

Flags Affected

None

Other Exceptions

See Exceptions Type 1.SSE4.1; additionally

#UD	If VEX.L= 1.
	If VEX.vvvv != 1111B.

...

MPSADBW — Compute Multiple Packed Sums of Absolute Difference

Opcode/ Instruction	Op/ En	64/32-bit Mode	CPUID Feature Flag	Description
66 0F 3A 42 /r ib MPSADBW *xmm1*, *xmm2/m128*, *imm8*	RMI	V/V	SSE4_1	Sums absolute 8-bit integer difference of adjacent groups of 4 byte integers in *xmm1* and *xmm2/m128* and writes the results in *xmm1*. Starting offsets within *xmm1* and *xmm2/m128* are determined by *imm8*.
VEX.NDS.128.66.0F3A.WIG 42 /r ib VMPSADBW *xmm1*, *xmm2*, *xmm3/m128*, *imm8*	RVMI	V/V	AVX	Sums absolute 8-bit integer difference of adjacent groups of 4 byte integers in *xmm2* and *xmm3/m128* and writes the results in *xmm1*. Starting offsets within *xmm2* and *xmm3/m128* are determined by *imm8*.
VEX.NDS.256.66.0F3A.WIG 42 /r ib VMPSADBW *ymm1*, *ymm2*, *ymm3/m256*, *imm8*	RVMI	V/V	AVX2	Sums absolute 8-bit integer difference of adjacent groups of 4 byte integers in *xmm2* and *ymm3/m128* and writes the results in *ymm1*. Starting offsets within *ymm2* and *xmm3/m128* are determined by *imm8*.

Instruction Operand Encoding

Op/En	Operand 1	Operand 2	Operand 3	Operand 4
RMI	ModRM:reg (r, w)	ModRM:r/m (r)	imm8	NA
RVMI	ModRM:reg (w)	VEX.vvvv (r)	ModRM:r/m (r)	imm8

Description

(V)MPSADBW sums the absolute difference of 4 unsigned bytes (block_2) in the second source operand with sequential groups of 4 unsigned bytes (block_1) in the first source operand. The immediate byte provides bit fields that specify the initial offset of block_1 within the first source operand, and the offset of block_2 within the second source operand. The offset granularity in both source operands are 32 bits. The sum-absolute-difference (SAD) operation is repeated 8 times for (V)MPSADW between the same block_2 (fixed offset within the second source operand) and a variable block_1 (offset is shifted by 8 bits for each SAD operation) in the first source operand. Each 16-bit result of eight SAD operations is written to the respective word in the destination operand.

128-bit Legacy SSE version: Imm8[1:0]*32 specifies the bit offset of block_2 within the second source operand. Imm[2]*32 specifies the initial bit offset of the block_1 within the first source operand. The first source operand and destination operand are the same. The first source and destination operands are XMM registers. The second source operand is either an XMM register or a 128-bit memory location. Bits (VLMAX-1:128) of the corresponding YMM destination register remain unchanged. Bits 7:3 of the immediate byte are ignored.

VEX.128 encoded version: Imm8[1:0]*32 specifies the bit offset of block_2 within the second source operand. Imm[2]*32 specifies the initial bit offset of the block_1 within the first source operand. The first source and destination operands are XMM registers. The second source operand is either an XMM register or a 128-bit memory location. Bits (127:128) of the corresponding YMM register are zeroed. Bits 7:3 of the immediate byte are ignored.

VEX.256 encoded version: The sum-absolute-difference (SAD) operation is repeated 8 times for MPSADW between the same block_2 (fixed offset within the second source operand) and a variable block_1 (offset is shifted by 8 bits for each SAD operation) in the first source operand. Each 16-bit result of eight SAD operations between block_2 and block_1 is written to the respective word in the lower 128 bits of the destination operand.

Additionally, VMPSADBW performs another eight SAD operations on block_4 of the second source operand and block_3 of the first source operand. (Imm8[4:3]*32 + 128) specifies the bit offset of block_4 within the second source operand. (Imm[5]*32+128) specifies the initial bit offset of the block_3 within the first source operand. Each 16-bit result of eight SAD operations between block_4 and block_3 is written to the respective word in the upper 128 bits of the destination operand.

The first source operand is a YMM register. The second source register can be a YMM register or a 256-bit memory location. The destination operand is a YMM register. Bits 7:6 of the immediate byte are ignored.

Note: If VMPSADBW is encoded with VEX.L= 1, an attempt to execute the instruction encoded with VEX.L= 1 will cause an #UD exception.

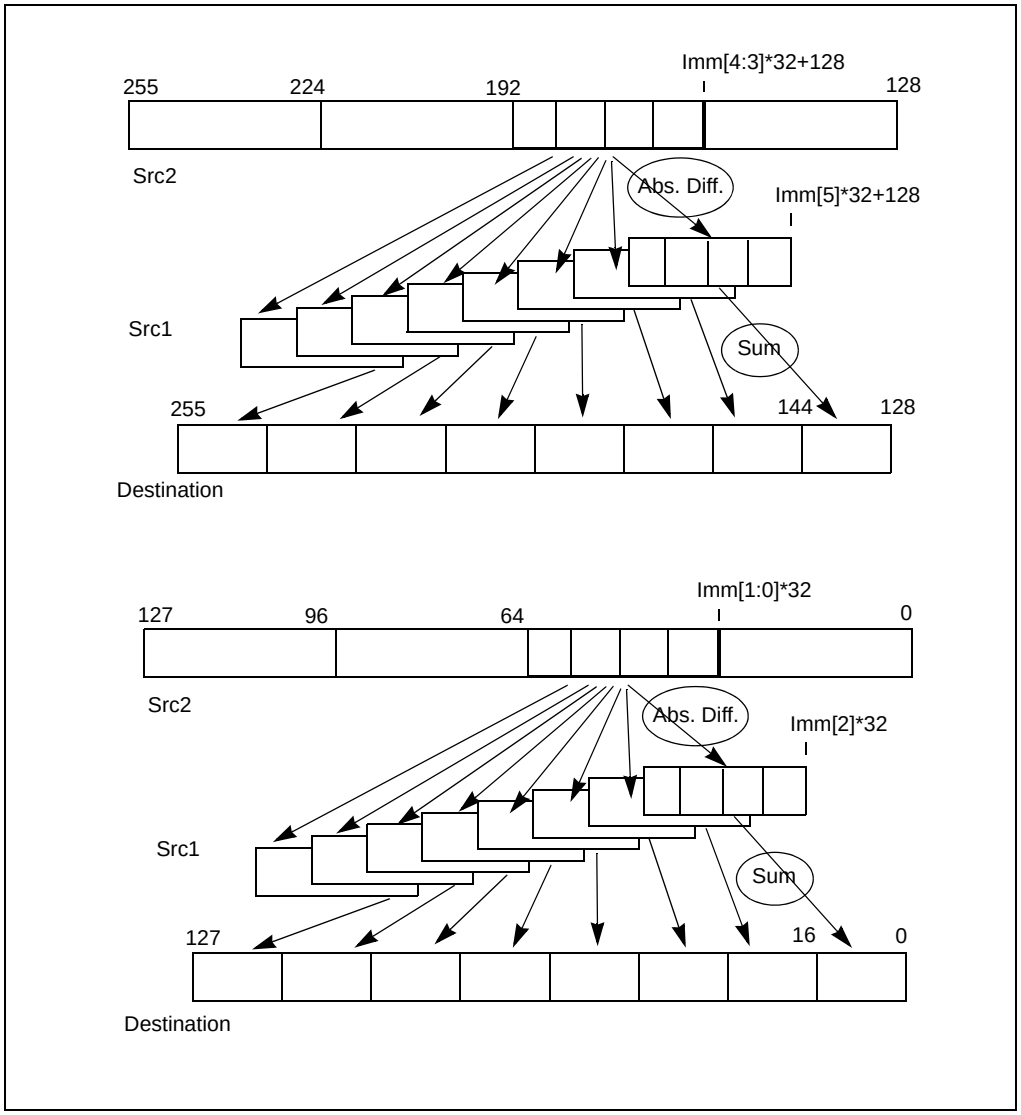

Figure 3-27 VMPSADBW Operation

Operation

VMPSADBW (VEX.256 encoded version)

```
SRC2_OFFSET ← imm8[1:0]*32
SRC1_OFFSET ← imm8[2]*32
SRC1_BYTE0 ← SRC1[SRC1_OFFSET+7:SRC1_OFFSET]
SRC1_BYTE1 ← SRC1[SRC1_OFFSET+15:SRC1_OFFSET+8]
SRC1_BYTE2 ← SRC1[SRC1_OFFSET+23:SRC1_OFFSET+16]
SRC1_BYTE3 ← SRC1[SRC1_OFFSET+31:SRC1_OFFSET+24]
SRC1_BYTE4 ←SRC1[SRC1_OFFSET+39:SRC1_OFFSET+32]
SRC1_BYTE5 ← SRC1[SRC1_OFFSET+47:SRC1_OFFSET+40]
SRC1_BYTE6 ← SRC1[SRC1_OFFSET+55:SRC1_OFFSET+48]
SRC1_BYTE7 ← SRC1[SRC1_OFFSET+63:SRC1_OFFSET+56]
SRC1_BYTE8 ← SRC1[SRC1_OFFSET+71:SRC1_OFFSET+64]
SRC1_BYTE9 ← SRC1[SRC1_OFFSET+79:SRC1_OFFSET+72]
SRC1_BYTE10 ← SRC1[SRC1_OFFSET+87:SRC1_OFFSET+80]
SRC2_BYTE0 ←SRC2[SRC2_OFFSET+7:SRC2_OFFSET]
SRC2_BYTE1 ← SRC2[SRC2_OFFSET+15:SRC2_OFFSET+8]
SRC2_BYTE2 ← SRC2[SRC2_OFFSET+23:SRC2_OFFSET+16]
SRC2_BYTE3 ← SRC2[SRC2_OFFSET+31:SRC2_OFFSET+24]

TEMP0 ← ABS(SRC1_BYTE0 - SRC2_BYTE0)
TEMP1 ← ABS(SRC1_BYTE1 - SRC2_BYTE1)
TEMP2 ← ABS(SRC1_BYTE2 - SRC2_BYTE2)
TEMP3 ← ABS(SRC1_BYTE3 - SRC2_BYTE3)
DEST[15:0] ← TEMP0 + TEMP1 + TEMP2 + TEMP3

TEMP0 ← ABS(SRC1_BYTE1 - SRC2_BYTE0)
TEMP1 ← ABS(SRC1_BYTE2 - SRC2_BYTE1)
TEMP2 ← ABS(SRC1_BYTE3 - SRC2_BYTE2)
TEMP3 ← ABS(SRC1_BYTE4 - SRC2_BYTE3)
DEST[31:16] ← TEMP0 + TEMP1 + TEMP2 + TEMP3
TEMP0 ← ABS(SRC1_BYTE2 - SRC2_BYTE0)
TEMP1 ← ABS(SRC1_BYTE3 - SRC2_BYTE1)
TEMP2 ← ABS(SRC1_BYTE4 - SRC2_BYTE2)
TEMP3 ← ABS(SRC1_BYTE5 - SRC2_BYTE3)
DEST[47:32] ← TEMP0 + TEMP1 + TEMP2 + TEMP3

TEMP0 ← ABS(SRC1_BYTE3 - SRC2_BYTE0)
TEMP1 ← ABS(SRC1_BYTE4 - SRC2_BYTE1)
TEMP2 ← ABS(SRC1_BYTE5 - SRC2_BYTE2)
TEMP3 ← ABS(SRC1_BYTE6 - SRC2_BYTE3)
DEST[63:48] ← TEMP0 + TEMP1 + TEMP2 + TEMP3

TEMP0 ← ABS(SRC1_BYTE4 - SRC2_BYTE0)
TEMP1 ← ABS(SRC1_BYTE5 - SRC2_BYTE1)
TEMP2 ← ABS(SRC1_BYTE6 - SRC2_BYTE2)
TEMP3 ← ABS(SRC1_BYTE7 - SRC2_BYTE3)
DEST[79:64] ← TEMP0 + TEMP1 + TEMP2 + TEMP3

TEMP0 ← ABS(SRC1_BYTE5 - SRC2_BYTE0)
```

```
TEMP1 ← ABS(SRC1_BYTE6 - SRC2_BYTE1)
TEMP2 ← ABS(SRC1_BYTE7 - SRC2_BYTE2)
TEMP3 ← ABS(SRC1_BYTE8 - SRC2_BYTE3)
DEST[95:80] ← TEMP0 + TEMP1 + TEMP2 + TEMP3

TEMP0 ← ABS(SRC1_BYTE6 - SRC2_BYTE0)
TEMP1 ← ABS(SRC1_BYTE7 - SRC2_BYTE1)
TEMP2 ← ABS(SRC1_BYTE8 - SRC2_BYTE2)
TEMP3 ← ABS(SRC1_BYTE9 - SRC2_BYTE3)
DEST[111:96] ← TEMP0 + TEMP1 + TEMP2 + TEMP3

TEMP0 ← ABS(SRC1_BYTE7 - SRC2_BYTE0)
TEMP1 ← ABS(SRC1_BYTE8 - SRC2_BYTE1)
TEMP2 ← ABS(SRC1_BYTE9 - SRC2_BYTE2)
TEMP3 ← ABS(SRC1_BYTE10 - SRC2_BYTE3)
DEST[127:112] ← TEMP0 + TEMP1 + TEMP2 + TEMP3

SRC2_OFFSET ← imm8[4:3]*32 + 128
SRC1_OFFSET ← imm8[5]*32 + 128
SRC1_BYTE0 ← SRC1[SRC1_OFFSET+7:SRC1_OFFSET]
SRC1_BYTE1 ← SRC1[SRC1_OFFSET+15:SRC1_OFFSET+8]
SRC1_BYTE2 ← SRC1[SRC1_OFFSET+23:SRC1_OFFSET+16]
SRC1_BYTE3 ← SRC1[SRC1_OFFSET+31:SRC1_OFFSET+24]
SRC1_BYTE4 ← SRC1[SRC1_OFFSET+39:SRC1_OFFSET+32]
SRC1_BYTE5 ← SRC1[SRC1_OFFSET+47:SRC1_OFFSET+40]
SRC1_BYTE6 ← SRC1[SRC1_OFFSET+55:SRC1_OFFSET+48]
SRC1_BYTE7 ← SRC1[SRC1_OFFSET+63:SRC1_OFFSET+56]
SRC1_BYTE8 ← SRC1[SRC1_OFFSET+71:SRC1_OFFSET+64]
SRC1_BYTE9 ← SRC1[SRC1_OFFSET+79:SRC1_OFFSET+72]
SRC1_BYTE10 ← SRC1[SRC1_OFFSET+87:SRC1_OFFSET+80]

SRC2_BYTE0 ←SRC2[SRC2_OFFSET+7:SRC2_OFFSET]
SRC2_BYTE1 ← SRC2[SRC2_OFFSET+15:SRC2_OFFSET+8]
SRC2_BYTE2 ← SRC2[SRC2_OFFSET+23:SRC2_OFFSET+16]
SRC2_BYTE3 ← SRC2[SRC2_OFFSET+31:SRC2_OFFSET+24]

TEMP0 ← ABS(SRC1_BYTE0 - SRC2_BYTE0)
TEMP1 ← ABS(SRC1_BYTE1 - SRC2_BYTE1)
TEMP2 ← ABS(SRC1_BYTE2 - SRC2_BYTE2)
TEMP3 ← ABS(SRC1_BYTE3 - SRC2_BYTE3)
DEST[143:128] ← TEMP0 + TEMP1 + TEMP2 + TEMP3

TEMP0 ←ABS(SRC1_BYTE1 - SRC2_BYTE0)
TEMP1 ← ABS(SRC1_BYTE2 - SRC2_BYTE1)
TEMP2 ← ABS(SRC1_BYTE3 - SRC2_BYTE2)
TEMP3 ← ABS(SRC1_BYTE4 - SRC2_BYTE3)
DEST[159:144] ← TEMP0 + TEMP1 + TEMP2 + TEMP3

TEMP0 ← ABS(SRC1_BYTE2 - SRC2_BYTE0)
TEMP1 ← ABS(SRC1_BYTE3 - SRC2_BYTE1)
```

TEMP2 ← ABS(SRC1_BYTE4 - SRC2_BYTE2)
TEMP3 ← ABS(SRC1_BYTE5 - SRC2_BYTE3)
DEST[175:160] ← TEMP0 + TEMP1 + TEMP2 + TEMP3

TEMP0 ←ABS(SRC1_BYTE3 - SRC2_BYTE0)
TEMP1 ← ABS(SRC1_BYTE4 - SRC2_BYTE1)
TEMP2 ← ABS(SRC1_BYTE5 - SRC2_BYTE2)
TEMP3 ← ABS(SRC1_BYTE6 - SRC2_BYTE3)
DEST[191:176] ← TEMP0 + TEMP1 + TEMP2 + TEMP3

TEMP0 ← ABS(SRC1_BYTE4 - SRC2_BYTE0)
TEMP1 ← ABS(SRC1_BYTE5 - SRC2_BYTE1)
TEMP2 ← ABS(SRC1_BYTE6 - SRC2_BYTE2)
TEMP3 ← ABS(SRC1_BYTE7 - SRC2_BYTE3)
DEST[207:192] ← TEMP0 + TEMP1 + TEMP2 + TEMP3

TEMP0 ← ABS(SRC1_BYTE5 - SRC2_BYTE0)
TEMP1 ← ABS(SRC1_BYTE6 - SRC2_BYTE1)
TEMP2 ← ABS(SRC1_BYTE7 - SRC2_BYTE2)
TEMP3 ← ABS(SRC1_BYTE8 - SRC2_BYTE3)
DEST[223:208] ← TEMP0 + TEMP1 + TEMP2 + TEMP3

TEMP0 ← ABS(SRC1_BYTE6 - SRC2_BYTE0)
TEMP1 ← ABS(SRC1_BYTE7 - SRC2_BYTE1)
TEMP2 ← ABS(SRC1_BYTE8 - SRC2_BYTE2)
TEMP3 ← ABS(SRC1_BYTE9 - SRC2_BYTE3)
DEST[239:224] ← TEMP0 + TEMP1 + TEMP2 + TEMP3

TEMP0 ← ABS(SRC1_BYTE7 - SRC2_BYTE0)
TEMP1 ← ABS(SRC1_BYTE8 - SRC2_BYTE1)
TEMP2 ← ABS(SRC1_BYTE9 - SRC2_BYTE2)
TEMP3 ← ABS(SRC1_BYTE10 - SRC2_BYTE3)
DEST[255:240] ← TEMP0 + TEMP1 + TEMP2 + TEMP3

VMPSADBW (VEX.128 encoded version)
SRC2_OFFSET ← imm8[1:0]*32
SRC1_OFFSET ← imm8[2]*32
SRC1_BYTE0 ← SRC1[SRC1_OFFSET+7:SRC1_OFFSET]
SRC1_BYTE1 ← SRC1[SRC1_OFFSET+15:SRC1_OFFSET+8]
SRC1_BYTE2 ← SRC1[SRC1_OFFSET+23:SRC1_OFFSET+16]
SRC1_BYTE3 ← SRC1[SRC1_OFFSET+31:SRC1_OFFSET+24]
SRC1_BYTE4 ← SRC1[SRC1_OFFSET+39:SRC1_OFFSET+32]
SRC1_BYTE5 ← SRC1[SRC1_OFFSET+47:SRC1_OFFSET+40]
SRC1_BYTE6 ← SRC1[SRC1_OFFSET+55:SRC1_OFFSET+48]
SRC1_BYTE7 ← SRC1[SRC1_OFFSET+63:SRC1_OFFSET+56]
SRC1_BYTE8 ← SRC1[SRC1_OFFSET+71:SRC1_OFFSET+64]
SRC1_BYTE9 ← SRC1[SRC1_OFFSET+79:SRC1_OFFSET+72]
SRC1_BYTE10 ← SRC1[SRC1_OFFSET+87:SRC1_OFFSET+80]

SRC2_BYTE0 ←SRC2[SRC2_OFFSET+7:SRC2_OFFSET]

SRC2_BYTE1 ← SRC2[SRC2_OFFSET+15:SRC2_OFFSET+8]
SRC2_BYTE2 ← SRC2[SRC2_OFFSET+23:SRC2_OFFSET+16]
SRC2_BYTE3 ← SRC2[SRC2_OFFSET+31:SRC2_OFFSET+24]

TEMP0 ← ABS(SRC1_BYTE0 - SRC2_BYTE0)
TEMP1 ← ABS(SRC1_BYTE1 - SRC2_BYTE1)
TEMP2 ← ABS(SRC1_BYTE2 - SRC2_BYTE2)
TEMP3 ← ABS(SRC1_BYTE3 - SRC2_BYTE3)
DEST[15:0] ← TEMP0 + TEMP1 + TEMP2 + TEMP3

TEMP0 ← ABS(SRC1_BYTE1 - SRC2_BYTE0)
TEMP1 ← ABS(SRC1_BYTE2 - SRC2_BYTE1)
TEMP2 ← ABS(SRC1_BYTE3 - SRC2_BYTE2)
TEMP3 ← ABS(SRC1_BYTE4 - SRC2_BYTE3)
DEST[31:16] ← TEMP0 + TEMP1 + TEMP2 + TEMP3

TEMP0 ← ABS(SRC1_BYTE2 - SRC2_BYTE0)
TEMP1 ← ABS(SRC1_BYTE3 - SRC2_BYTE1)
TEMP2 ← ABS(SRC1_BYTE4 - SRC2_BYTE2)
TEMP3 ← ABS(SRC1_BYTE5 - SRC2_BYTE3)
DEST[47:32] ← TEMP0 + TEMP1 + TEMP2 + TEMP3

TEMP0 ← ABS(SRC1_BYTE3 - SRC2_BYTE0)
TEMP1 ← ABS(SRC1_BYTE4 - SRC2_BYTE1)
TEMP2 ← ABS(SRC1_BYTE5 - SRC2_BYTE2)
TEMP3 ← ABS(SRC1_BYTE6 - SRC2_BYTE3)
DEST[63:48] ← TEMP0 + TEMP1 + TEMP2 + TEMP3

TEMP0 ← ABS(SRC1_BYTE4 - SRC2_BYTE0)
TEMP1 ← ABS(SRC1_BYTE5 - SRC2_BYTE1)
TEMP2 ← ABS(SRC1_BYTE6 - SRC2_BYTE2)
TEMP3 ← ABS(SRC1_BYTE7 - SRC2_BYTE3)
DEST[79:64] ← TEMP0 + TEMP1 + TEMP2 + TEMP3

TEMP0 ← ABS(SRC1_BYTE5 - SRC2_BYTE0)
TEMP1 ← ABS(SRC1_BYTE6 - SRC2_BYTE1)
TEMP2 ← ABS(SRC1_BYTE7 - SRC2_BYTE2)
TEMP3 ← ABS(SRC1_BYTE8 - SRC2_BYTE3)
DEST[95:80] ← TEMP0 + TEMP1 + TEMP2 + TEMP3

TEMP0 ← ABS(SRC1_BYTE6 - SRC2_BYTE0)
TEMP1 ← ABS(SRC1_BYTE7 - SRC2_BYTE1)
TEMP2 ← ABS(SRC1_BYTE8 - SRC2_BYTE2)
TEMP3 ← ABS(SRC1_BYTE9 - SRC2_BYTE3)
DEST[111:96] ← TEMP0 + TEMP1 + TEMP2 + TEMP3

TEMP0 ← ABS(SRC1_BYTE7 - SRC2_BYTE0)
TEMP1 ← ABS(SRC1_BYTE8 - SRC2_BYTE1)
TEMP2 ← ABS(SRC1_BYTE9 - SRC2_BYTE2)
TEMP3 ← ABS(SRC1_BYTE10 - SRC2_BYTE3)

DEST[127:112] ← TEMP0 + TEMP1 + TEMP2 + TEMP3
DEST[VLMAX-1:128] ← 0

MPSADBW (128-bit Legacy SSE version)
SRC_OFFSET ← imm8[1:0]*32
DEST_OFFSET ← imm8[2]*32
DEST_BYTE0 ← DEST[DEST_OFFSET+7:DEST_OFFSET]
DEST_BYTE1 ← DEST[DEST_OFFSET+15:DEST_OFFSET+8]
DEST_BYTE2 ← DEST[DEST_OFFSET+23:DEST_OFFSET+16]
DEST_BYTE3 ← DEST[DEST_OFFSET+31:DEST_OFFSET+24]
DEST_BYTE4 ← DEST[DEST_OFFSET+39:DEST_OFFSET+32]
DEST_BYTE5 ← DEST[DEST_OFFSET+47:DEST_OFFSET+40]
DEST_BYTE6 ← DEST[DEST_OFFSET+55:DEST_OFFSET+48]
DEST_BYTE7 ← DEST[DEST_OFFSET+63:DEST_OFFSET+56]
DEST_BYTE8 ← DEST[DEST_OFFSET+71:DEST_OFFSET+64]
DEST_BYTE9 ← DEST[DEST_OFFSET+79:DEST_OFFSET+72]
DEST_BYTE10 ← DEST[DEST_OFFSET+87:DEST_OFFSET+80]

SRC_BYTE0 ← SRC[SRC_OFFSET+7:SRC_OFFSET]
SRC_BYTE1 ← SRC[SRC_OFFSET+15:SRC_OFFSET+8]
SRC_BYTE2 ← SRC[SRC_OFFSET+23:SRC_OFFSET+16]
SRC_BYTE3 ← SRC[SRC_OFFSET+31:SRC_OFFSET+24]

TEMP0 ← ABS(DEST_BYTE0 - SRC_BYTE0)
TEMP1 ← ABS(DEST_BYTE1 - SRC_BYTE1)
TEMP2 ← ABS(DEST_BYTE2 - SRC_BYTE2)
TEMP3 ← ABS(DEST_BYTE3 - SRC_BYTE3)
DEST[15:0] ← TEMP0 + TEMP1 + TEMP2 + TEMP3

TEMP0 ← ABS(DEST_BYTE1 - SRC_BYTE0)
TEMP1 ← ABS(DEST_BYTE2 - SRC_BYTE1)
TEMP2 ← ABS(DEST_BYTE3 - SRC_BYTE2)
TEMP3 ← ABS(DEST_BYTE4 - SRC_BYTE3)
DEST[31:16] ← TEMP0 + TEMP1 + TEMP2 + TEMP3

TEMP0 ← ABS(DEST_BYTE2 - SRC_BYTE0)
TEMP1 ← ABS(DEST_BYTE3 - SRC_BYTE1)
TEMP2 ← ABS(DEST_BYTE4 - SRC_BYTE2)
TEMP3 ← ABS(DEST_BYTE5 - SRC_BYTE3)
DEST[47:32] ← TEMP0 + TEMP1 + TEMP2 + TEMP3

TEMP0 ← ABS(DEST_BYTE3 - SRC_BYTE0)
TEMP1 ← ABS(DEST_BYTE4 - SRC_BYTE1)
TEMP2 ← ABS(DEST_BYTE5 - SRC_BYTE2)
TEMP3 ← ABS(DEST_BYTE6 - SRC_BYTE3)
DEST[63:48] ← TEMP0 + TEMP1 + TEMP2 + TEMP3

TEMP0 ← ABS(DEST_BYTE4 - SRC_BYTE0)
TEMP1 ← ABS(DEST_BYTE5 - SRC_BYTE1)
TEMP2 ← ABS(DEST_BYTE6 - SRC_BYTE2)

TEMP3 ← ABS(DEST_BYTE7 - SRC_BYTE3)
DEST[79:64] ← TEMP0 + TEMP1 + TEMP2 + TEMP3

TEMP0 ← ABS(DEST_BYTE5 - SRC_BYTE0)
TEMP1 ← ABS(DEST_BYTE6 - SRC_BYTE1)
TEMP2 ← ABS(DEST_BYTE7 - SRC_BYTE2)
TEMP3 ← ABS(DEST_BYTE8 - SRC_BYTE3)
DEST[95:80] ← TEMP0 + TEMP1 + TEMP2 + TEMP3

TEMP0 ← ABS(DEST_BYTE6 - SRC_BYTE0)
TEMP1 ← ABS(DEST_BYTE7 - SRC_BYTE1)
TEMP2 ← ABS(DEST_BYTE8 - SRC_BYTE2)
TEMP3 ← ABS(DEST_BYTE9 - SRC_BYTE3)
DEST[111:96] ← TEMP0 + TEMP1 + TEMP2 + TEMP3

TEMP0 ← ABS(DEST_BYTE7 - SRC_BYTE0)
TEMP1 ← ABS(DEST_BYTE8 - SRC_BYTE1)
TEMP2 ← ABS(DEST_BYTE9 - SRC_BYTE2)
TEMP3 ← ABS(DEST_BYTE10 - SRC_BYTE3)
DEST[127:112] ← TEMP0 + TEMP1 + TEMP2 + TEMP3
DEST[VLMAX-1:128] (Unmodified)

Intel C/C++ Compiler Intrinsic Equivalent

(V)MPSADBW: __m128i _mm_mpsadbw_epu8 (__m128i s1, __m128i s2, const int mask);

VMPSADBW: __m256i _mm256_mpsadbw_epu8 (__m256i s1, __m256i s2, const int mask);

Flags Affected

None

Other Exceptions

See Exceptions Type 4; additionally

#UD	If VEX.L = 1.

...

MULX — Unsigned Multiply Without Affecting Flags

Opcode/ Instruction	Op/ En	64/32 -bit Mode	CPUID Feature Flag	Description
VEX.NDD.LZ.F2.0F38.W0 F6 /r MULX *r32a, r32b, r/m32*	RVM	V/V	BMI2	Unsigned multiply of *r/m32* with EDX without affecting arithmetic flags.
VEX.NDD.LZ.F2.0F38.W1 F6 /r MULX *r64a, r64b, r/m64*	RVM	V/N.E.	BMI2	Unsigned multiply of *r/m64* with RDX without affecting arithmetic flags.

Instruction Operand Encoding

Op/En	Operand 1	Operand 2	Operand 3	Operand 4
RVM	ModRM:reg (w)	VEX.vvvv (w)	ModRM:r/m (r)	RDX/EDX is implied 64/32 bits source

Description

Performs an unsigned multiplication of the implicit source operand (EDX/RDX) and the specified source operand (the third operand) and stores the low half of the result in the second destination (second operand), the high half of the result in the first destination operand (first operand), without reading or writing the arithmetic flags. This enables efficient programming where the software can interleave add with carry operations and multiplications.

If the first and second operand are identical, it will contain the high half of the multiplication result.

This instruction is not supported in real mode and virtual-8086 mode. The operand size is always 32 bits if not in 64-bit mode. In 64-bit mode operand size 64 requires VEX.W1. VEX.W1 is ignored in non-64-bit modes. An attempt to execute this instruction with VEX.L not equal to 0 will cause #UD.

Operation

```
// DEST1: ModRM:reg
// DEST2: VEX.vvvv
IF (OperandSize = 32)
    SRC1 ← EDX;
    DEST2 ← (SRC1*SRC2)[31:0];
    DEST1 ← (SRC1*SRC2)[63:32];
ELSE IF (OperandSize = 64)
    SRC1 ← RDX;
        DEST2 ← (SRC1*SRC2)[63:0];
        DEST1 ← (SRC1*SRC2)[127:64];
FI
```

Flags Affected

None

Intel C/C++ Compiler Intrinsic Equivalent

Auto-generated from high-level language when possible.

unsigned int mulx_u32(unsigned int a, unsigned int b, unsigned int * hi);

unsigned __int64 mulx_u64(unsigned __int64 a, unsigned __int64 b, unsigned __int64 * hi);

SIMD Floating-Point Exceptions

None

Other Exceptions

See Section 2.5.1, “Exception Conditions for VEX-Encoded GPR Instructions”, Table 2-29; additionally

#UD	If VEX.W = 1.

...

8. Updates to Chapter 4, Volume 2B

Change bars show changes to Chapter 4 of the *Intel® 64 and IA-32 Architectures Software Developer’s Manual, Volume 2B:* Instruction Set Reference, N-Z, Part 2.

CHAPTER 4
INSTRUCTION SET REFERENCE, N-Z

...

PABSB/PABSW/PABSD — Packed Absolute Value

Opcode/ Instruction	Op/ En	64/32 bit Mode Support	CPUID Feature Flag	Description
0F 38 1C /r[1] PABSB *mm1*, *mm2/m64*	RM	V/V	SSSE3	Compute the absolute value of bytes in *mm2/m64* and store UNSIGNED result in *mm1*.
66 0F 38 1C /r PABSB *xmm1*, *xmm2/m128*	RM	V/V	SSSE3	Compute the absolute value of bytes in *xmm2/m128* and store UNSIGNED result in *xmm1*.
0F 38 1D /r[1] PABSW *mm1*, *mm2/m64*	RM	V/V	SSSE3	Compute the absolute value of 16-bit integers in *mm2/m64* and store UNSIGNED result in *mm1*.
66 0F 38 1D /r PABSW *xmm1*, *xmm2/m128*	RM	V/V	SSSE3	Compute the absolute value of 16-bit integers in *xmm2/m128* and store UNSIGNED result in *xmm1*.
0F 38 1E /r[1] PABSD *mm1*, *mm2/m64*	RM	V/V	SSSE3	Compute the absolute value of 32-bit integers in *mm2/m64* and store UNSIGNED result in *mm1*.
66 0F 38 1E /r PABSD *xmm1*, *xmm2/m128*	RM	V/V	SSSE3	Compute the absolute value of 32-bit integers in *xmm2/m128* and store UNSIGNED result in *xmm1*.
VEX.128.66.0F38.WIG 1C /r VPABSB *xmm1*, *xmm2/m128*	RM	V/V	AVX	Compute the absolute value of bytes in *xmm2/m128* and store UNSIGNED result in *xmm1*.
VEX.128.66.0F38.WIG 1D /r VPABSW *xmm1*, *xmm2/m128*	RM	V/V	AVX	Compute the absolute value of 16- bit integers in *xmm2/m128* and store UNSIGNED result in *xmm1*.
VEX.128.66.0F38.WIG 1E /r VPABSD *xmm1*, *xmm2/m128*	RM	V/V	AVX	Compute the absolute value of 32- bit integers in *xmm2/m128* and store UNSIGNED result in *xmm1*.
VEX.256.66.0F38.WIG 1C /r VPABSB *ymm1*, *ymm2/m256*	RM	V/V	AVX2	Compute the absolute value of bytes in *ymm2/m256* and store UNSIGNED result in *ymm1*.
VEX.256.66.0F38.WIG 1D /r VPABSW *ymm1*, *ymm2/m256*	RM	V/V	AVX2	Compute the absolute value of 16-bit integers in *ymm2/m256* and store UNSIGNED result in *ymm1*.
VEX.256.66.0F38.WIG 1E /r VPABSD *ymm1*, *ymm2/m256*	RM	V/V	AVX2	Compute the absolute value of 32-bit integers in *ymm2/m256* and store UNSIGNED result in *ymm1*.

NOTES:

1. See note in Section 2.4, “Instruction Exception Specification” in the *Intel® 64 and IA-32 Architectures Software Developer’s Manual, Volume 2A* and Section 22.25.3, “Exception Conditions of Legacy SIMD Instructions Operating on MMX Registers” in the *Intel® 64 and IA-32 Architectures Software Developer’s Manual, Volume 3A*.

Instruction Operand Encoding

Op/En	Operand 1	Operand 2	Operand 3	Operand 4
RM	ModRM:reg (w)	ModRM:r/m (r)	NA	NA

Description

(V)PABSB/W/D computes the absolute value of each data element of the source operand (the second operand) and stores the UNSIGNED results in the destination operand (the first operand). (V)PABSB operates on signed bytes, (V)PABSW operates on 16-bit words, and (V)PABSD operates on signed 32-bit integers. The source operand can be an MMX register or a 64-bit memory location, or it can be an XMM register, a YMM register, a 128-bit memory location, or a 256-bit memory location. The destination operand can be an MMX, an XMM or a YMM register. Both operands can be MMX registers or XMM registers. When the source operand is a 128-bit memory operand, the operand must be aligned on a 16byte boundary or a general-protection exception (#GP) will be generated.

In 64-bit mode, use the REX prefix to access additional registers.

128-bit Legacy SSE version: The source operand can be an XMM register or a 128-bit memory location. The destination is not distinct from the first source XMM register and the upper bits (VLMAX-1:128) of the corresponding YMM register destination are unmodified.

VEX.128 encoded version: The source operand is an XMM register or 128-bit memory location. The destination operand is an XMM register. The upper bits (VLMAX-1:128) of the corresponding YMM register destination are zeroed.

VEX.256 encoded version: The first source operand is a YMM register or a 256-bit memory location. The destination operand is a YMM register.

Note: VEX.vvvv is reserved and must be 1111b, VEX.L must be 0; otherwise instructions will #UD.

Operation

PABSB (with 64 bit operands)

```
Unsigned DEST[7:0] ← ABS(SRC[7:0])
Repeat operation for 2nd through 7th bytes
Unsigned DEST[63:56] ← ABS(SRC[63:56])
```

PABSB (with 128 bit operands)

```
Unsigned DEST[7:0] ← ABS(SRC[7:.0])
Repeat operation for 2nd through 15th bytes
Unsigned DEST[127:120] ← ABS(SRC[127:120])
```

PABSW (with 64 bit operands)

```
Unsigned DEST[15:0] ← ABS(SRC[15:0])
Repeat operation for 2nd through 3rd 16-bit words
Unsigned DEST[63:48] ← ABS(SRC[63:48])
```

PABSW (with 128 bit operands)

```
Unsigned DEST[15:0] ← ABS(SRC[15:0])
Repeat operation for 2nd through 7th 16-bit words
Unsigned DEST[127:112] ← ABS(SRC[127:112])
```

PABSD (with 64 bit operands)

```
Unsigned DEST[31:0] ← ABS(SRC[31:0])
Unsigned DEST[63:32] ← ABS(SRC[63:32])
```

PABSD (with 128 bit operands)

Unsigned DEST[31:0] ← ABS(SRC[31:0])
Repeat operation for 2nd through 3rd 32-bit double words
Unsigned DEST[127:96] ← ABS(SRC[127:96])

PABSB (128-bit Legacy SSE version)

DEST[127:0] ← BYTE_ABS(SRC)
DEST[VLMAX-1:128] (Unmodified)

VPABSB (VEX.128 encoded version)

DEST[127:0] ← BYTE_ABS(SRC)
DEST[VLMAX-1:128] ← 0

VPABSB (VEX.256 encoded version)

Unsigned DEST[7:0]← ABS(SRC[7:.0])
Repeat operation for 2nd through 31st bytes
Unsigned DEST[255:248] ← ABS(SRC[255:248])

PABSW (128-bit Legacy SSE version)

DEST[127:0] ← WORD_ABS(SRC)
DEST[VLMAX-1:128] (Unmodified)

VPABSW (VEX.128 encoded version)

DEST[127:0] ← WORD_ABS(SRC)
DEST[VLMAX-1:128] ← 0

VPABSW (VEX.256 encoded version)

Unsigned DEST[15:0]← ABS(SRC[15:0])
Repeat operation for 2nd through 15th 16-bit words
Unsigned DEST[255:240] ← ABS(SRC[255:240])

PABSD (128-bit Legacy SSE version)

DEST[127:0] ← DWORD_ABS(SRC)
DEST[VLMAX-1:128] (Unmodified)

VPABSD (VEX.128 encoded version)

DEST[127:0] ← DWORD_ABS(SRC)
DEST[VLMAX-1:128] ← 0

VPABSD (VEX.256 encoded version)

Unsigned DEST[31:0] ← ABS(SRC[31:0])
Repeat operation for 2nd through 7th 32-bit double words
Unsigned DEST[255:224] ← ABS(SRC[255:224])

Intel C/C++ Compiler Intrinsic Equivalents

PABSB: __m64 _mm_abs_pi8 (__m64 a)

(V)PABSB: __m128i _mm_abs_epi8 (__m128i a)

VPABSB: __m256i _mm256_abs_epi8 (__m256i a)

PABSW: __m64 _mm_abs_pi16 (__m64 a)

(V)PABSW: __m128i _mm_abs_epi16 (__m128i a)

VPABSW: __m256i _mm256_abs_epi16 (__m256i a)

PABSD: __m64 _mm_abs_pi32 (__m64 a)

(V)PABSD: __m128i _mm_abs_epi32 (__m128i a)

VPABSD: __m256i _mm256_abs_epi32 (__m256i a)

SIMD Floating-Point Exceptions

None.

Other Exceptions

See Exceptions Type 4; additionally

#UD	If VEX.L = 1.
	If VEX.vvvv != 1111B.

...

PACKSSWB/PACKSSDW—Pack with Signed Saturation

Opcode/ Instruction	Op/ En	64/32 bit Mode Support	CPUID Feature Flag	Description
0F 63 /r[1] PACKSSWB *mm1*, *mm2/m64*	RM	V/V	MMX	Converts 4 packed signed word integers from *mm1* and from *mm2/m64* into 8 packed signed byte integers in *mm1* using signed saturation.
66 0F 63 /*r* PACKSSWB *xmm1*, *xmm2/m128*	RM	V/V	SSE2	Converts 8 packed signed word integers from *xmm1* and from *xxm2/m128* into 16 packed signed byte integers in *xxm1* using signed saturation.
0F 6B /*r*[1] PACKSSDW *mm1*, *mm2/m64*	RM	V/V	MMX	Converts 2 packed signed doubleword integers from *mm1* and from *mm2/m64* into 4 packed signed word integers in *mm1* using signed saturation.
66 0F 6B /*r* PACKSSDW *xmm1*, *xmm2/m128*	RM	V/V	SSE2	Converts 4 packed signed doubleword integers from *xmm1* and from *xxm2/m128* into 8 packed signed word integers in *xxm1* using signed saturation.
VEX.NDS.128.66.0F.WIG 63 /r VPACKSSWB *xmm1,xmm2*, *xmm3/m128*	RVM	V/V	AVX	Converts 8 packed signed word integers from *xmm2* and from *xmm3/m128* into 16 packed signed byte integers in *xmm1* using signed saturation.
VEX.NDS.128.66.0F.WIG 6B /r VPACKSSDW *xmm1,xmm2*, *xmm3/m128*	RVM	V/V	AVX	Converts 4 packed signed doubleword integers from *xmm2* and from *xmm3/m128* into 8 packed signed word integers in *xmm1* using signed saturation.
VEX.NDS.256.66.0F.WIG 63 /r VPACKSSWB *ymm1*, *ymm2*, *ymm3/m256*	RVM	V/V	AVX2	Converts 16 packed signed word integers from *ymm2* and from *ymm3/m256* into 32 packed signed byte integers in *ymm1* using signed saturation.
VEX.NDS.256.66.0F.WIG 6B /r VPACKSSDW *ymm1*, *ymm2*, *ymm3/m256*	RVM	V/V	AVX2	Converts 8 packed signed doubleword integers from *ymm2* and from *ymm3/m256* into 16 packed signed word integers in *ymm1*using signed saturation.

NOTES:

1. See note in Section 2.4, “Instruction Exception Specification” in the *Intel® 64 and IA-32 Architectures Software Developer’s Manual, Volume 2A* and Section 22.25.3, “Exception Conditions of Legacy SIMD Instructions Operating on MMX Registers” in the *Intel® 64 and IA-32 Architectures Software Developer’s Manual, Volume 3A*.

Instruction Operand Encoding

Op/En	Operand 1	Operand 2	Operand 3	Operand 4
RM	ModRM:reg (r, w)	ModRM:r/m (r)	NA	NA
RVM	ModRM:reg (w)	VEX.vvvv (r)	ModRM:r/m (r)	NA

Description

Converts packed signed word integers into packed signed byte integers (PACKSSWB) or converts packed signed doubleword integers into packed signed word integers (PACKSSDW), using saturation to handle overflow conditions. See Figure 4-2 for an example of the packing operation.

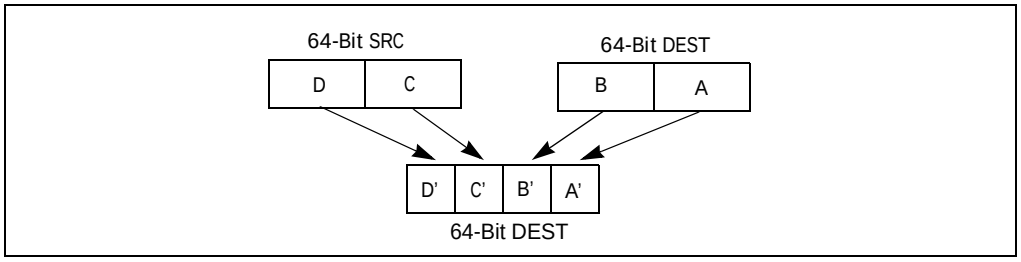

Figure 4-2 Operation of the PACKSSDW Instruction Using 64-bit Operands

The (V)PACKSSWB instruction converts 4, 8 or 16 signed word integers from the destination operand (first operand) and 4, 8 or 16 signed word integers from the source operand (second operand) into 8, 16 or 32 signed byte integers and stores the result in the destination operand. If a signed word integer value is beyond the range of a signed byte integer (that is, greater than 7FH for a positive integer or greater than 80H for a negative integer), the saturated signed byte integer value of 7FH or 80H, respectively, is stored in the destination.

The (V)PACKSSDW instruction packs 2, 4 or 8 signed doublewords from the destination operand (first operand) and 2, 4 or 8 signed doublewords from the source operand (second operand) into 4, 8 or 16 signed words in the destination operand (see Figure 4-2). If a signed doubleword integer value is beyond the range of a signed word (that is, greater than 7FFFH for a positive integer or greater than 8000H for a negative integer), the saturated signed word integer value of 7FFFH or 8000H, respectively, is stored into the destination.

The (V)PACKSSWB and (V)PACKSSDW instructions operate on either 64-bit, 128-bit operands or 256-bit operands. When operating on 64-bit operands, the destination operand must be an MMX technology register and the source operand can be either an MMX technology register or a 64-bit memory location. In 64-bit mode, using a REX prefix in the form of REX.R permits this instruction to access additional registers (XMM8-XMM15).

128-bit Legacy SSE version: The first source operand is an XMM register. The second operand can be an XMM register or a 128-bit memory location. The destination is not distinct from the first source XMM register and the upper bits (VLMAX-1:128) of the corresponding YMM register destination are unmodified.

VEX.128 encoded version: The first source operand is an XMM register. The second source operand is an XMM register or 128-bit memory location. The destination operand is an XMM register. The upper bits (VLMAX-1:128) of the corresponding YMM register destination are zeroed.

VEX.256 encoded version: The first source operand is a YMM register. The second source operand is a YMM register or a 256-bit memory location. The destination operand is a YMM register.

Note: VEX.L must be 0, otherwise the instruction will #UD.

Operation

PACKSSWB (with 64-bit operands)

```
DEST[7:0] ← SaturateSignedWordToSignedByte DEST[15:0];
DEST[15:8] ← SaturateSignedWordToSignedByte DEST[31:16];
DEST[23:16] ← SaturateSignedWordToSignedByte DEST[47:32];
DEST[31:24] ← SaturateSignedWordToSignedByte DEST[63:48];
DEST[39:32] ← SaturateSignedWordToSignedByte SRC[15:0];
DEST[47:40] ← SaturateSignedWordToSignedByte SRC[31:16];
DEST[55:48] ← SaturateSignedWordToSignedByte SRC[47:32];
```

DEST[63:56] ← SaturateSignedWordToSignedByte SRC[63:48];

PACKSSDW (with 64-bit operands)

DEST[15:0] ← SaturateSignedDoublewordToSignedWord DEST[31:0];
DEST[31:16] ← SaturateSignedDoublewordToSignedWord DEST[63:32];
DEST[47:32] ← SaturateSignedDoublewordToSignedWord SRC[31:0];
DEST[63:48] ← SaturateSignedDoublewordToSignedWord SRC[63:32];

PACKSSWB instruction (128-bit Legacy SSE version)

DEST[7:0]← SaturateSignedWordToSignedByte (DEST[15:0]);
DEST[15:8] ← SaturateSignedWordToSignedByte (DEST[31:16]);
DEST[23:16] ← SaturateSignedWordToSignedByte (DEST[47:32]);
DEST[31:24] ← SaturateSignedWordToSignedByte (DEST[63:48]);
DEST[39:32] ← SaturateSignedWordToSignedByte (DEST[79:64]);
DEST[47:40] ←SaturateSignedWordToSignedByte (DEST[95:80]);
DEST[55:48] ← SaturateSignedWordToSignedByte (DEST[111:96]);
DEST[63:56] ← SaturateSignedWordToSignedByte (DEST[127:112]);
DEST[71:64] ← SaturateSignedWordToSignedByte (SRC[15:0]);
DEST[79:72] ← SaturateSignedWordToSignedByte (SRC[31:16]);
DEST[87:80] ← SaturateSignedWordToSignedByte (SRC[47:32]);
DEST[95:88] ← SaturateSignedWordToSignedByte (SRC[63:48]);
DEST[103:96] ← SaturateSignedWordToSignedByte (SRC[79:64]);
DEST[111:104] ← SaturateSignedWordToSignedByte (SRC[95:80]);
DEST[119:112] ← SaturateSignedWordToSignedByte (SRC[111:96]);
DEST[127:120] ← SaturateSignedWordToSignedByte (SRC[127:112]);

PACKSSDW instruction (128-bit Legacy SSE version)

DEST[15:0] ← SaturateSignedDwordToSignedWord (DEST[31:0]);
DEST[31:16] ← SaturateSignedDwordToSignedWord (DEST[63:32]);
DEST[47:32] ← SaturateSignedDwordToSignedWord (DEST[95:64]);
DEST[63:48] ← SaturateSignedDwordToSignedWord (DEST[127:96]);
DEST[79:64] ← SaturateSignedDwordToSignedWord (SRC[31:0]);
DEST[95:80] ← SaturateSignedDwordToSignedWord (SRC[63:32]);
DEST[111:96] ← SaturateSignedDwordToSignedWord (SRC[95:64]);
DEST[127:112] ← SaturateSignedDwordToSignedWord (SRC[127:96]);

VPACKSSWB instruction (VEX.128 encoded version)

DEST[7:0]← SaturateSignedWordToSignedByte (SRC1[15:0]);
DEST[15:8] ← SaturateSignedWordToSignedByte (SRC1[31:16]);
DEST[23:16] ← SaturateSignedWordToSignedByte (SRC1[47:32]);
DEST[31:24] ← SaturateSignedWordToSignedByte (SRC1[63:48]);
DEST[39:32] ← SaturateSignedWordToSignedByte (SRC1[79:64]);
DEST[47:40] ← SaturateSignedWordToSignedByte (SRC1[95:80]);
DEST[55:48] ← SaturateSignedWordToSignedByte (SRC1[111:96]);
DEST[63:56] ← SaturateSignedWordToSignedByte (SRC1[127:112]);
DEST[71:64] ← SaturateSignedWordToSignedByte (SRC2[15:0]);
DEST[79:72] ← SaturateSignedWordToSignedByte (SRC2[31:16]);
DEST[87:80] ← SaturateSignedWordToSignedByte (SRC2[47:32]);
DEST[95:88] ← SaturateSignedWordToSignedByte (SRC2[63:48]);
DEST[103:96] ← SaturateSignedWordToSignedByte (SRC2[79:64]);
DEST[111:104] ← SaturateSignedWordToSignedByte (SRC2[95:80]);

DEST[119:112] ← SaturateSignedWordToSignedByte (SRC2[111:96]);
DEST[127:120] ← SaturateSignedWordToSignedByte (SRC2[127:112]);
DEST[VLMAX-1:128]← 0;

VPACKSSDW instruction (VEX.128 encoded version)

DEST[15:0] ← SaturateSignedDwordToSignedWord (SRC1[31:0]);
DEST[31:16] ← SaturateSignedDwordToSignedWord (SRC1[63:32]);
DEST[47:32] ← SaturateSignedDwordToSignedWord (SRC1[95:64]);
DEST[63:48] ← SaturateSignedDwordToSignedWord (SRC1[127:96]);
DEST[79:64] ← SaturateSignedDwordToSignedWord (SRC2[31:0]);
DEST[95:80] ← SaturateSignedDwordToSignedWord (SRC2[63:32]);
DEST[111:96] ← SaturateSignedDwordToSignedWord (SRC2[95:64]);
DEST[127:112] ← SaturateSignedDwordToSignedWord (SRC2[127:96]);
DEST[VLMAX-1:128]← 0;

VPACKSSWB instruction (VEX.256 encoded version)

DEST[7:0]← SaturateSignedWordToSignedByte (SRC1[15:0]);
DEST[15:8] ← SaturateSignedWordToSignedByte (SRC1[31:16]);
DEST[23:16] ← SaturateSignedWordToSignedByte (SRC1[47:32]);
DEST[31:24] ← SaturateSignedWordToSignedByte (SRC1[63:48]);
DEST[39:32] ← SaturateSignedWordToSignedByte (SRC1[79:64]);
DEST[47:40] ← SaturateSignedWordToSignedByte (SRC1[95:80]);
DEST[55:48] ← SaturateSignedWordToSignedByte (SRC1[111:96]);
DEST[63:56] ← SaturateSignedWordToSignedByte (SRC1[127:112]);
DEST[71:64] ← SaturateSignedWordToSignedByte (SRC2[15:0]);
DEST[79:72] ← SaturateSignedWordToSignedByte (SRC2[31:16]);
DEST[87:80] ← SaturateSignedWordToSignedByte (SRC2[47:32]);
DEST[95:88] ← SaturateSignedWordToSignedByte (SRC2[63:48]);
DEST[103:96] ← SaturateSignedWordToSignedByte (SRC2[79:64]);
DEST[111:104] ← SaturateSignedWordToSignedByte (SRC2[95:80]);
DEST[119:112] ← SaturateSignedWordToSignedByte (SRC2[111:96]);
DEST[127:120] ← SaturateSignedWordToSignedByte (SRC2[127:112]);
DEST[135:128]← SaturateSignedWordToSignedByte (SRC1[143:128]);
DEST[143:136] ← SaturateSignedWordToSignedByte (SRC1[159:144]);
DEST[151:144] ← SaturateSignedWordToSignedByte (SRC1[175:160]);
DEST[159:152] ← SaturateSignedWordToSignedByte (SRC1[191:176]);
DEST[167:160] ← SaturateSignedWordToSignedByte (SRC1[207:192]);
DEST[175:168] ← SaturateSignedWordToSignedByte (SRC1[223:208]);
DEST[183:176] ← SaturateSignedWordToSignedByte (SRC1[239:224]);
DEST[191:184] ← SaturateSignedWordToSignedByte (SRC1[255:240]);
DEST[199:192] ← SaturateSignedWordToSignedByte (SRC2[143:128]);
DEST[207:200] ← SaturateSignedWordToSignedByte (SRC2[159:144]);
DEST[215:208] ← SaturateSignedWordToSignedByte (SRC2[175:160]);
DEST[223:216] ← SaturateSignedWordToSignedByte (SRC2[191:176]);
DEST[231:224] ← SaturateSignedWordToSignedByte (SRC2[207:192]);
DEST[239:232] ← SaturateSignedWordToSignedByte (SRC2[223:208]);
DEST[247:240] ← SaturateSignedWordToSignedByte (SRC2[239:224]);
DEST[255:248] ← SaturateSignedWordToSignedByte (SRC2[255:240]);

VPACKSSDW instruction (VEX.256 encoded version)

DEST[15:0] ← SaturateSignedDwordToSignedWord (SRC1[31:0]);
DEST[31:16] ← SaturateSignedDwordToSignedWord (SRC1[63:32]);
DEST[47:32] ← SaturateSignedDwordToSignedWord (SRC1[95:64]);
DEST[63:48] ← SaturateSignedDwordToSignedWord (SRC1[127:96]);
DEST[79:64] ← SaturateSignedDwordToSignedWord (SRC2[31:0]);
DEST[95:80] ← SaturateSignedDwordToSignedWord (SRC2[63:32]);
DEST[111:96] ← SaturateSignedDwordToSignedWord (SRC2[95:64]);
DEST[127:112] ← SaturateSignedDwordToSignedWord (SRC2[127:96]);
DEST[143:128] ← SaturateSignedDwordToSignedWord (SRC1[159:128]);
DEST[159:144] ← SaturateSignedDwordToSignedWord (SRC1[191:160]);
DEST[175:160] ← SaturateSignedDwordToSignedWord (SRC1[223:192]);
DEST[191:176] ← SaturateSignedDwordToSignedWord (SRC1[255:224]);
DEST[207:192] ← SaturateSignedDwordToSignedWord (SRC2[159:128]);
DEST[223:208] ← SaturateSignedDwordToSignedWord (SRC2[191:160]);
DEST[239:224] ← SaturateSignedDwordToSignedWord (SRC2[223:192]);
DEST[255:240] ← SaturateSignedDwordToSignedWord (SRC2[255:224]);

Intel C/C++ Compiler Intrinsic Equivalents

PACKSSWB: __m64 _mm_packs_pi16(__m64 m1, __m64 m2)

(V)PACKSSWB: __m128i _mm_packs_epi16(__m128i m1, __m128i m2)

VPACKSSWB: __m256i _mm256_packs_epi16(__m256i m1, __m256i m2)

PACKSSDW: __m64 _mm_packs_pi32 (__m64 m1, __m64 m2)

(V)PACKSSDW: __m128i _mm_packs_epi32(__m128i m1, __m128i m2)

VPACKSSDW: __m256i _mm256_packs_epi32(__m256i m1, __m256i m2)

Flags Affected

None.

SIMD Floating-Point Exceptions

None.

Other Exceptions

See Exceptions Type 4; additionally

#UD	If VEX.L = 1.

...

PACKUSDW — Pack with Unsigned Saturation

Opcode/ Instruction	Op/ En	64/32 bit Mode Support	CPUID Feature Flag	Description
66 0F 38 2B /r PACKUSDW *xmm1, xmm2/m128*	RM	V/V	SSE4_1	Convert 4 packed signed doubleword integers from *xmm1* and 4 packed signed doubleword integers from *xmm2/m128* into 8 packed unsigned word integers in *xmm1* using unsigned saturation.
VEX.NDS.128.66.0F38.WIG 2B /r VPACKUSDW *xmm1, xmm2, xmm3/m128*	RVM	V/V	AVX	Convert 4 packed signed doubleword integers from *xmm2* and 4 packed signed doubleword integers from *xmm3/m128* into 8 packed unsigned word integers in *xmm1* using unsigned saturation.
VEX.NDS.256.66.0F38.WIG 2B /r VPACKUSDW *ymm1, ymm2, ymm3/m256*	RVM	V/V	AVX2	Convert 8 packed signed doubleword integers from *ymm2* and 8 packed signed doubleword integers from *ymm3/m128* into 16 packed unsigned word integers in *ymm1* using unsigned saturation.

Instruction Operand Encoding

Op/En	Operand 1	Operand 2	Operand 3	Operand 4
RM	ModRM:reg (r, w)	ModRM:r/m (r)	NA	NA
RVM	ModRM:reg (w)	VEX.vvvv (r)	ModRM:r/m (r)	NA

Description

Converts packed signed doubleword integers into packed unsigned word integers using unsigned saturation to handle overflow conditions. If the signed doubleword value is beyond the range of an unsigned word (that is, greater than FFFFH or less than 0000H), the saturated unsigned word integer value of FFFFH or 0000H, respectively, is stored in the destination.

128-bit Legacy SSE version: The first source operand is an XMM register. The second operand can be an XMM register or a 128-bit memory location. The destination is not distinct from the first source XMM register and the upper bits (VLMAX-1:128) of the corresponding YMM register destination are unmodified.

VEX.128 encoded version: The first source operand is an XMM register. The second source operand is an XMM register or 128-bit memory location. The destination operand is an XMM register. The upper bits (VLMAX-1:128) of the corresponding YMM register destination are zeroed.

VEX.256 encoded version: The first source operand is a YMM register. The second source operand is a YMM register or a 256-bit memory location. The destination operand is a YMM register.

Note: VEX.L must be 0, otherwise the instruction will #UD.

Operation

PACKUSDW (Legacy SSE instruction)

```
TMP[15:0] ← (DEST[31:0] < 0) ? 0 : DEST[15:0];
DEST[15:0] ← (DEST[31:0] > FFFFH) ? FFFFH : TMP[15:0] ;
TMP[31:16] ← (DEST[63:32] < 0) ? 0 : DEST[47:32];
DEST[31:16] ← (DEST[63:32] > FFFFH) ? FFFFH : TMP[31:16] ;
TMP[47:32] ← (DEST[95:64] < 0) ? 0 : DEST[79:64];
```

DEST[47:32] ← (DEST[95:64] > FFFFH) ? FFFFH : TMP[47:32] ;
TMP[63:48] ← (DEST[127:96] < 0) ? 0 : DEST[111:96];
DEST[63:48] ← (DEST[127:96] > FFFFH) ? FFFFH : TMP[63:48] ;
TMP[79:64] ← (SRC[31:0] < 0) ? 0 : SRC[15:0];
DEST[63:48] ← (SRC[31:0] > FFFFH) ? FFFFH : TMP[79:64] ;
TMP[95:80] ← (SRC[63:32] < 0) ? 0 : SRC[47:32];
DEST[95:80] ← (SRC[63:32] > FFFFH) ? FFFFH : TMP[95:80] ;
TMP[111:96] ← (SRC[95:64] < 0) ? 0 : SRC[79:64];
DEST[111:96] ← (SRC[95:64] > FFFFH) ? FFFFH : TMP[111:96] ;
TMP[127:112] ← (SRC[127:96] < 0) ? 0 : SRC[111:96];
DEST[127:112] ← (SRC[127:96] > FFFFH) ? FFFFH : TMP[127:112] ;

PACKUSDW (VEX.128 encoded version)
TMP[15:0] ← (SRC1[31:0] < 0) ? 0 : SRC1[15:0];
DEST[15:0] ← (SRC1[31:0] > FFFFH) ? FFFFH : TMP[15:0] ;
TMP[31:16] ← (SRC1[63:32] < 0) ? 0 : SRC1[47:32];
DEST[31:16] ← (SRC1[63:32] > FFFFH) ? FFFFH : TMP[31:16] ;
TMP[47:32] ← (SRC1[95:64] < 0) ? 0 : SRC1[79:64];
DEST[47:32] ← (SRC1[95:64] > FFFFH) ? FFFFH : TMP[47:32] ;
TMP[63:48] ← (SRC1[127:96] < 0) ? 0 : SRC1[111:96];
DEST[63:48] ← (SRC1[127:96] > FFFFH) ? FFFFH : TMP[63:48] ;
TMP[79:64] ← (SRC2[31:0] < 0) ? 0 : SRC2[15:0];
DEST[63:48] ← (SRC2[31:0] > FFFFH) ? FFFFH : TMP[79:64] ;
TMP[95:80] ← (SRC2[63:32] < 0) ? 0 : SRC2[47:32];
DEST[95:80] ← (SRC2[63:32] > FFFFH) ? FFFFH : TMP[95:80] ;
TMP[111:96] ← (SRC2[95:64] < 0) ? 0 : SRC2[79:64];
DEST[111:96] ← (SRC2[95:64] > FFFFH) ? FFFFH : TMP[111:96] ;
TMP[127:112] ← (SRC2[127:96] < 0) ? 0 : SRC2[111:96];
DEST[127:112] ← (SRC2[127:96] > FFFFH) ? FFFFH : TMP[127:112];
DEST[VLMAX-1:128] ← 0;

VPACKUSDW (VEX.256 encoded version)
TMP[15:0] ← (SRC1[31:0] < 0) ? 0 : SRC1[15:0];
DEST[15:0] ← (SRC1[31:0] > FFFFH) ? FFFFH : TMP[15:0] ;
TMP[31:16] ← (SRC1[63:32] < 0) ? 0 : SRC1[47:32];
DEST[31:16] ← (SRC1[63:32] > FFFFH) ? FFFFH : TMP[31:16] ;
TMP[47:32] ← (SRC1[95:64] < 0) ? 0 : SRC1[79:64];
DEST[47:32] ← (SRC1[95:64] > FFFFH) ? FFFFH : TMP[47:32] ;
TMP[63:48] ← (SRC1[127:96] < 0) ? 0 : SRC1[111:96];
DEST[63:48] ← (SRC1[127:96] > FFFFH) ? FFFFH : TMP[63:48] ;
TMP[79:64] ← (SRC2[31:0] < 0) ? 0 : SRC2[15:0];
DEST[63:48] ← (SRC2[31:0] > FFFFH) ? FFFFH : TMP[79:64] ;
TMP[95:80] ← (SRC2[63:32] < 0) ? 0 : SRC2[47:32];
DEST[95:80] ← (SRC2[63:32] > FFFFH) ? FFFFH : TMP[95:80] ;
TMP[111:96] ← (SRC2[95:64] < 0) ? 0 : SRC2[79:64];
DEST[111:96] ← (SRC2[95:64] > FFFFH) ? FFFFH : TMP[111:96] ;
TMP[127:112] ← (SRC2[127:96] < 0) ? 0 : SRC2[111:96];
DEST[128:112] ← (SRC2[127:96] > FFFFH) ? FFFFH : TMP[127:112] ;
TMP[143:128] ← (SRC1[159:128] < 0) ? 0 : SRC1[143:128];
DEST[143:128] ← (SRC1[159:128] > FFFFH) ? FFFFH : TMP[143:128] ;

```
TMP[159:144] ← (SRC1[191:160] < 0) ? 0 : SRC1[175:160];
DEST[159:144] ← (SRC1[191:160] > FFFFH) ? FFFFH : TMP[159:144] ;
TMP[175:160] ← (SRC1[223:192] < 0) ? 0 : SRC1[207:192];
DEST[175:160] ← (SRC1[223:192] > FFFFH) ? FFFFH : TMP[175:160] ;
TMP[191:176] ← (SRC1[255:224] < 0) ? 0 : SRC1[239:224];
DEST[191:176] ← (SRC1[255:224] > FFFFH) ? FFFFH : TMP[191:176] ;
TMP[207:192] ← (SRC2[159:128] < 0) ? 0 : SRC2[143:128];
DEST[207:192] ← (SRC2[159:128] > FFFFH) ? FFFFH : TMP[207:192] ;
TMP[223:208] ← (SRC2[191:160] < 0) ? 0 : SRC2[175:160];
DEST[223:208] ← (SRC2[191:160] > FFFFH) ? FFFFH : TMP[223:208] ;
TMP[239:224] ← (SRC2[223:192] < 0) ? 0 : SRC2[207:192];
DEST[239:224] ← (SRC2[223:192] > FFFFH) ? FFFFH : TMP[239:224] ;
TMP[255:240] ← (SRC2[255:224] < 0) ? 0 : SRC2[239:224];
DEST[255:240] ← (SRC2[255:224] > FFFFH) ? FFFFH : TMP[255:240] ;
```

Intel C/C++ Compiler Intrinsic Equivalent

(V)PACKUSDW: __m128i _mm_packus_epi32(__m128i m1, __m128i m2);

VPACKUSDW: __m256i _mm256_packus_epi32(__m256i m1, __m256i m2);

Flags Affected

None.

SIMD Exceptions

None.

Other Exceptions

See Exceptions Type 4; additionally

#UD	If VEX.L = 1.

...

PACKUSWB—Pack with Unsigned Saturation

Opcode/ Instruction	Op/ En	64/32 bit Mode Support	CPUID Feature Flag	Description
0F 67 /r[1] PACKUSWB *mm, mm/m64*	RM	V/V	MMX	Converts 4 signed word integers from *mm* and 4 signed word integers from *mm/m64* into 8 unsigned byte integers in *mm* using unsigned saturation.
66 0F 67 /r PACKUSWB *xmm1*, *xmm2/m128*	RM	V/V	SSE2	Converts 8 signed word integers from *xmm1* and 8 signed word integers from *xmm2/m128* into 16 unsigned byte integers in *xmm1* using unsigned saturation.
VEX.NDS.128.66.0F.WIG 67 /r VPACKUSWB *xmm1*, *xmm2*, *xmm3/m128*	RVM	V/V	AVX	Converts 8 signed word integers from *xmm2* and 8 signed word integers from *xmm3/m128* into 16 unsigned byte integers in *xmm1* using unsigned saturation.
VEX.NDS.256.66.0F.WIG 67 /r VPACKUSWB *ymm1*, *ymm2*, *ymm3/m256*	RVM	V/V	AVX2	Converts 16 signed word integers from *ymm2* and 16signed word integers from *ymm3/m256* into 32 unsigned byte integers in *ymm1* using unsigned saturation.

NOTES:

1. See note in Section 2.4, “Instruction Exception Specification” in the *Intel® 64 and IA-32 Architectures Software Developer’s Manual, Volume 2A* and Section 22.25.3, “Exception Conditions of Legacy SIMD Instructions Operating on MMX Registers” in the *Intel® 64 and IA-32 Architectures Software Developer’s Manual, Volume 3A*.

Instruction Operand Encoding

Op/En	Operand 1	Operand 2	Operand 3	Operand 4
RM	ModRM:reg (r, w)	ModRM:r/m (r)	NA	NA
RVM	ModRM:reg (w)	VEX.vvvv (r)	ModRM:r/m (r)	NA

Description

Converts 4, 8 or 16 signed word integers from the destination operand (first operand) and 4, 8 or 16 signed word integers from the source operand (second operand) into 8, 16 or 32 unsigned byte integers and stores the result in the destination operand. (See Figure 4-2 for an example of the packing operation.) If a signed word integer value is beyond the range of an unsigned byte integer (that is, greater than FFH or less than 00H), the saturated unsigned byte integer value of FFH or 00H, respectively, is stored in the destination.

The PACKUSWB instruction operates on either 64-bit, 128-bit or 256-bit operands. When operating on 64-bit operands, the destination operand must be an MMX technology register and the source operand can be either an MMX technology register or a 64-bit memory location. In 64-bit mode, using a REX prefix in the form of REX.R permits this instruction to access additional registers (XMM8-XMM15).

128-bit Legacy SSE version: The first source operand is an XMM register. The second operand can be an XMM register or a 128-bit memory location. The destination is not distinct from the first source XMM register and the upper bits (VLMAX-1:128) of the corresponding YMM register destination are unmodified.

VEX.128 encoded version: The first source operand is an XMM register. The second source operand is an XMM register or 128-bit memory location. The destination operand is an XMM register. The upper bits (VLMAX-1:128) of the corresponding YMM register destination are zeroed.

VEX.256 encoded version: The first source operand is a YMM register. The second source operand is a YMM register or a 256-bit memory location. The destination operand is a YMM register.

Operation

PACKUSWB (with 64-bit operands)

```
DEST[7:0] ← SaturateSignedWordToUnsignedByte DEST[15:0];
DEST[15:8] ← SaturateSignedWordToUnsignedByte DEST[31:16];
DEST[23:16] ← SaturateSignedWordToUnsignedByte DEST[47:32];
DEST[31:24] ← SaturateSignedWordToUnsignedByte DEST[63:48];
DEST[39:32] ← SaturateSignedWordToUnsignedByte SRC[15:0];
DEST[47:40] ← SaturateSignedWordToUnsignedByte SRC[31:16];
DEST[55:48] ← SaturateSignedWordToUnsignedByte SRC[47:32];
DEST[63:56] ← SaturateSignedWordToUnsignedByte SRC[63:48];
```

PACKUSWB (Legacy SSE instruction)

```
DEST[7:0]←SaturateSignedWordToUnsignedByte (DEST[15:0]);
DEST[15:8] ←SaturateSignedWordToUnsignedByte (DEST[31:16]);
DEST[23:16] ←SaturateSignedWordToUnsignedByte (DEST[47:32]);
DEST[31:24] ← SaturateSignedWordToUnsignedByte (DEST[63:48]);
DEST[39:32] ← SaturateSignedWordToUnsignedByte (DEST[79:64]);
DEST[47:40] ← SaturateSignedWordToUnsignedByte (DEST[95:80]);
DEST[55:48] ← SaturateSignedWordToUnsignedByte (DEST[111:96]);
DEST[63:56] ← SaturateSignedWordToUnsignedByte (DEST[127:112]);
DEST[71:64] ← SaturateSignedWordToUnsignedByte (SRC[15:0]);
DEST[79:72] ← SaturateSignedWordToUnsignedByte (SRC[31:16]);
DEST[87:80] ← SaturateSignedWordToUnsignedByte (SRC[47:32]);
DEST[95:88] ← SaturateSignedWordToUnsignedByte (SRC[63:48]);
DEST[103:96] ← SaturateSignedWordToUnsignedByte (SRC[79:64]);
DEST[111:104] ← SaturateSignedWordToUnsignedByte (SRC[95:80]);
DEST[119:112] ← SaturateSignedWordToUnsignedByte (SRC[111:96]);
DEST[127:120] ← SaturateSignedWordToUnsignedByte (SRC[127:112]);
```

PACKUSWB (VEX.128 encoded version)

```
DEST[7:0]← SaturateSignedWordToUnsignedByte (SRC1[15:0]);
DEST[15:8] ←SaturateSignedWordToUnsignedByte (SRC1[31:16]);
DEST[23:16] ←SaturateSignedWordToUnsignedByte (SRC1[47:32]);
DEST[31:24] ← SaturateSignedWordToUnsignedByte (SRC1[63:48]);
DEST[39:32] ← SaturateSignedWordToUnsignedByte (SRC1[79:64]);
DEST[47:40] ← SaturateSignedWordToUnsignedByte (SRC1[95:80]);
DEST[55:48] ← SaturateSignedWordToUnsignedByte (SRC1[111:96]);
DEST[63:56] ← SaturateSignedWordToUnsignedByte (SRC1[127:112]);
DEST[71:64] ← SaturateSignedWordToUnsignedByte (SRC2[15:0]);
DEST[79:72] ← SaturateSignedWordToUnsignedByte (SRC2[31:16]);
DEST[87:80] ← SaturateSignedWordToUnsignedByte (SRC2[47:32]);
DEST[95:88] ← SaturateSignedWordToUnsignedByte (SRC2[63:48]);
DEST[103:96] ← SaturateSignedWordToUnsignedByte (SRC2[79:64]);
DEST[111:104] ← SaturateSignedWordToUnsignedByte (SRC2[95:80]);
DEST[119:112] ← SaturateSignedWordToUnsignedByte (SRC2[111:96]);
DEST[127:120] ← SaturateSignedWordToUnsignedByte (SRC2[127:112]);
DEST[VLMAX-1:128] ← 0;
```

VPACKUSWB (VEX.256 encoded version)

```
DEST[7:0]← SaturateSignedWordToUnsignedByte (SRC1[15:0]);
```

```
DEST[15:8] ←SaturateSignedWordToUnsignedByte (SRC1[31:16]);
DEST[23:16] ←SaturateSignedWordToUnsignedByte (SRC1[47:32]);
DEST[31:24] ← SaturateSignedWordToUnsignedByte (SRC1[63:48]);
DEST[39:32] ←SaturateSignedWordToUnsignedByte (SRC1[79:64]);
DEST[47:40] ← SaturateSignedWordToUnsignedByte (SRC1[95:80]);
DEST[55:48] ← SaturateSignedWordToUnsignedByte (SRC1[111:96]);
DEST[63:56] ← SaturateSignedWordToUnsignedByte (SRC1[127:112]);
DEST[71:64] ←SaturateSignedWordToUnsignedByte (SRC2[15:0]);
DEST[79:72] ← SaturateSignedWordToUnsignedByte (SRC2[31:16]);
DEST[87:80] ← SaturateSignedWordToUnsignedByte (SRC2[47:32]);
DEST[95:88] ← SaturateSignedWordToUnsignedByte (SRC2[63:48]);
DEST[103:96] ← SaturateSignedWordToUnsignedByte (SRC2[79:64]);
DEST[111:104] ← SaturateSignedWordToUnsignedByte (SRC2[95:80]);
DEST[119:112] ← SaturateSignedWordToUnsignedByte (SRC2[111:96]);
DEST[127:120] ← SaturateSignedWordToUnsignedByte (SRC2[127:112]);
DEST[135:128]← SaturateSignedWordToUnsignedByte (SRC1[143:128]);
DEST[143:136] ←SaturateSignedWordToUnsignedByte (SRC1[159:144]);
DEST[151:144] ←SaturateSignedWordToUnsignedByte (SRC1[175:160]);
DEST[159:152] ←SaturateSignedWordToUnsignedByte (SRC1[191:176]);
DEST[167:160] ← SaturateSignedWordToUnsignedByte (SRC1[207:192]);
DEST[175:168] ← SaturateSignedWordToUnsignedByte (SRC1[223:208]);
DEST[183:176] ← SaturateSignedWordToUnsignedByte (SRC1[239:224]);
DEST[191:184] ← SaturateSignedWordToUnsignedByte (SRC1[255:240]);
DEST[199:192] ← SaturateSignedWordToUnsignedByte (SRC2[143:128]);
DEST[207:200] ← SaturateSignedWordToUnsignedByte (SRC2[159:144]);
DEST[215:208] ← SaturateSignedWordToUnsignedByte (SRC2[175:160]);
DEST[223:216] ← SaturateSignedWordToUnsignedByte (SRC2[191:176]);
DEST[231:224] ← SaturateSignedWordToUnsignedByte (SRC2[207:192]);
DEST[239:232] ← SaturateSignedWordToUnsignedByte (SRC2[223:208]);
DEST[247:240] ← SaturateSignedWordToUnsignedByte (SRC2[239:224]);
DEST[255:248] ← SaturateSignedWordToUnsignedByte (SRC2[255:240]);
```

Intel C/C++ Compiler Intrinsic Equivalent

PACKUSWB: __m64 _mm_packs_pu16(__m64 m1, __m64 m2)

(V)PACKUSWB: __m128i _mm_packus_epi16(__m128i m1, __m128i m2)

VPACKUSWB: __m256i _mm256_packus_epi16(__m256i m1, __m256i m2);

Flags Affected

None.

SIMD Floating-Point Exceptions

None.

Other Exceptions

See Exceptions Type 4; additionally

#UD	If VEX.L = 1.

...

PADDB/PADDW/PADDD—Add Packed Integers

Opcode/ Instruction	Op/ En	64/32 bit Mode Support	CPUID Feature Flag	Description
0F FC /r[1] PADDB *mm*, *mm/m64*	RM	V/V	MMX	Add packed byte integers from *mm/m64* and *mm*.
66 0F FC /r PADDB *xmm1*, *xmm2/m128*	RM	V/V	SSE2	Add packed byte integers from *xmm2/m128* and *xmm1*.
0F FD /r[1] PADDW *mm*, *mm/m64*	RM	V/V	MMX	Add packed word integers from *mm/m64* and *mm*.
66 0F FD /r PADDW *xmm1*, *xmm2/m128*	RM	V/V	SSE2	Add packed word integers from *xmm2/m128* and *xmm1*.
0F FE /r[1] PADDD *mm*, *mm/m64*	RM	V/V	MMX	Add packed doubleword integers from *mm/m64* and *mm*.
66 0F FE /r PADDD *xmm1*, *xmm2/m128*	RM	V/V	SSE2	Add packed doubleword integers from *xmm2/m128* and *xmm1*.
VEX.NDS.128.66.0F.WIG FC /r VPADDB *xmm1*, *xmm2*, *xmm3/m128*	RVM	V/V	AVX	Add packed byte integers from *xmm3/m128* and *xmm2*.
VEX.NDS.128.66.0F.WIG FD /r VPADDW *xmm1*, *xmm2*, *xmm3/m128*	RVM	V/V	AVX	Add packed word integers from *xmm3/m128* and *xmm2*.
VEX.NDS.128.66.0F.WIG FE /r VPADDD *xmm1*, *xmm2*, *xmm3/m128*	RVM	V/V	AVX	Add packed doubleword integers from *xmm3/m128* and *xmm2*.
VEX.NDS.256.66.0F.WIG FC /r VPADDB *ymm1*, *ymm2*, *ymm3/m256*	RVM	V/V	AVX2	Add packed byte integers from *ymm2, and ymm3/m256* and store in *ymm1*.
VEX.NDS.256.66.0F.WIG FD /r VPADDW *ymm1*, *ymm2*, *ymm3/m256*	RVM	V/V	AVX2	Add packed word integers from *ymm2, ymm3/m256* and *store in ymm1*.
VEX.NDS.256.66.0F.WIG FE /r VPADDD *ymm1*, *ymm2*, *ymm3/m256*	RVM	V/V	AVX2	Add packed doubleword integers from *ymm2, ymm3/m256* and *store in ymm1*.

NOTES:

1. See note in Section 2.4, “Instruction Exception Specification” in the *Intel® 64 and IA-32 Architectures Software Developer’s Manual, Volume 2A* and Section 22.25.3, “Exception Conditions of Legacy SIMD Instructions Operating on MMX Registers” in the *Intel® 64 and IA-32 Architectures Software Developer’s Manual, Volume 3A*.

Instruction Operand Encoding

Op/En	Operand 1	Operand 2	Operand 3	Operand 4
RM	ModRM:reg (r, w)	ModRM:r/m (r)	NA	NA
RVM	ModRM:reg (w)	VEX.vvvv (r)	ModRM:r/m (r)	NA

Description

Performs a SIMD add of the packed integers from the source operand (second operand) and the destination operand (first operand), and stores the packed integer results in the destination operand. See Figure 9-4 in the

Intel® 64 and IA-32 Architectures Software Developer's Manual, Volume 1, for an illustration of a SIMD operation. Overflow is handled with wraparound, as described in the following paragraphs.

Adds the packed byte, word, doubleword, or quadword integers in the first source operand to the second source operand and stores the result in the destination operand. When a result is too large to be represented in the 8/16/32 integer (overflow), the result is wrapped around and the low bits are written to the destination element (that is, the carry is ignored).

Note that these instructions can operate on either unsigned or signed (two's complement notation) integers; however, it does not set bits in the EFLAGS register to indicate overflow and/or a carry. To prevent undetected overflow conditions, software must control the ranges of the values operated on.

These instructions can operate on either 64-bit, 128-bit or 256-bit operands. When operating on 64-bit operands, the destination operand must be an MMX technology register and the source operand can be either an MMX technology register or a 64-bit memory location. In 64-bit mode, using a REX prefix in the form of REX.R permits this instruction to access additional registers (XMM8-XMM15).

128-bit Legacy SSE version: The first source operand is an XMM register. The second operand can be an XMM register or a 128-bit memory location. The destination is not distinct from the first source XMM register and the upper bits (VLMAX-1:128) of the corresponding YMM register destination are unmodified.

VEX.128 encoded version: The first source operand is an XMM register. The second source operand is an XMM register or 128-bit memory location. The destination operand is an XMM register. The upper bits (VLMAX-1:128) of the corresponding YMM register destination are zeroed.

VEX.256 encoded version: The first source operand is a YMM register. The second source operand is a YMM register or a 256-bit memory location. The destination operand is a YMM register.

Note: VEX.L must be 0, otherwise the instruction will #UD.

Operation

PADDB (with 64-bit operands)

```
DEST[7:0] ← DEST[7:0] + SRC[7:0];
(* Repeat add operation for 2nd through 7th byte *)
DEST[63:56] ← DEST[63:56] + SRC[63:56];
```

PADDB (with 128-bit operands)

```
DEST[7:0] ← DEST[7:0] + SRC[7:0];
(* Repeat add operation for 2nd through 14th byte *)
DEST[127:120] ← DEST[111:120] + SRC[127:120];
```

VPADDB (VEX.128 encoded version)

```
DEST[7:0] ← SRC1[7:0]+SRC2[7:0]
DEST[15:8] ← SRC1[15:8]+SRC2[15:8]
DEST[23:16] ← SRC1[23:16]+SRC2[23:16]
DEST[31:24] ← SRC1[31:24]+SRC2[31:24]
DEST[39:32] ← SRC1[39:32]+SRC2[39:32]
DEST[47:40] ← SRC1[47:40]+SRC2[47:40]
DEST[55:48] ← SRC1[55:48]+SRC2[55:48]
DEST[63:56] ← SRC1[63:56]+SRC2[63:56]
DEST[71:64] ← SRC1[71:64]+SRC2[71:64]
DEST[79:72] ← SRC1[79:72]+SRC2[79:72]
DEST[87:80] ← SRC1[87:80]+SRC2[87:80]
DEST[95:88] ← SRC1[95:88]+SRC2[95:88]
DEST[103:96] ← SRC1[103:96]+SRC2[103:96]
DEST[111:104] ← SRC1[111:104]+SRC2[111:104]
```

DEST[119:112] ← SRC1[119:112]+SRC2[119:112]
DEST[127:120] ← SRC1[127:120]+SRC2[127:120]
DEST[VLMAX-1:128] ← 0

VPADDB (VEX.256 encoded instruction)

DEST[7:0]← SRC1[7:0] + SRC2[7:0];
(* Repeat add operation for 2nd through 31th byte *)
DEST[255:248]← SRC1[255:248] + SRC2[255:248];

PADDW (with 64-bit operands)

DEST[15:0] ← DEST[15:0] + SRC[15:0];
(* Repeat add operation for 2nd and 3th word *)
DEST[63:48] ← DEST[63:48] + SRC[63:48];

PADDW (with 128-bit operands)

DEST[15:0] ← DEST[15:0] + SRC[15:0];
(* Repeat add operation for 2nd through 7th word *)
DEST[127:112] ← DEST[127:112] + SRC[127:112];

VPADDW (VEX.128 encoded version)

DEST[15:0] ← SRC1[15:0]+SRC2[15:0]
DEST[31:16] ← SRC1[31:16]+SRC2[31:16]
DEST[47:32] ← SRC1[47:32]+SRC2[47:32]
DEST[63:48] ← SRC1[63:48]+SRC2[63:48]
DEST[79:64] ← SRC1[79:64]+SRC2[79:64]
DEST[95:80] ← SRC1[95:80]+SRC2[95:80]
DEST[111:96] ← SRC1[111:96]+SRC2[111:96]
DEST[127:112] ← SRC1[127:112]+SRC2[127:112]
DEST[VLMAX-1:128] ← 0

VPADDW (VEX.256 encoded instruction)

DEST[15:0] ← SRC1[15:0] + SRC2[15:0];
(* Repeat add operation for 2nd through 15th word *)
DEST[255:240]← SRC1[255:240] + SRC2[255:240];

PADDD (with 64-bit operands)

DEST[31:0] ← DEST[31:0] + SRC[31:0];
DEST[63:32] ← DEST[63:32] + SRC[63:32];

PADDD (with 128-bit operands)

DEST[31:0] ← DEST[31:0] + SRC[31:0];
(* Repeat add operation for 2nd and 3th doubleword *)
DEST[127:96] ← DEST[127:96] + SRC[127:96];

VPADDD (VEX.128 encoded version)

DEST[31:0] ← SRC1[31:0]+SRC2[31:0]
DEST[63:32] ← SRC1[63:32]+SRC2[63:32]
DEST[95:64] ← SRC1[95:64]+SRC2[95:64]
DEST[127:96] ← SRC1[127:96]+SRC2[127:96]
DEST[VLMAX-1:128] ← 0

VPADDD (VEX.256 encoded instruction)

```
DEST[31:0]← SRC1[31:0]  + SRC2[31:0];
(* Repeat add operation for 2nd and 7th doubleword *)
DEST[255:224] ← SRC1[255:224] + SRC2[255:224];
```

Intel C/C++ Compiler Intrinsic Equivalents

PADDB:	__m64 _mm_add_pi8(__m64 m1, __m64 m2)
(V)PADDB:	__m128i _mm_add_epi8 (__m128ia,__m128ib)
VPADDB:	__m256i _mm256_add_epi8 (__m256ia,__m256i b)
PADDW:	__m64 _mm_add_pi16(__m64 m1, __m64 m2)
(V)PADDW:	__m128i _mm_add_epi16 (__m128i a, __m128i b)
VPADDW:	__m256i _mm256_add_epi16 (__m256i a, __m256i b)
PADDD:	__m64 _mm_add_pi32(__m64 m1, __m64 m2)
(V)PADDD:	__m128i _mm_add_epi32 (__m128i a, __m128i b)
VPADDD:	__m256i _mm256_add_epi32 (__m256i a, __m256i b)

Flags Affected

None.

SIMD Floating-Point Exceptions

None.

Other Exceptions

See Exceptions Type 4; additionally

#UD	If VEX.L = 1.

...

PADDQ—Add Packed Quadword Integers

Opcode/ Instruction	Op/ En	64/32 bit Mode Support	CPUID Feature Flag	Description
0F D4 /r[1] PADDQ *mm1*, *mm2/m64*	RM	V/V	SSE2	Add quadword integer *mm2/m64* to *mm1*.
66 0F D4 /r PADDQ *xmm1*, *xmm2/m128*	RM	V/V	SSE2	Add packed quadword integers *xmm2/m128* to *xmm1*.
VEX.NDS.128.66.0F.WIG D4 /r VPADDQ *xmm1*, *xmm2*, *xmm3/m128*	RVM	V/V	AVX	Add packed quadword integers *xmm3/m128* and *xmm2*.
VEX.NDS.256.66.0F.WIG D4 /r VPADDQ *ymm1*, *ymm2*, *ymm3/m256*	RVM	V/V	AVX2	Add packed quadword integers from *ymm2*, *ymm3/m256* and store in *ymm1*.

NOTES:

1. See note in Section 2.4, “Instruction Exception Specification” in the *Intel® 64 and IA-32 Architectures Software Developer’s Manual, Volume 2A* and Section 22.25.3, “Exception Conditions of Legacy SIMD Instructions Operating on MMX Registers” in the *Intel® 64 and IA-32 Architectures Software Developer’s Manual, Volume 3A*.

Instruction Operand Encoding

Op/En	Operand 1	Operand 2	Operand 3	Operand 4
RM	ModRM:reg (r, w)	ModRM:r/m (r)	NA	NA
RVM	ModRM:reg (w)	VEX.vvvv (r)	ModRM:r/m (r)	NA

Description

Adds the first operand (destination operand) to the second operand (source operand) and stores the result in the destination operand. The source operand can be a quadword integer stored in an MMX technology register or a 64-bit memory location, or it can be two packed quadword integers stored in an XMM register or an 128-bit memory location. The destination operand can be a quadword integer stored in an MMX technology register or two packed quadword integers stored in an XMM register. When packed quadword operands are used, a SIMD add is performed. When a quadword result is too large to be represented in 64 bits (overflow), the result is wrapped around and the low 64 bits are written to the destination element (that is, the carry is ignored).

Note that the (V)PADDQ instruction can operate on either unsigned or signed (two’s complement notation) integers; however, it does not set bits in the EFLAGS register to indicate overflow and/or a carry. To prevent undetected overflow conditions, software must control the ranges of the values operated on.

In 64-bit mode, using a REX prefix in the form of REX.R permits this instruction to access additional registers (XMM8-XMM15).

128-bit Legacy SSE version: The first source operand is an XMM register. The second operand can be an XMM register or a 128-bit memory location. The destination is not distinct from the first source XMM register and the upper bits (VLMAX-1:128) of the corresponding YMM register destination are unmodified.

VEX.128 encoded version: The first source operand is an XMM register. The second source operand is an XMM register or 128-bit memory location. The destination operand is an XMM register. The upper bits (VLMAX-1:128) of the corresponding YMM register destination are zeroed.

VEX.256 encoded version: The first source operand is a YMM register. The second source operand is a YMM register or a 256-bit memory location. The destination operand is a YMM register.

Note: VEX.L must be 0, otherwise the instruction will #UD.

Operation

PADDQ (with 64-Bit operands)

```
DEST[63:0] ← DEST[63:0] + SRC[63:0];
```

PADDQ (with 128-Bit operands)

```
DEST[63:0] ← DEST[63:0] + SRC[63:0];
DEST[127:64] ← DEST[127:64] + SRC[127:64];
```

VPADDQ (VEX.128 encoded instruction)

```
DEST[63:0]← SRC1[63:0]  + SRC2[63:0];
DEST[127:64] ← SRC1[127:64] + SRC2[127:64];
DEST[VLMAX-1:128] ← 0;
```

VPADDQ (VEX.256 encoded instruction)

```
DEST[63:0]← SRC1[63:0]  + SRC2[63:0];
DEST[127:64] ← SRC1[127:64] + SRC2[127:64];
DEST[191:128]← SRC1[191:128]  + SRC2[191:128];
DEST[255:192] ← SRC1[255:192] + SRC2[255:192];
```

Intel C/C++ Compiler Intrinsic Equivalents

PADDQ: __m64 _mm_add_si64 (__m64 a, __m64 b)

(V)PADDQ: __m128i _mm_add_epi64 (__m128i a, __m128i b)

VPADDQ: __m256i _mm256_add_epi64 (__m256i a, __m256i b)

Flags Affected

None.

Numeric Exceptions

None.

Other Exceptions

See Exceptions Type 4; additionally

#UD	If VEX.L = 1.

...

PADDSB/PADDSW—Add Packed Signed Integers with Signed Saturation

Opcode/ Instruction	Op/ En	64/32 bit Mode Support	CPUID Feature Flag	Description
0F EC /r[1] PADDSB *mm, mm/m64*	RM	V/V	MMX	Add packed signed byte integers from *mm/m64 and mm* and saturate the results.
66 0F EC /r PADDSB *xmm1, xmm2/m128*	RM	V/V	SSE2	Add packed signed byte integers from *xmm2/m128* and *xmm1* saturate the results.
0F ED /r[1] PADDSW *mm, mm/m64*	RM	V/V	MMX	Add packed signed word integers from *mm/m64 and mm* and saturate the results.
66 0F ED /r PADDSW *xmm1, xmm2/m128*	RM	V/V	SSE2	Add packed signed word integers from *xmm2/m128* and *xmm1* and saturate the results.
VEX.NDS.128.66.0F.WIG EC /r VPADDSB *xmm1, xmm2, xmm3/m128*	RVM	V/V	AVX	Add packed signed byte integers from *xmm3/m128* and *xmm2* saturate the results.
VEX.NDS.128.66.0F.WIG ED /r VPADDSW *xmm1, xmm2, xmm3/m128*	RVM	V/V	AVX	Add packed signed word integers from *xmm3/m128* and *xmm2* and saturate the results.
VEX.NDS.256.66.0F.WIG EC /r VPADDSB *ymm1, ymm2, ymm3/m256*	RVM	V/V	AVX2	Add packed signed byte integers from ymm2, and *ymm3/m256* and store the saturated results in *ymm1*.
VEX.NDS.256.66.0F.WIG ED /r VPADDSW *ymm1, ymm2, ymm3/m256*	RVM	V/V	AVX2	Add packed signed word integers from ymm2, and *ymm3/m256* and store the saturated results in *ymm1*.

NOTES:

1. See note in Section 2.4, “Instruction Exception Specification” in the *Intel® 64 and IA-32 Architectures Software Developer’s Manual, Volume 2A* and Section 22.25.3, “Exception Conditions of Legacy SIMD Instructions Operating on MMX Registers” in the *Intel® 64 and IA-32 Architectures Software Developer’s Manual, Volume 3A*.

Instruction Operand Encoding

Op/En	Operand 1	Operand 2	Operand 3	Operand 4
RM	ModRM:reg (r, w)	ModRM:r/m (r)	NA	NA
RVM	ModRM:reg (w)	VEX.vvvv (r)	ModRM:r/m (r)	NA

Description

Performs a SIMD add of the packed signed integers from the source operand (second operand) and the destination operand (first operand), and stores the packed integer results in the destination operand. See Figure 9-4 in the *Intel® 64 and IA-32 Architectures Software Developer’s Manual, Volume 1*, for an illustration of a SIMD operation. Overflow is handled with signed saturation, as described in the following paragraphs.

The PADDSB instruction adds packed signed byte integers. When an individual byte result is beyond the range of a signed byte integer (that is, greater than 7FH or less than 80H), the saturated value of 7FH or 80H, respectively, is written to the destination operand.

The PADDSW instruction adds packed signed word integers. When an individual word result is beyond the range of a signed word integer (that is, greater than 7FFFH or less than 8000H), the saturated value of 7FFFH or 8000H, respectively, is written to the destination operand.

These instructions can operate on either 64-bit, 128-bit or 256-bit operands. When operating on 64-bit operands, the destination operand must be an MMX technology register and the source operand can be either an MMX technology register or a 64-bit memory location. In 64-bit mode, using a REX prefix in the form of REX.R permits this instruction to access additional registers (XMM8-XMM15).

128-bit Legacy SSE version: The first source operand is an XMM register. The second operand can be an XMM register or a 128-bit memory location. The destination is not distinct from the first source XMM register and the upper bits (VLMAX-1:128) of the corresponding YMM register destination are unmodified.

VEX.128 encoded version: The first source operand is an XMM register. The second source operand is an XMM register or 128-bit memory location. The destination operand is an XMM register. The upper bits (VLMAX-1:128) of the corresponding YMM register destination are zeroed.

VEX.256 encoded version: The first source operand is a YMM register. The second source operand is a YMM register or a 256-bit memory location. The destination operand is a YMM register.

Note: VEX.L must be 0, otherwise the instruction will #UD.

Operation

PADDSB (with 64-bit operands)

```
DEST[7:0] ← SaturateToSignedByte(DEST[7:0] + SRC (7:0]);
(* Repeat add operation for 2nd through 7th bytes *)
DEST[63:56] ← SaturateToSignedByte(DEST[63:56] + SRC[63:56] );
```

PADDSB (with 128-bit operands)

```
DEST[7:0] ←SaturateToSignedByte (DEST[7:0] + SRC[7:0]);
(* Repeat add operation for 2nd through 14th bytes *)
DEST[127:120] ← SaturateToSignedByte (DEST[111:120] + SRC[127:120]);
```

VPADDSB (VEX.128 encoded version)

```
DEST[7:0] ← SaturateToSignedByte (SRC1[7:0] + SRC2[7:0]);
(* Repeat subtract operation for 2nd through 14th bytes *)
DEST[127:120] ← SaturateToSignedByte (SRC1[111:120] + SRC2[127:120]);
DEST[VLMAX-1:128] ← 0
```

VPADDSB (VEX.256 encoded version)

```
DEST[7:0] ← SaturateToSignedByte (SRC1[7:0] + SRC2[7:0]);
(* Repeat add operation for 2nd through 31st bytes *)
DEST[255:248]← SaturateToSignedByte (SRC1[255:248] + SRC2[255:248]);
```

PADDSW (with 64-bit operands)

```
DEST[15:0] ← SaturateToSignedWord(DEST[15:0] + SRC[15:0] );
(* Repeat add operation for 2nd and 7th words *)
DEST[63:48] ← SaturateToSignedWord(DEST[63:48] + SRC[63:48] );
```

PADDSW (with 128-bit operands)

```
DEST[15:0]  ← SaturateToSignedWord (DEST[15:0] + SRC[15:0]);
(* Repeat add operation for 2nd through 7th words *)
DEST[127:112] ← SaturateToSignedWord (DEST[127:112] + SRC[127:112]);
```

VPADDSW (VEX.128 encoded version)

```
DEST[15:0] ← SaturateToSignedWord (SRC1[15:0] + SRC2[15:0]);
(* Repeat subtract operation for 2nd through 7th words *)
DEST[127:112] ← SaturateToSignedWord (SRC1[127:112] + SRC2[127:112]);
```

DEST[VLMAX-1:128] ← 0

VPADDSW (VEX.256 encoded version)

DEST[15:0] ← SaturateToSignedWord (SRC1[15:0] + SRC2[15:0]);
(* Repeat add operation for 2nd through 15th words *)
DEST[255:240] ← SaturateToSignedWord (SRC1[255:240] + SRC2[255:240])

Intel C/C++ Compiler Intrinsic Equivalents

PADDSB: __m64 _mm_adds_pi8(__m64 m1, __m64 m2)

(V)PADDSB: __m128i _mm_adds_epi8 (__m128i a, __m128i b)

VPADDSB: __m256i _mm256_adds_epi8 (__m256i a, __m256i b)

PADDSW: __m64 _mm_adds_pi16(__m64 m1, __m64 m2)

(V)PADDSW: __m128i _mm_adds_epi16 (__m128i a, __m128i b)

VPADDSW: __m256i _mm256_adds_epi16 (__m256i a, __m256i b)

Flags Affected

None.

SIMD Floating-Point Exceptions

None.

Other Exceptions

See Exceptions Type 4; additionally

#UD	If VEX.L = 1.

...

PADDUSB/PADDUSW—Add Packed Unsigned Integers with Unsigned Saturation

Opcode/ Instruction	Op/ En	64/32 bit Mode Support	CPUID Feature Flag	Description
0F DC /r[1] PADDUSB *mm, mm/m64*	RM	V/V	MMX	Add packed unsigned byte integers from *mm/m64 and mm* and saturate the results.
66 0F DC /r PADDUSB *xmm1, xmm2/m128*	RM	V/V	SSE2	Add packed unsigned byte integers from *xmm2/m128* and *xmm1* saturate the results.
0F DD /r[1] PADDUSW *mm, mm/m64*	RM	V/V	MMX	Add packed unsigned word integers from *mm/m64 and mm* and saturate the results.
66 0F DD /r PADDUSW *xmm1, xmm2/m128*	RM	V/V	SSE2	Add packed unsigned word integers from *xmm2/m128* to *xmm1* and saturate the results.
VEX.NDS.128.660F.WIG DC /r VPADDUSB *xmm1, xmm2, xmm3/m128*	RVM	V/V	AVX	Add packed unsigned byte integers from *xmm3/m128* to *xmm2* and saturate the results.
VEX.NDS.128.66.0F.WIG DD /r VPADDUSW *xmm1, xmm2, xmm3/m128*	RVM	V/V	AVX	Add packed unsigned word integers from *xmm3/m128* to *xmm2* and saturate the results.
VEX.NDS.256.66.0F.WIG DC /r VPADDUSB *ymm1, ymm2, ymm3/m256*	RVM	V/V	AVX2	Add packed unsigned byte integers from *ymm2*, and *ymm3/m256* and store the saturated results in *ymm1*.
VEX.NDS.256.66.0F.WIG DD /r VPADDUSW *ymm1, ymm2, ymm3/m256*	RVM	V/V	AVX2	Add packed unsigned word integers from *ymm2*, and *ymm3/m256* and store the saturated results in *ymm1*.

NOTES:

1. See note in Section 2.4, “Instruction Exception Specification” in the *Intel® 64 and IA-32 Architectures Software Developer’s Manual, Volume 2A* and Section 22.25.3, “Exception Conditions of Legacy SIMD Instructions Operating on MMX Registers” in the *Intel® 64 and IA-32 Architectures Software Developer’s Manual, Volume 3A*.

Instruction Operand Encoding

Op/En	Operand 1	Operand 2	Operand 3	Operand 4
RM	ModRM:reg (r, w)	ModRM:r/m (r)	NA	NA
RVM	ModRM:reg (w)	VEX.vvvv (r)	ModRM:r/m (r)	NA

Description

Performs a SIMD add of the packed unsigned integers from the source operand (second operand) and the destination operand (first operand), and stores the packed integer results in the destination operand. See Figure 9-4 in the *Intel® 64 and IA-32 Architectures Software Developer’s Manual, Volume 1*, for an illustration of a SIMD operation. Overflow is handled with unsigned saturation, as described in the following paragraphs.

The (V)PADDUSB instruction adds packed unsigned byte integers. When an individual byte result is beyond the range of an unsigned byte integer (that is, greater than FFH), the saturated value of FFH is written to the destination operand.

The (V)PADDUSW instruction adds packed unsigned word integers. When an individual word result is beyond the range of an unsigned word integer (that is, greater than FFFFH), the saturated value of FFFFH is written to the destination operand.

These instructions can operate on either 64-bit, 128-bit or 256-bit operands. When operating on 64-bit operands, the destination operand must be an MMX technology register and the source operand can be either an MMX technology register or a 64-bit memory location. In 64-bit mode, using a REX prefix in the form of REX.R permits this instruction to access additional registers (XMM8-XMM15).

128-bit Legacy SSE version: The first source operand is an XMM register. The second operand can be an XMM register or a 128-bit memory location. The destination is not distinct from the first source XMM register and the upper bits (VLMAX-1:128) of the corresponding YMM register destination are unmodified.

VEX.128 encoded version: The first source operand is an XMM register. The second source operand is an XMM register or 128-bit memory location. The destination operand is an XMM register. The upper bits (VLMAX-1:128) of the corresponding YMM register destination are zeroed.

VEX.256 encoded version: The first source operand is a YMM register. The second source operand is a YMM register or a 256-bit memory location. The destination operand is a YMM register.

Note: VEX.L must be 0, otherwise the instruction will #UD.

Operation

PADDUSB (with 64-bit operands)

```
DEST[7:0] ← SaturateToUnsignedByte(DEST[7:0] + SRC (7:0] );
(* Repeat add operation for 2nd through 7th bytes *)
DEST[63:56] ← SaturateToUnsignedByte(DEST[63:56] + SRC[63:56]
```

PADDUSB (with 128-bit operands)

```
DEST[7:0] ← SaturateToUnsignedByte (DEST[7:0] + SRC[7:0]);
(* Repeat add operation for 2nd through 14th bytes *)
DEST[127:120] ← SaturateToUnSignedByte (DEST[127:120] + SRC[127:120]);
```

VPADDUSB (VEX.128 encoded version)

```
DEST[7:0] ← SaturateToUnsignedByte (SRC1[7:0] + SRC2[7:0]);
(* Repeat subtract operation for 2nd through 14th bytes *)
DEST[127:120] ← SaturateToUnsignedByte (SRC1[111:120] + SRC2[127:120]);
DEST[VLMAX-1:128] ← 0
```

VPADDUSB (VEX.256 encoded version)

```
DEST[7:0] ← SaturateToUnsignedByte (SRC1[7:0] + SRC2[7:0]);
(* Repeat add operation for 2nd through 31st bytes *)
DEST[255:248]← SaturateToUnsignedByte (SRC1[255:248] + SRC2[255:248]);
```

PADDUSW (with 64-bit operands)

```
DEST[15:0] ← SaturateToUnsignedWord(DEST[15:0] + SRC[15:0] );
(* Repeat add operation for 2nd and 3rd words *)
DEST[63:48] ← SaturateToUnsignedWord(DEST[63:48] + SRC[63:48] );
```

PADDUSW (with 128-bit operands)

```
DEST[15:0] ← SaturateToUnsignedWord (DEST[15:0] + SRC[15:0]);
(* Repeat add operation for 2nd through 7th words *)
DEST[127:112] ← SaturateToUnSignedWord (DEST[127:112] + SRC[127:112]);
```

VPADDUSW (VEX.128 encoded version)

```
DEST[15:0] ← SaturateToUnsignedWord (SRC1[15:0] + SRC2[15:0]);
(* Repeat subtract operation for 2nd through 7th words *)
DEST[127:112] ← SaturateToUnsignedWord (SRC1[127:112] + SRC2[127:112]);
DEST[VLMAX-1:128] ← 0
```

VPADDUSW (VEX.256 encoded version)

```
DEST[15:0] ← SaturateToUnsignedWord (SRC1[15:0] + SRC2[15:0]);
(* Repeat add operation for 2nd through 15th words *)
DEST[255:240] ← SaturateToUnsignedWord (SRC1[255:240] + SRC2[255:240])
```

Intel C/C++ Compiler Intrinsic Equivalents

PADDUSB: __m64 _mm_adds_pu8(__m64 m1, __m64 m2)

PADDUSW: __m64 _mm_adds_pu16(__m64 m1, __m64 m2)

(V)PADDUSB: __m128i _mm_adds_epu8 (__m128i a, __m128i b)

(V)PADDUSW: __m128i _mm_adds_epu16 (__m128i a, __m128i b)

VPADDUSB: __m256i _mm256_adds_epu8 (__m256i a, __m256i b)

VPADDUSW: __m256i _mm256_adds_epu16 (__m256i a, __m256i b)

Flags Affected

None.

Numeric Exceptions

None.

Other Exceptions

See Exceptions Type 4; additionally

#UD	If VEX.L = 1.

...

PALIGNR — Packed Align Right

Opcode/ Instruction	Op/ En	64/32 bit Mode Support	CPUID Feature Flag	Description
0F 3A 0F /r ib[1] PALIGNR *mm1, mm2/m64, imm8*	RMI	V/V	SSSE3	Concatenate destination and source operands, extract byte-aligned result shifted to the right by constant value in *imm8* into *mm1*.
66 0F 3A 0F /r ib PALIGNR *xmm1, xmm2/m128, imm8*	RMI	V/V	SSSE3	Concatenate destination and source operands, extract byte-aligned result shifted to the right by constant value in *imm8* into *xmm1*.
VEX.NDS.128.66.0F3A.WIG 0F /r ib VPALIGNR *xmm1, xmm2, xmm3/m128, imm8*	RVMI	V/V	AVX	Concatenate *xmm2* and *xmm3/m128*, extract byte aligned result shifted to the right by constant value in *imm8* and result is stored in *xmm1*.
VEX.NDS.256.66.0F3A.WIG 0F /r ib VPALIGNR *ymm1, ymm2, ymm3/m256, imm8*	RVMI	V/V	AVX2	Concatenate pairs of 16 bytes in ymm2 and *ymm3/m256* into 32-byte intermediate result, extract byte-aligned, 16-byte result shifted to the right by constant values in *imm8* from each intermediate result, and two 16-byte results are stored in *ymm1*.

NOTES:

1. See note in Section 2.4, “Instruction Exception Specification” in the *Intel® 64 and IA-32 Architectures Software Developer’s Manual, Volume 2A* and Section 22.25.3, “Exception Conditions of Legacy SIMD Instructions Operating on MMX Registers” in the *Intel® 64 and IA-32 Architectures Software Developer’s Manual, Volume 3A*.

Instruction Operand Encoding

Op/En	Operand 1	Operand 2	Operand 3	Operand 4
RMI	ModRM:reg (r, w)	ModRM:r/m (r)	imm8	NA
RVMI	ModRM:reg (w)	VEX.vvvv (r)	ModRM:r/m (r)	imm8

Description

(V)PALIGNR concatenates the destination operand (the first operand) and the source operand (the second operand) into an intermediate composite, shifts the composite at byte granularity to the right by a constant immediate, and extracts the right-aligned result into the destination. The first and the second operands can be an MMX, XMM or a YMM register. The immediate value is considered unsigned. Immediate shift counts larger than the 2L (i.e. 32 for 128-bit operands, or 16 for 64-bit operands) produce a zero result. Both operands can be MMX registers, XMM registers or YMM registers. When the source operand is a 128-bit memory operand, the operand must be aligned on a 16-byte boundary or a general-protection exception (#GP) will be generated.

In 64-bit mode, use the REX prefix to access additional registers.

128-bit Legacy SSE version: Bits (VLMAX-1:128) of the corresponding YMM destination register remain unchanged.

VEX.128 encoded version: The first source operand is an XMM register. The second source operand is an XMM register or 128-bit memory location. The destination operand is an XMM register. The upper bits (VLMAX-1:128) of the corresponding YMM register destination are zeroed.

VEX.256 encoded version: The first source operand is a YMM register and contains two 16-byte blocks. The second source operand is a YMM register or a 256-bit memory location containing two 16-byte block. The destination operand is a YMM register and contain two 16-byte results. The imm8[7:0] is the common shift count used for the two lower 16-byte block sources and the two upper 16-byte block sources. The low 16-byte block of the two source operands produce the low 16-byte result of the destination operand, the high 16-byte block of the two source operands produce the high 16-byte result of the destination operand.

Concatenation is done with 128-bit data in the first and second source operand for both 128-bit and 256-bit instructions. The high 128-bits of the intermediate composite 256-bit result came from the 128-bit data from the first source operand; the low 128-bits of the intermediate result came from the 128-bit data of the second source operand.

Note: VEX.L must be 0, otherwise the instruction will #UD.

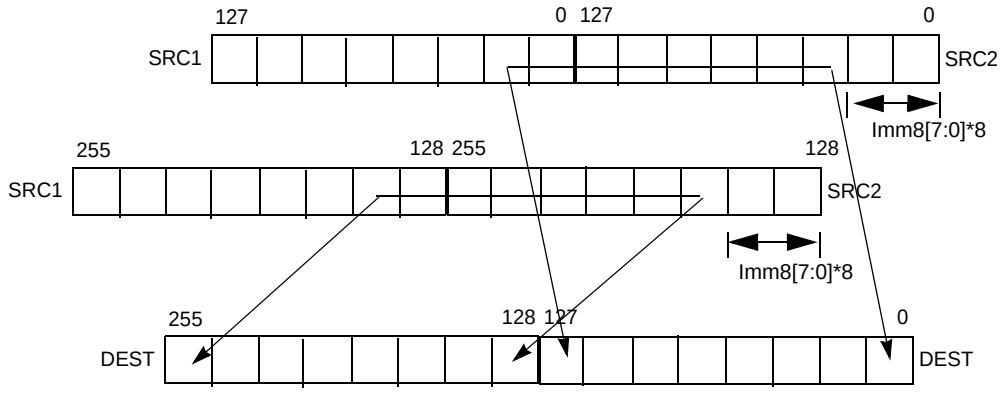

Figure 4-3 256-bit VPALIGN Instruction Operation

Operation

PALIGNR (with 64-bit operands)

```
temp1[127:0] = CONCATENATE(DEST,SRC)>>(imm8*8)
DEST[63:0] = temp1[63:0]
```

PALIGNR (with 128-bit operands)

```
temp1[255:0] ← ((DEST[127:0] << 128) OR SRC[127:0])>>(imm8*8);
DEST[127:0] ← temp1[127:0]
DEST[VLMAX-1:128] (Unmodified)
```

VPALIGNR (VEX.128 encoded version)

```
temp1[255:0] ← ((SRC1[127:0] << 128) OR SRC2[127:0])>>(imm8*8);
DEST[127:0] ← temp1[127:0]
DEST[VLMAX-1:128] ← 0
```

VPALIGNR (VEX.256 encoded version)

```
temp1[255:0] ← ((SRC1[127:0] << 128) OR SRC2[127:0])>>(imm8[7:0]*8);
DEST[127:0] ← temp1[127:0]
temp1[255:0] ← ((SRC1[255:128] << 128) OR SRC2[255:128])>>(imm8[7:0]*8);
```

DEST[255:128] ← temp1[127:0]

Intel C/C++ Compiler Intrinsic Equivalents

PALIGNR: __m64 _mm_alignr_pi8 (__m64 a, __m64 b, int n)

(V)PALIGNR: __m128i _mm_alignr_epi8 (__m128i a, __m128i b, int n)

VPALIGNR: __m256i _mm256_alignr_epi8 (__m256i a, __m256i b, const int n)

SIMD Floating-Point Exceptions

None.

Other Exceptions

See Exceptions Type 4; additionally

#UD	If VEX.L = 1.

...

PAND—Logical AND

Opcode/ Instruction	Op/ En	64/32 bit Mode Support	CPUID Feature Flag	Description
0F DB /r[1] PAND *mm, mm/m64*	RM	V/V	MMX	Bitwise AND *mm/m64* and *mm*.
66 0F DB /r PAND *xmm1*, *xmm2/m128*	RM	V/V	SSE2	Bitwise AND of *xmm2/m128* and *xmm1*.
VEX.NDS.128.66.0F.WIG DB /r VPAND *xmm1, xmm2, xmm3/m128*	RVM	V/V	AVX	Bitwise AND of *xmm3/m128* and *xmm*.
VEX.NDS.256.66.0F.WIG DB /r VPAND *ymm1*, *ymm2*, *ymm3/.m256*	RVM	V/V	AVX2	Bitwise AND of *ymm2*, and *ymm3/m256* and store result in *ymm1*.

NOTES:

1. See note in Section 2.4, “Instruction Exception Specification” in the *Intel® 64 and IA-32 Architectures Software Developer’s Manual, Volume 2A* and Section 22.25.3, “Exception Conditions of Legacy SIMD Instructions Operating on MMX Registers” in the *Intel® 64 and IA-32 Architectures Software Developer’s Manual, Volume 3A*.

Instruction Operand Encoding

Op/En	Operand 1	Operand 2	Operand 3	Operand 4
RM	ModRM:reg (r, w)	ModRM:r/m (r)	NA	NA
RVM	ModRM:reg (w)	VEX.vvvv (r)	ModRM:r/m (r)	NA

Description

Performs a bitwise logical AND operation on the first source operand and second source operand and stores the result in the destination operand. Each bit of the result is set to 1 if the corresponding bits of the first and second operands are 1, otherwise it is set to 0.

In 64-bit mode, using a REX prefix in the form of REX.R permits this instruction to access additional registers (XMM8-XMM15).

Legacy SSE instructions: The source operand can be an MMX technology register or a 64-bit memory location. The destination operand can be an MMX technology register.

128-bit Legacy SSE version: The first source operand is an XMM register. The second operand can be an XMM register or a 128-bit memory location. The destination is not distinct from the first source XMM register and the upper bits (VLMAX-1:128) of the corresponding YMM register destination are unmodified.

VEX.128 encoded version: The first source operand is an XMM register. The second source operand is an XMM register or 128-bit memory location. The destination operand is an XMM register. The upper bits (VLMAX-1:128) of the corresponding YMM register destination are zeroed.

VEX.256 encoded version: The first source operand is a YMM register. The second source operand is a YMM register or a 256-bit memory location. The destination operand is a YMM register.

Note: VEX.L must be 0, otherwise the instruction will #UD.

Operation

PAND (128-bit Legacy SSE version)

DEST ← DEST AND SRC

DEST[VLMAX-1:128] (Unmodified)

VPAND (VEX.128 encoded version)
DEST ← SRC1 AND SRC2
DEST[VLMAX-1:128] ← 0

VPAND (VEX.256 encoded instruction)
DEST[255:0] ← (SRC1[255:0] AND SRC2[255:0])

Intel C/C++ Compiler Intrinsic Equivalent

PAND: __m64 _mm_and_si64 (__m64 m1, __m64 m2)

(V)PAND: __m128i _mm_and_si128 (__m128i a, __m128i b)

VPAND: __m256i _mm256_and_si256 (__m256i a, __m256i b)

Flags Affected

None.

Numeric Exceptions

None.

Other Exceptions

See Exceptions Type 4; additionally

#UD	If VEX.L = 1.

...

PANDN—Logical AND NOT

Opcode/ Instruction	Op/ En	64/32 bit Mode Support	CPUID Feature Flag	Description
0F DF /r[1] PANDN *mm, mm/m64*	RM	V/V	MMX	Bitwise AND NOT of *mm/m64* and *mm*.
66 0F DF /r PANDN *xmm1*, *xmm2/m128*	RM	V/V	SSE2	Bitwise AND NOT of *xmm2/m128* and *xmm1*.
VEX.NDS.128.66.0F.WIG DF /r VPANDN *xmm1, xmm2, xmm3/m128*	RVM	V/V	AVX	Bitwise AND NOT of *xmm3/m128* and *xmm2*.
VEX.NDS.256.66.0F.WIG DF /r VPANDN *ymm1, ymm2, ymm3/m256*	RVM	V/V	AVX2	Bitwise AND NOT of *ymm2*, and *ymm3/m256* and store result in *ymm1*.

NOTES:

1. See note in Section 2.4, “Instruction Exception Specification” in the *Intel® 64 and IA-32 Architectures Software Developer’s Manual, Volume 2A* and Section 22.25.3, “Exception Conditions of Legacy SIMD Instructions Operating on MMX Registers” in the *Intel® 64 and IA-32 Architectures Software Developer’s Manual, Volume 3A*.

Instruction Operand Encoding

Op/En	Operand 1	Operand 2	Operand 3	Operand 4
RM	ModRM:reg (r, w)	ModRM:r/m (r)	NA	NA
RVM	ModRM:reg (w)	VEX.vvvv (r)	ModRM:r/m (r)	NA

Description

Performs a bitwise logical NOT operation on the first source operand, then performs bitwise AND with second source operand and stores the result in the destination operand. Each bit of the result is set to 1 if the corresponding bit in the first operand is 0 and the corresponding bit in the second operand is 1, otherwise it is set to 0.

In 64-bit mode, using a REX prefix in the form of REX.R permits this instruction to access additional registers (XMM8-XMM15).

Legacy SSE instructions: The source operand can be an MMX technology register or a 64-bit memory location. The destination operand can be an MMX technology register.

128-bit Legacy SSE version: The first source operand is an XMM register. The second operand can be an XMM register or a 128-bit memory location. The destination is not distinct from the first source XMM register and the upper bits (VLMAX-1:128) of the corresponding YMM register destination are unmodified.

VEX.128 encoded version: The first source operand is an XMM register. The second source operand is an XMM register or 128-bit memory location. The destination operand is an XMM register. The upper bits (VLMAX-1:128) of the corresponding YMM register destination are zeroed.

VEX.256 encoded version: The first source operand is a YMM register. The second source operand is a YMM register or a 256-bit memory location. The destination operand is a YMM register.

Note: VEX.L must be 0, otherwise the instruction will #UD.

Operation

PANDN(128-bit Legacy SSE version)

DEST ← NOT(DEST) AND SRC

DEST[VLMAX-1:128] (Unmodified)

VPANDN (VEX.128 encoded version)
DEST ← NOT(SRC1) AND SRC2
DEST[VLMAX-1:128] ← 0

VPANDN (VEX.256 encoded instruction)
DEST[255:0] ← ((NOT SRC1[255:0]) AND SRC2[255:0])

Intel C/C++ Compiler Intrinsic Equivalent

PANDN: __m64 _mm_andnot_si64 (__m64 m1, __m64 m2)

(V)PANDN: __m128i _mm_andnot_si128 (__m128i a, __m128i b)

VPANDN: __m256i _mm256_andnot_si256 (__m256i a, __m256i b)

Flags Affected

None.

Numeric Exceptions

None.

Other Exceptions

See Exceptions Type 4; additionally

#UD	If VEX.L = 1.

...

PAVGB/PAVGW—Average Packed Integers

Opcode/ Instruction	Op/ En	64/32 bit Mode Support	CPUID Feature Flag	Description
0F E0 /r[1] PAVGB *mm1, mm2/m64*	RM	V/V	SSE	Average packed unsigned byte integers from *mm2/m64* and *mm1* with rounding.
66 0F E0, /r PAVGB *xmm1*, *xmm2/m128*	RM	V/V	SSE2	Average packed unsigned byte integers from *xmm2/m128* and *xmm1* with rounding.
0F E3 /r[1] PAVGW *mm1, mm2/m64*	RM	V/V	SSE	Average packed unsigned word integers from mm2/m64 and *mm1* with rounding.
66 0F E3 /r PAVGW *xmm1*, *xmm2/m128*	RM	V/V	SSE2	Average packed unsigned word integers from *xmm2/m128* and *xmm1* with rounding.
VEX.NDS.128.66.0F.WIG E0 /r VPAVGB *xmm1, xmm2, xmm3/m128*	RVM	V/V	AVX	Average packed unsigned byte integers from *xmm3/m128* and *xmm2* with rounding.
VEX.NDS.128.66.0F.WIG E3 /r VPAVGW *xmm1, xmm2, xmm3/m128*	RVM	V/V	AVX	Average packed unsigned word integers from *xmm3/m128* and *xmm2* with rounding.
VEX.NDS.256.66.0F.WIG E0 /r VPAVGB *ymm1*, *ymm2, ymm3/m256*	RVM	V/V	AVX2	Average packed unsigned byte integers from ymm2, and *ymm3/m256* with rounding and store to *ymm1*.
VEX.NDS.256.66.0F.WIG E3 /r VPAVGW *ymm1*, *ymm2, ymm3/m256*	RVM	V/V	AVX2	Average packed unsigned word integers from *ymm2*, *ymm3/m256* with rounding to *ymm1*.

NOTES:

1. See note in Section 2.4, “Instruction Exception Specification” in the *Intel® 64 and IA-32 Architectures Software Developer’s Manual, Volume 2A* and Section 22.25.3, “Exception Conditions of Legacy SIMD Instructions Operating on MMX Registers” in the *Intel® 64 and IA-32 Architectures Software Developer’s Manual, Volume 3A*.

Instruction Operand Encoding

Op/En	Operand 1	Operand 2	Operand 3	Operand 4
RM	ModRM:reg (r, w)	ModRM:r/m (r)	NA	NA
RVM	ModRM:reg (w)	VEX.vvvv (r)	ModRM:r/m (r)	NA

Description

Performs a SIMD average of the packed unsigned integers from the source operand (second operand) and the destination operand (first operand), and stores the results in the destination operand. For each corresponding pair of data elements in the first and second operands, the elements are added together, a 1 is added to the temporary sum, and that result is shifted right one bit position.

The (V)PAVGB instruction operates on packed unsigned bytes and the (V)PAVGW instruction operates on packed unsigned words.

In 64-bit mode, using a REX prefix in the form of REX.R permits this instruction to access additional registers (XMM8-XMM15).

Legacy SSE instructions: The source operand can be an MMX technology register or a 64-bit memory location. The destination operand can be an MMX technology register.

128-bit Legacy SSE version: The first source operand is an XMM register. The second operand can be an XMM register or a 128-bit memory location. The destination is not distinct from the first source XMM register and the upper bits (VLMAX-1:128) of the corresponding YMM register destination are unmodified.

VEX.128 encoded version: The first source operand is an XMM register. The second source operand is an XMM register or 128-bit memory location. The destination operand is an XMM register. The upper bits (VLMAX-1:128) of the corresponding YMM register destination are zeroed.

VEX.256 encoded version: The first source operand is a YMM register. The second source operand is a YMM register or a 256-bit memory location. The destination operand is a YMM register.

Operation

PAVGB (with 64-bit operands)

```
DEST[7:0] ← (SRC[7:0] + DEST[7:0] + 1) >> 1; (* Temp sum before shifting is 9 bits *)
(* Repeat operation performed for bytes 2 through 6 *)
DEST[63:56] ← (SRC[63:56] + DEST[63:56] + 1) >> 1;
```

PAVGW (with 64-bit operands)

```
DEST[15:0] ← (SRC[15:0] + DEST[15:0] + 1) >> 1; (* Temp sum before shifting is 17 bits *)
(* Repeat operation performed for words 2 and 3 *)
DEST[63:48] ← (SRC[63:48] + DEST[63:48] + 1) >> 1;
```

PAVGB (with 128-bit operands)

```
DEST[7:0] ← (SRC[7:0] + DEST[7:0] + 1) >> 1; (* Temp sum before shifting is 9 bits *)
(* Repeat operation performed for bytes 2 through 14 *)
DEST[127:120] ← (SRC[127:120] + DEST[127:120] + 1) >> 1;
```

PAVGW (with 128-bit operands)

```
DEST[15:0] ← (SRC[15:0] + DEST[15:0] + 1) >> 1; (* Temp sum before shifting is 17 bits *)
(* Repeat operation performed for words 2 through 6 *)
DEST[127:112] ← (SRC[127:112] + DEST[127:112] + 1) >> 1;
```

VPAVGB (VEX.128 encoded version)

```
DEST[7:0] ← (SRC1[7:0] + SRC2[7:0] + 1) >> 1;
(* Repeat operation performed for bytes 2 through 15 *)
DEST[127:120] ← (SRC1[127:120] + SRC2[127:120] + 1) >> 1
DEST[VLMAX-1:128] ← 0
```

VPAVGW (VEX.128 encoded version)

```
DEST[15:0] ← (SRC1[15:0] + SRC2[15:0] + 1) >> 1;
(* Repeat operation performed for 16-bit words 2 through 7 *)
DEST[127:112] ← (SRC1[127:112] + SRC2[127:112] + 1) >> 1
DEST[VLMAX-1:128] ← 0
```

VPAVGB (VEX.256 encoded instruction)

```
DEST[7:0] ← (SRC1[7:0] + SRC2[7:0] + 1) >> 1; (* Temp sum before shifting is 9 bits *)
(* Repeat operation performed for bytes 2 through 31)
DEST[255:248] ← (SRC1[255:248] + SRC2[255:248] + 1) >> 1;
```

VPAVGW (VEX.256 encoded instruction)

```
DEST[15:0] ← (SRC1[15:0] + SRC2[15:0] + 1) >> 1; (* Temp sum before shifting is 17 bits *)
(* Repeat operation performed for words 2 through 15)
DEST[255:14]) ← (SRC1[255:240] + SRC2[255:240] + 1) >> 1;
```

Intel C/C++ Compiler Intrinsic Equivalent

PAVGB: __m64 _mm_avg_pu8 (__m64 a, __m64 b)

PAVGW: __m64 _mm_avg_pu16 (__m64 a, __m64 b)

(V)PAVGB: __m128i _mm_avg_epu8 (__m128i a, __m128i b)

(V)PAVGW: __m128i _mm_avg_epu16 (__m128i a, __m128i b)

VPAVGB: __m256i _mm256_avg_epu8 (__m256i a, __m256i b)

VPAVGW: __m256i _mm256_avg_epu16 (__m256i a, __m256i b)

Flags Affected

None.

Numeric Exceptions

None.

Other Exceptions

See Exceptions Type 4; additionally

#UD	If VEX.L = 1.

...

PBLENDVB — Variable Blend Packed Bytes

Opcode/ Instruction	Op/ En	64/32 bit Mode Support	CPUID Feature Flag	Description
66 0F 38 10 /r PBLENDVB *xmm1, xmm2/m128, <XMM0>*	RM	V/V	SSE4_1	Select byte values from *xmm1* and *xmm2/m128* from mask specified in the high bit of each byte in *XMM0* and store the values into *xmm1*.
VEX.NDS.128.66.0F3A.W0 4C /r /is4 VPBLENDVB *xmm1, xmm2, xmm3/m128, xmm4*	RVMR	V/V	AVX	Select byte values from *xmm2* and *xmm3/m128* using mask bits in the specified mask register, *xmm4*, and store the values into *xmm1*.
VEX.NDS.256.66.0F3A.W0 4C /r /is4 VPBLENDVB *ymm1, ymm2, ymm3/m256, ymm4*	RVMR	V/V	AVX2	Select byte values from *ymm2* and *ymm3/m256* from mask specified in the high bit of each byte in *ymm4* and store the values into *ymm1*.

Instruction Operand Encoding

Op/En	Operand 1	Operand 2	Operand 3	Operand 4
RM	ModRM:reg (r, w)	ModRM:r/m (r)	<XMM0>	NA
RVMR	ModRM:reg (w)	VEX.vvvv (r)	ModRM:r/m (r)	ModRM:reg (r)

Description

Conditionally copies byte elements from the source operand (second operand) to the destination operand (first operand) depending on mask bits defined in the implicit third register argument, XMM0. The mask bits are the most significant bit in each byte element of the XMM0 register.

If a mask bit is “1", then the corresponding byte element in the source operand is copied to the destination, else the byte element in the destination operand is left unchanged.

The register assignment of the implicit third operand is defined to be the architectural register XMM0.

128-bit Legacy SSE version: The first source operand and the destination operand is the same. Bits (VLMAX-1:128) of the corresponding YMM destination register remain unchanged. The mask register operand is implicitly defined to be the architectural register XMM0. An attempt to execute PBLENDVB with a VEX prefix will cause #UD.

VEX.128 encoded version: The first source operand and the destination operand are XMM registers. The second source operand is an XMM register or 128-bit memory location. The mask operand is the third source register, and encoded in bits[7:4] of the immediate byte(imm8). The bits[3:0] of imm8 are ignored. In 32-bit mode, imm8[7] is ignored. The upper bits (VLMAX-1:128) of the corresponding YMM register (destination register) are zeroed. VEX.L must be 0, otherwise the instruction will #UD. VEX.W must be 0, otherwise, the instruction will #UD.

VEX.256 encoded version: The first source operand and the destination operand are YMM registers. The second source operand is an YMM register or 256-bit memory location. The third source register is an YMM register and encoded in bits[7:4] of the immediate byte(imm8). The bits[3:0] of imm8 are ignored. In 32-bit mode, imm8[7] is ignored.

VPBLENDVB permits the mask to be any XMM or YMM register. In contrast, PBLENDVB treats XMM0 implicitly as the mask and do not support non-destructive destination operation. An attempt to execute PBLENDVB encoded with a VEX prefix will cause a #UD exception.

Operation

PBLENDVB (128-bit Legacy SSE version)

```
MASK ← XMM0
IF (MASK[7] = 1) THEN DEST[7:0] ← SRC[7:0];
ELSE DEST[7:0] ← DEST[7:0];
IF (MASK[15] = 1) THEN DEST[15:8] ← SRC[15:8];
ELSE DEST[15:8] ← DEST[15:8];
IF (MASK[23] = 1) THEN DEST[23:16] ← SRC[23:16]
ELSE DEST[23:16] ← DEST[23:16];
IF (MASK[31] = 1) THEN DEST[31:24] ← SRC[31:24]
ELSE DEST[31:24] ← DEST[31:24];
IF (MASK[39] = 1) THEN DEST[39:32] ← SRC[39:32]
ELSE DEST[39:32] ← DEST[39:32];
IF (MASK[47] = 1) THEN DEST[47:40] ← SRC[47:40]
ELSE DEST[47:40] ← DEST[47:40];
IF (MASK[55] = 1) THEN DEST[55:48] ← SRC[55:48]
ELSE DEST[55:48] ← DEST[55:48];
IF (MASK[63] = 1) THEN DEST[63:56] ← SRC[63:56]
ELSE DEST[63:56] ← DEST[63:56];
IF (MASK[71] = 1) THEN DEST[71:64] ← SRC[71:64]
ELSE DEST[71:64] ← DEST[71:64];
IF (MASK[79] = 1) THEN DEST[79:72] ← SRC[79:72]
ELSE DEST[79:72] ← DEST[79:72];
IF (MASK[87] = 1) THEN DEST[87:80] ← SRC[87:80]
ELSE DEST[87:80] ← DEST[87:80];
IF (MASK[95] = 1) THEN DEST[95:88] ← SRC[95:88]
ELSE DEST[95:88] ←    DEST[95:88];
IF (MASK[103] = 1) THEN DEST[103:96] ← SRC[103:96]
ELSE DEST[103:96] ←    DEST[103:96];
IF (MASK[111] = 1) THEN DEST[111:104] ← SRC[111:104]
ELSE DEST[111:104] ← DEST[111:104];
IF (MASK[119] = 1) THEN DEST[119:112] ← SRC[119:112]
ELSE DEST[119:112] ← DEST[119:112];
IF (MASK[127] = 1) THEN DEST[127:120] ← SRC[127:120]
ELSE DEST[127:120] ← DEST[127:120])
DEST[VLMAX-1:128] (Unmodified)
```

VPBLENDVB (VEX.128 encoded version)

```
MASK ← SRC3
IF (MASK[7] = 1) THEN DEST[7:0] ← SRC2[7:0];
ELSE DEST[7:0] ← SRC1[7:0];
IF (MASK[15] = 1) THEN DEST[15:8] ← SRC2[15:8];
ELSE DEST[15:8] ← SRC1[15:8];
IF (MASK[23] = 1) THEN DEST[23:16] ← SRC2[23:16]
ELSE DEST[23:16] ← SRC1[23:16];
IF (MASK[31] = 1) THEN DEST[31:24] ← SRC2[31:24]
ELSE DEST[31:24] ← SRC1[31:24];
IF (MASK[39] = 1) THEN DEST[39:32] ← SRC2[39:32]
ELSE DEST[39:32] ← SRC1[39:32];
IF (MASK[47] = 1) THEN DEST[47:40] ← SRC2[47:40]
```

ELSE DEST[47:40] ← SRC1[47:40];
IF (MASK[55] = 1) THEN DEST[55:48] ← SRC2[55:48]
ELSE DEST[55:48] ← SRC1[55:48];
IF (MASK[63] = 1) THEN DEST[63:56] ← SRC2[63:56]
ELSE DEST[63:56] ← SRC1[63:56];
IF (MASK[71] = 1) THEN DEST[71:64] ← SRC2[71:64]
ELSE DEST[71:64] ← SRC1[71:64];
IF (MASK[79] = 1) THEN DEST[79:72] ← SRC2[79:72]
ELSE DEST[79:72] ← SRC1[79:72];
IF (MASK[87] = 1) THEN DEST[87:80] ← SRC2[87:80]
ELSE DEST[87:80] ← SRC1[87:80];
IF (MASK[95] = 1) THEN DEST[95:88] ← SRC2[95:88]
ELSE DEST[95:88] ← SRC1[95:88];
IF (MASK[103] = 1) THEN DEST[103:96] ← SRC2[103:96]
ELSE DEST[103:96] ← SRC1[103:96];
IF (MASK[111] = 1) THEN DEST[111:104] ← SRC2[111:104]
ELSE DEST[111:104] ← SRC1[111:104];
IF (MASK[119] = 1) THEN DEST[119:112] ← SRC2[119:112]
ELSE DEST[119:112] ← SRC1[119:112];
IF (MASK[127] = 1) THEN DEST[127:120] ← SRC2[127:120]
ELSE DEST[127:120] ← SRC1[127:120])
DEST[VLMAX-1:128] ← 0

VPBLENDVB (VEX.256 encoded version)

MASK ← SRC3
IF (MASK[7] == 1) THEN DEST[7:0] **?** SRC2[7:0];
ELSE DEST[7:0] ← SRC1[7:0];
IF (MASK[15] == 1) THEN DEST[15:8] **?** SRC2[15:8];
ELSE DEST[15:8] ← SRC1[15:8];
IF (MASK[23] == 1) THEN DEST[23:16] **?** SRC2[23:16]
ELSE DEST[23:16] ← SRC1[23:16];
IF (MASK[31] == 1) THEN DEST[31:24] **?** SRC2[31:24]
ELSE DEST[31:24] ← SRC1[31:24];
IF (MASK[39] == 1) THEN DEST[39:32] **?** SRC2[39:32]
ELSE DEST[39:32] ← SRC1[39:32];
IF (MASK[47] == 1) THEN DEST[47:40] **?** SRC2[47:40]
ELSE DEST[47:40] ← SRC1[47:40];
IF (MASK[55] == 1) THEN DEST[55:48] **?** SRC2[55:48]
ELSE DEST[55:48] ← SRC1[55:48];
IF (MASK[63] == 1) THEN DEST[63:56] **?** SRC2[63:56]
ELSE DEST[63:56] ← SRC1[63:56];
IF (MASK[71] == 1) THEN DEST[71:64] **?** SRC2[71:64]
ELSE DEST[71:64] ← SRC1[71:64];
IF (MASK[79] == 1) THEN DEST[79:72] **?** SRC2[79:72]
ELSE DEST[79:72] ← SRC1[79:72];
IF (MASK[87] == 1) THEN DEST[87:80] **?** SRC2[87:80]
ELSE DEST[87:80] ← SRC1[87:80];
IF (MASK[95] == 1) THEN DEST[95:88] ← SRC2[95:88]
ELSE DEST[95:88] ← SRC1[95:88];
IF (MASK[103] == 1) THEN DEST[103:96] ← SRC2[103:96]

```
ELSE DEST[103:96] ← SRC1[103:96];
IF (MASK[111] == 1) THEN DEST[111:104] ← SRC2[111:104]
ELSE DEST[111:104] ← SRC1[111:104];
IF (MASK[119] == 1) THEN DEST[119:112] ← SRC2[119:112]
ELSE DEST[119:112] ← SRC1[119:112];
IF (MASK[127] == 1) THEN DEST[127:120] ← SRC2[127:120]
ELSE DEST[127:120] ← SRC1[127:120])
IF (MASK[135] == 1) THEN DEST[135:128] ← SRC2[135:128];
ELSE DEST[135:128] ← SRC1[135:128];
IF (MASK[143] == 1) THEN DEST[143:136] ← SRC2[143:136];
ELSE DEST[[143:136] ← SRC1[143:136];
IF (MASK[151] == 1) THEN DEST[151:144] ← SRC2[151:144]
ELSE DEST[151:144] ← SRC1[151:144];
IF (MASK[159] == 1) THEN DEST[159:152] ← SRC2[159:152]
ELSE DEST[159:152] ← SRC1[159:152];
IF (MASK[167] == 1) THEN DEST[167:160] ← SRC2[167:160]
ELSE DEST[167:160] ← SRC1[167:160];
IF (MASK[175] == 1) THEN DEST[175:168] ← SRC2[175:168]
ELSE DEST[175:168] ← SRC1[175:168];
IF (MASK[183] == 1) THEN DEST[183:176] ← SRC2[183:176]
ELSE DEST[183:176] ← SRC1[183:176];
IF (MASK[191] == 1) THEN DEST[191:184] ← SRC2[191:184]
ELSE DEST[191:184] ← SRC1[191:184];
IF (MASK[199] == 1) THEN DEST[199:192] ← SRC2[199:192]
ELSE DEST[199:192] ← SRC1[199:192];
IF (MASK[207] == 1) THEN DEST[207:200] ← SRC2[207:200]
ELSE DEST[207:200] ← SRC1[207:200]
IF (MASK[215] == 1) THEN DEST[215:208] ← SRC2[215:208]
ELSE DEST[215:208] ← SRC1[215:208];
IF (MASK[223] == 1) THEN DEST[223:216] ← SRC2[223:216]
ELSE DEST[223:216] ← SRC1[223:216];
IF (MASK[231] == 1) THEN DEST[231:224] ← SRC2[231:224]
ELSE DEST[231:224] ← SRC1[231:224];
IF (MASK[239] == 1) THEN DEST[239:232] ← SRC2[239:232]
ELSE DEST[239:232] ← SRC1[239:232];
IF (MASK[247] == 1) THEN DEST[247:240] ← SRC2[247:240]
ELSE DEST[247:240] ← SRC1[247:240];
IF (MASK[255] == 1) THEN DEST[255:248] ← SRC2[255:248]
ELSE DEST[255:248] ← SRC1[255:248]
```

Intel C/C++ Compiler Intrinsic Equivalent

(V)PBLENDVB: __m128i _mm_blendv_epi8 (__m128i v1, __m128i v2, __m128i mask);

VPBLENDVB: __m256i _mm256_blendv_epi8 (__m256i v1, __m256i v2, __m256i mask);

Flags Affected

None.

SIMD Floating-Point Exceptions

None.

Other Exceptions

See Exceptions Type 4; additionally

#UD	If VEX.L = 1.
	If VEX.W = 1.

...

PBLENDW — Blend Packed Words

Opcode/ Instruction	Op/ En	64/32 bit Mode Support	CPUID Feature Flag	Description
66 0F 3A 0E /r ib PBLENDW *xmm1*, *xmm2/m128*, *imm8*	RMI	V/V	SSE4_1	Select words from *xmm1* and *xmm2/m128* from mask specified in *imm8* and store the values into *xmm1*.
VEX.NDS.128.66.0F3A.WIG 0E /r ib VPBLENDW *xmm1*, *xmm2*, *xmm3/m128*, *imm8*	RVMI	V/V	AVX	Select words from *xmm2* and *xmm3/m128* from mask specified in *imm8* and store the values into *xmm1*.
VEX.NDS.256.66.0F3A.WIG 0E /r ib VPBLENDW *ymm1*, *ymm2*, *ymm3/m256*, *imm8*	RVMI	V/V	AVX2	Select words from *ymm2* and *ymm3/m256* from mask specified in *imm8* and store the values into *ymm1*.

Instruction Operand Encoding

Op/En	Operand 1	Operand 2	Operand 3	Operand 4
RMI	ModRM:reg (r, w)	ModRM:r/m (r)	imm8	NA
RVMI	ModRM:reg (w)	VEX.vvvv (r)	ModRM:r/m (r)	imm8

Description

Words from the source operand (second operand) are conditionally written to the destination operand (first operand) depending on bits in the immediate operand (third operand). The immediate bits (bits 7:0) form a mask that determines whether the corresponding word in the destination is copied from the source. If a bit in the mask, corresponding to a word, is "1", then the word is copied, else the word element in the destination operand is unchanged.

128-bit Legacy SSE version: The second source operand can be an XMM register or a 128-bit memory location. The first source and destination operands are XMM registers. Bits (VLMAX-1:128) of the corresponding YMM destination register remain unchanged.

VEX.128 encoded version: The second source operand can be an XMM register or a 128-bit memory location. The first source and destination operands are XMM registers. Bits (VLMAX-1:128) of the corresponding YMM register are zeroed.

VEX.256 encoded version: The first source operand is a YMM register. The second source operand is a YMM register or a 256-bit memory location. The destination operand is a YMM register.

Operation

PBLENDW (128-bit Legacy SSE version)

```
IF (imm8[0] = 1) THEN DEST[15:0] ← SRC[15:0]
ELSE DEST[15:0] ← DEST[15:0]
IF (imm8[1] = 1) THEN DEST[31:16] ← SRC[31:16]
ELSE DEST[31:16] ← DEST[31:16]
IF (imm8[2] = 1) THEN DEST[47:32] ← SRC[47:32]
ELSE DEST[47:32] ← DEST[47:32]
IF (imm8[3] = 1) THEN DEST[63:48] ← SRC[63:48]
ELSE DEST[63:48] ← DEST[63:48]
IF (imm8[4] = 1) THEN DEST[79:64] ← SRC[79:64]
ELSE DEST[79:64] ← DEST[79:64]
IF (imm8[5] = 1) THEN DEST[95:80] ← SRC[95:80]
```

ELSE DEST[95:80] ← DEST[95:80]
IF (imm8[6] = 1) THEN DEST[111:96] ← SRC[111:96]
ELSE DEST[111:96] ← DEST[111:96]
IF (imm8[7] = 1) THEN DEST[127:112] ← SRC[127:112]
ELSE DEST[127:112] ← DEST[127:112]

VPBLENDW (VEX.128 encoded version)
IF (imm8[0] = 1) THEN DEST[15:0] ← SRC2[15:0]
ELSE DEST[15:0] ← SRC1[15:0]
IF (imm8[1] = 1) THEN DEST[31:16] ← SRC2[31:16]
ELSE DEST[31:16] ← SRC1[31:16]
IF (imm8[2] = 1) THEN DEST[47:32] ← SRC2[47:32]
ELSE DEST[47:32] ← SRC1[47:32]
IF (imm8[3] = 1) THEN DEST[63:48] ← SRC2[63:48]
ELSE DEST[63:48] ← SRC1[63:48]
IF (imm8[4] = 1) THEN DEST[79:64] ← SRC2[79:64]
ELSE DEST[79:64] ← SRC1[79:64]
IF (imm8[5] = 1) THEN DEST[95:80] ← SRC2[95:80]
ELSE DEST[95:80] ← SRC1[95:80]
IF (imm8[6] = 1) THEN DEST[111:96] ← SRC2[111:96]
ELSE DEST[111:96] ← SRC1[111:96]
IF (imm8[7] = 1) THEN DEST[127:112] ← SRC2[127:112]
ELSE DEST[127:112] ← SRC1[127:112]
DEST[VLMAX-1:128] ← 0

VPBLENDW (VEX.256 encoded version)
IF (imm8[0] == 1) THEN DEST[15:0] ← SRC2[15:0]
ELSE DEST[15:0] ← SRC1[15:0]
IF (imm8[1] == 1) THEN DEST[31:16] ← SRC2[31:16]
ELSE DEST[31:16] ← SRC1[31:16]
IF (imm8[2] == 1) THEN DEST[47:32] ← SRC2[47:32]
ELSE DEST[47:32] ← SRC1[47:32]
IF (imm8[3] == 1) THEN DEST[63:48] ← SRC2[63:48]
ELSE DEST[63:48] ← SRC1[63:48]
IF (imm8[4] == 1) THEN DEST[79:64] ← SRC2[79:64]
ELSE DEST[79:64] ← SRC1[79:64]
IF (imm8[5] == 1) THEN DEST[95:80] ← SRC2[95:80]
ELSE DEST[95:80] ← SRC1[95:80]
IF (imm8[6] == 1) THEN DEST[111:96] ← SRC2[111:96]
ELSE DEST[111:96] ← SRC1[111:96]
IF (imm8[7] == 1) THEN DEST[127:112] ← SRC2[127:112]
ELSE DEST[127:112] ← SRC1[127:112]
IF (imm8[0] == 1) THEN DEST[143:128] ← SRC2[143:128]
ELSE DEST[143:128] ← SRC1[143:128]
IF (imm8[1] == 1) THEN DEST[159:144] ← SRC2[159:144]
ELSE DEST[159:144] ← SRC1[159:144]
IF (imm8[2] == 1) THEN DEST[175:160] ← SRC2[175:160]
ELSE DEST[175:160] ← SRC1[175:160]
IF (imm8[3] == 1) THEN DEST[191:176] ← SRC2[191:176]
ELSE DEST[191:176] ← SRC1[191:176]

```
IF (imm8[4] == 1) THEN DEST[207:192] ← SRC2[207:192]
ELSE DEST[207:192] ← SRC1[207:192]
IF (imm8[5] == 1) THEN DEST[223:208] ← SRC2[223:208]
ELSE DEST[223:208] ← SRC1[223:208]
IF (imm8[6] == 1) THEN DEST[239:224] ← SRC2[239:224]
ELSE DEST[239:224] ← SRC1[239:224]
IF (imm8[7] == 1) THEN DEST[255:240] ← SRC2[255:240]
ELSE DEST[255:240] ← SRC1[255:240]
```

Intel C/C++ Compiler Intrinsic Equivalent

(V)PBLENDW: __m128i _mm_blend_epi16 (__m128i v1, __m128i v2, const int mask);

VPBLENDW: __m256i _mm256_blend_epi16 (__m256i v1, __m256i v2, const int mask)

Flags Affected

None.

SIMD Floating-Point Exceptions

None.

Other Exceptions

See Exceptions Type 4; additionally

#UD	If VEX.L = 1.

...

PCMPEQB/PCMPEQW/PCMPEQD— Compare Packed Data for Equal

Opcode/ Instruction	Op/ En	64/32 bit Mode Support	CPUID Feature Flag	Description
0F 74 /r[1] PCMPEQB *mm, mm/m64*	RM	V/V	MMX	Compare packed bytes in *mm/m64* and *mm* for equality.
66 0F 74 /r PCMPEQB *xmm1*, *xmm2/m128*	RM	V/V	SSE2	Compare packed bytes in *xmm2/m128* and *xmm1* for equality.
0F 75 /r[1] PCMPEQW *mm, mm/m64*	RM	V/V	MMX	Compare packed words in *mm/m64* and *mm* for equality.
66 0F 75 /r PCMPEQW *xmm1*, *xmm2/m128*	RM	V/V	SSE2	Compare packed words in *xmm2/m128* and *xmm1* for equality.
0F 76 /r[1] PCMPEQD *mm, mm/m64*	RM	V/V	MMX	Compare packed doublewords in *mm/m64* and *mm* for equality.
66 0F 76 /r PCMPEQD *xmm1*, *xmm2/m128*	RM	V/V	SSE2	Compare packed doublewords in *xmm2/m128* and *xmm1* for equality.
VEX.NDS.128.66.0F.WIG 74 /r VPCMPEQB *xmm1, xmm2, xmm3/m128*	RVM	V/V	AVX	Compare packed bytes in *xmm3/m128* and *xmm2* for equality.
VEX.NDS.128.66.0F.WIG 75 /r VPCMPEQW *xmm1*, *xmm2, xmm3/m128*	RVM	V/V	AVX	Compare packed words in *xmm3/m128* and *xmm2* for equality.
VEX.NDS.128.66.0F.WIG 76 /r VPCMPEQD *xmm1, xmm2, xmm3/m128*	RVM	V/V	AVX	Compare packed doublewords in *xmm3/m128* and *xmm2* for equality.
VEX.NDS.256.66.0F.WIG 75 /r VPCMPEQW *ymm1*, *ymm2, ymm3 /m256*	RVM	V/V	AVX2	Compare packed words in *ymm3/m256* and *ymm2* for equality.
VEX.NDS.256.66.0F.WIG 76 /r VPCMPEQD *ymm1, ymm2, ymm3 /m256*	RVM	V/V	AVX2	Compare packed doublewords in *ymm3/m256* and *ymm2* for equality.
VEX.NDS.256.66.0F38.WIG 29 /r VPCMPEQQ *ymm1*, *ymm2, ymm3 /m256*	RVM	V/V	AVX2	Compare packed quadwords in *ymm3/m256* and *ymm2* for equality.

NOTES:

1. See note in Section 2.4, “Instruction Exception Specification” in the *Intel® 64 and IA-32 Architectures Software Developer’s Manual, Volume 2A* and Section 22.25.3, “Exception Conditions of Legacy SIMD Instructions Operating on MMX Registers” in the *Intel® 64 and IA-32 Architectures Software Developer’s Manual, Volume 3A*.

Instruction Operand Encoding

Op/En	Operand 1	Operand 2	Operand 3	Operand 4
RM	ModRM:reg (r, w)	ModRM:r/m (r)	NA	NA
RVM	ModRM:reg (w)	VEX.vvvv (r)	ModRM:r/m (r)	NA

Description

Performs a SIMD compare for equality of the packed bytes, words, or doublewords in the destination operand (first operand) and the source operand (second operand). If a pair of data elements is equal, the corresponding data element in the destination operand is set to all 1s; otherwise, it is set to all 0s.

The (V)PCMPEQB instruction compares the corresponding bytes in the destination and source operands; the (V)PCMPEQW instruction compares the corresponding words in the destination and source operands; and the (V)PCMPEQD instruction compares the corresponding doublewords in the destination and source operands.

In 64-bit mode, using a REX prefix in the form of REX.R permits this instruction to access additional registers (XMM8-XMM15).

Legacy SSE instructions: The source operand can be an MMX technology register or a 64-bit memory location. The destination operand can be an MMX technology register.

128-bit Legacy SSE version: The second source operand can be an XMM register or a 128-bit memory location. The first source and destination operands are XMM registers. Bits (VLMAX-1:128) of the corresponding YMM destination register remain unchanged.

VEX.128 encoded version: The second source operand can be an XMM register or a 128-bit memory location. The first source and destination operands are XMM registers. Bits (VLMAX-1:128) of the corresponding YMM register are zeroed.

VEX.256 encoded version: The first source operand is a YMM register. The second source operand is a YMM register or a 256-bit memory location. The destination operand is a YMM register.

Note: VEX.L must be 0, otherwise the instruction will #UD.

Operation

PCMPEQB (with 64-bit operands)

```
IF DEST[7:0] = SRC[7:0]
    THEN DEST[7:0) ← FFH;
    ELSE DEST[7:0] ← 0; FI;
(* Continue comparison of 2nd through 7th bytes in DEST and SRC *)
IF DEST[63:56] = SRC[63:56]
    THEN DEST[63:56] ← FFH;
    ELSE DEST[63:56] ← 0; FI;
```

PCMPEQB (with 128-bit operands)

```
IF DEST[7:0] = SRC[7:0]
    THEN DEST[7:0) ← FFH;
    ELSE DEST[7:0] ← 0; FI;
(* Continue comparison of 2nd through 15th bytes in DEST and SRC *)
IF DEST[127:120] = SRC[127:120]
    THEN DEST[127:120] ← FFH;
    ELSE DEST[127:120] ← 0; FI;
```

VPCMPEQB (VEX.128 encoded version)

```
DEST[127:0] ←COMPARE_BYTES_EQUAL(SRC1[127:0],SRC2[127:0])
DEST[VLMAX-1:128] ← 0
```

VPCMPEQB (VEX.256 encoded version)

```
DEST[127:0] ←COMPARE_BYTES_EQUAL(SRC1[127:0],SRC2[127:0])
DEST[255:128] ←COMPARE_BYTES_EQUAL(SRC1[255:128],SRC2[255:128])
```

PCMPEQW (with 64-bit operands)

```
IF DEST[15:0] = SRC[15:0]
    THEN DEST[15:0] ← FFFFH;
    ELSE DEST[15:0] ← 0; FI;
(* Continue comparison of 2nd and 3rd words in DEST and SRC *)
```

```
    IF DEST[63:48] = SRC[63:48]
        THEN DEST[63:48] ← FFFFH;
        ELSE DEST[63:48] ← 0; FI;
```

PCMPEQW (with 128-bit operands)

```
    IF DEST[15:0] = SRC[15:0]
        THEN DEST[15:0] ← FFFFH;
        ELSE DEST[15:0] ← 0; FI;
    (* Continue comparison of 2nd through 7th words in DEST and SRC *)
    IF DEST[127:112] = SRC[127:112]
        THEN DEST[127:112] ← FFFFH;
        ELSE DEST[127:112] ← 0; FI;
```

VPCMPEQW (VEX.128 encoded version)

```
DEST[127:0] ←COMPARE_WORDS_EQUAL(SRC1[127:0],SRC2[127:0])
DEST[VLMAX-1:128] ← 0
```

VPCMPEQW (VEX.256 encoded version)

```
DEST[127:0] ←COMPARE_WORDS_EQUAL(SRC1[127:0],SRC2[127:0])
DEST[255:128] ←COMPARE_WORDS_EQUAL(SRC1[255:128],SRC2[255:128])
```

PCMPEQD (with 64-bit operands)

```
    IF DEST[31:0] = SRC[31:0]
        THEN DEST[31:0] ← FFFFFFFFH;
        ELSE DEST[31:0] ← 0; FI;
    IF DEST[63:32] = SRC[63:32]
        THEN DEST[63:32] ← FFFFFFFFH;
        ELSE DEST[63:32] ← 0; FI;
```

PCMPEQD (with 128-bit operands)

```
    IF DEST[31:0] = SRC[31:0]
        THEN DEST[31:0] ← FFFFFFFFH;
        ELSE DEST[31:0] ← 0; FI;
    (* Continue comparison of 2nd and 3rd doublewords in DEST and SRC *)
    IF DEST[127:96] = SRC[127:96]
        THEN DEST[127:96] ← FFFFFFFFH;
        ELSE DEST[127:96] ← 0; FI;
```

VPCMPEQD (VEX.128 encoded version)

```
DEST[127:0] ←COMPARE_DWORDS_EQUAL(SRC1[127:0],SRC2[127:0])
DEST[VLMAX-1:128] ← 0
```

VPCMPEQD (VEX.256 encoded version)

```
DEST[127:0] ←COMPARE_DWORDS_EQUAL(SRC1[127:0],SRC2[127:0])
DEST[255:128] ←COMPARE_DWORDS_EQUAL(SRC1[255:128],SRC2[255:128])
```

Intel C/C++ Compiler Intrinsic Equivalents

PCMPEQB: __m64 _mm_cmpeq_pi8 (__m64 m1, __m64 m2)

PCMPEQW: __m64 _mm_cmpeq_pi16 (__m64 m1, __m64 m2)

PCMPEQD: __m64 _mm_cmpeq_pi32 (__m64 m1, __m64 m2)

(V)PCMPEQB: __m128i _mm_cmpeq_epi8 (__m128i a, __m128i b)

(V)PCMPEQW: __m128i _mm_cmpeq_epi16 (__m128i a, __m128i b)

(V)PCMPEQD: __m128i _mm_cmpeq_epi32 (__m128i a, __m128i b)

VPCMPEQB: __m256i _mm256_cmpeq_epi8 (__m256i a, __m256i b)

VPCMPEQW: __m256i _mm256_cmpeq_epi16 (__m256i a, __m256i b)

VPCMPEQD: __m256i _mm256_cmpeq_epi32 (__m256i a, __m256i b)

Flags Affected

None.

SIMD Floating-Point Exceptions

None.

Other Exceptions

See Exceptions Type 4; additionally

#UD	If VEX.L = 1.

...

PCMPEQQ — Compare Packed Qword Data for Equal

Opcode/ Instruction	Op/ En	64/32 bit Mode Support	CPUID Feature Flag	Description
66 0F 38 29 /r PCMPEQQ *xmm1, xmm2/m128*	RM	V/V	SSE4_1	Compare packed qwords in *xmm2/m128* and *xmm1* for equality.
VEX.NDS.128.66.0F38.WIG 29 /r VPCMPEQQ *xmm1, xmm2, xmm3/m128*	RVM	V/V	AVX	Compare packed quadwords in *xmm3/m128* and *xmm2* for equality.
VEX.NDS.256.66.0F38.WIG 29 /r VPCMPEQQ *ymm1, ymm2, ymm3 /m256*	RVM	V/V	AVX2	Compare packed quadwords in *ymm3/m256* and *ymm2* for equality.

Instruction Operand Encoding

Op/En	Operand 1	Operand 2	Operand 3	Operand 4
RM	ModRM:reg (r, w)	ModRM:r/m (r)	NA	NA
RVM	ModRM:reg (w)	VEX.vvvv (r)	ModRM:r/m (r)	NA

Description

Performs an SIMD compare for equality of the packed quadwords in the destination operand (first operand) and the source operand (second operand). If a pair of data elements is equal, the corresponding data element in the destination is set to all 1s; otherwise, it is set to 0s.

128-bit Legacy SSE version: The second source operand can be an XMM register or a 128-bit memory location. The first source and destination operands are XMM registers. Bits (VLMAX-1:128) of the corresponding YMM destination register remain unchanged.

VEX.128 encoded version: The second source operand can be an XMM register or a 128-bit memory location. The first source and destination operands are XMM registers. Bits (VLMAX-1:128) of the corresponding YMM register are zeroed.

VEX.256 encoded version: The first source operand is a YMM register. The second source operand is a YMM register or a 256-bit memory location. The destination operand is a YMM register.

Note: VEX.L must be 0, otherwise the instruction will #UD.

Operation

```
IF (DEST[63:0] = SRC[63:0])
    THEN DEST[63:0] ← FFFFFFFFFFFFFFFFH;
    ELSE DEST[63:0] ← 0; FI;
IF (DEST[127:64] = SRC[127:64])
    THEN DEST[127:64] ← FFFFFFFFFFFFFFFFH;
    ELSE DEST[127:64] ← 0; FI;
```

VPCMPEQQ (VEX.128 encoded version)

```
DEST[127:0] ←COMPARE_QWORDS_EQUAL(SRC1,SRC2)
DEST[VLMAX-1:128] ← 0
```

VPCMPEQQ (VEX.256 encoded version)

```
DEST[127:0] ←COMPARE_QWORDS_EQUAL(SRC1[127:0],SRC2[127:0])
DEST[255:128] ←COMPARE_QWORDS_EQUAL(SRC1[255:128],SRC2[255:128])
```

Intel C/C++ Compiler Intrinsic Equivalent

(V)PCMPEQQ: __m128i _mm_cmpeq_epi64(__m128i a, __m128i b);

VPCMPEQQ: __m256i _mm256_cmpeq_epi64(__m256i a, __m256i b);

Flags Affected

None.

SIMD Floating-Point Exceptions

None.

Other Exceptions

See Exceptions Type 4; additionally

#UD	If VEX.L = 1.

...

PCMPGTB/PCMPGTW/PCMPGTD—Compare Packed Signed Integers for Greater Than

Opcode/ Instruction	Op/ En	64/32 bit Mode Support	CPUID Feature Flag	Description
0F 64 /r[1] PCMPGTB *mm, mm/m64*	RM	V/V	MMX	Compare packed signed byte integers in *mm* and *mm/m64* for greater than.
66 0F 64 /r PCMPGTB *xmm1*, *xmm2/m128*	RM	V/V	SSE2	Compare packed signed byte integers in *xmm1* and *xmm2/m128* for greater than.
0F 65 /r[1] PCMPGTW *mm, mm/m64*	RM	V/V	MMX	Compare packed signed word integers in *mm* and *mm/m64* for greater than.
66 0F 65 /r PCMPGTW *xmm1*, *xmm2/m128*	RM	V/V	SSE2	Compare packed signed word integers in *xmm1* and *xmm2/m128* for greater than.
0F 66 /r[1] PCMPGTD *mm, mm/m64*	RM	V/V	MMX	Compare packed signed doubleword integers in *mm* and *mm/m64* for greater than.
66 0F 66 /r PCMPGTD *xmm1*, *xmm2/m128*	RM	V/V	SSE2	Compare packed signed doubleword integers in *xmm1* and *xmm2/m128* for greater than.
VEX.NDS.128.66.0F.WIG 64 /r VPCMPGTB *xmm1, xmm2, xmm3/m128*	RVM	V/V	AVX	Compare packed signed byte integers in *xmm2* and *xmm3/m128* for greater than.
VEX.NDS.128.66.0F.WIG 65 /r VPCMPGTW *xmm1*, *xmm2, xmm3/m128*	RVM	V/V	AVX	Compare packed signed word integers in *xmm2* and *xmm3/m128* for greater than.
VEX.NDS.128.66.0F.WIG 66 /r VPCMPGTD *xmm1, xmm2, xmm3/m128*	RVM	V/V	AVX	Compare packed signed doubleword integers in *xmm2* and *xmm3/m128* for greater than.
VEX.NDS.256.66.0F.WIG 64 /r VPCMPGTB *ymm1, ymm2, ymm3/m256*	RVM	V/V	AVX2	Compare packed signed byte integers in *ymm2* and *ymm3/m256* for greater than.
VEX.NDS.256.66.0F.WIG 65 /r VPCMPGTW *ymm1, ymm2, ymm3/m256*	RVM	V/V	AVX2	Compare packed signed word integers in *ymm2* and *ymm3/m256* for greater than.
VEX.NDS.256.66.0F.WIG 66 /r VPCMPGTD *ymm1, ymm2, ymm3/m256*	RVM	V/V	AVX2	Compare packed signed doubleword integers in *ymm2* and *ymm3/m256* for greater than.

NOTES:

1. See note in Section 2.4, “Instruction Exception Specification” in the *Intel® 64 and IA-32 Architectures Software Developer’s Manual, Volume 2A* and Section 22.25.3, “Exception Conditions of Legacy SIMD Instructions Operating on MMX Registers” in the *Intel® 64 and IA-32 Architectures Software Developer’s Manual, Volume 3A*.

Instruction Operand Encoding

Op/En	Operand 1	Operand 2	Operand 3	Operand 4
RM	ModRM:reg (r, w)	ModRM:r/m (r)	NA	NA
RVM	ModRM:reg (w)	VEX.vvvv (r)	ModRM:r/m (r)	NA

Description

Performs an SIMD signed compare for the greater value of the packed byte, word, or doubleword integers in the destination operand (first operand) and the source operand (second operand). If a data element in the destination

operand is greater than the corresponding date element in the source operand, the corresponding data element in the destination operand is set to all 1s; otherwise, it is set to all 0s.

The PCMPGTB instruction compares the corresponding signed byte integers in the destination and source operands; the PCMPGTW instruction compares the corresponding signed word integers in the destination and source operands; and the PCMPGTD instruction compares the corresponding signed doubleword integers in the destination and source operands.

In 64-bit mode, using a REX prefix in the form of REX.R permits this instruction to access additional registers (XMM8-XMM15).

Legacy SSE instructions: The source operand can be an MMX technology register or a 64-bit memory location. The destination operand can be an MMX technology register.

128-bit Legacy SSE version: The second source operand can be an XMM register or a 128-bit memory location. The first source operand and destination operand are XMM registers. Bits (VLMAX-1:128) of the corresponding YMM destination register remain unchanged.

VEX.128 encoded version: The second source operand can be an XMM register or a 128-bit memory location. The first source operand and destination operand are XMM registers. Bits (VLMAX-1:128) of the corresponding YMM register are zeroed.

VEX.256 encoded version: The first source operand is a YMM register. The second source operand is a YMM register or a 256-bit memory location. The destination operand is a YMM register.

Note: VEX.L must be 0, otherwise the instruction will #UD.

Operation

PCMPGTB (with 64-bit operands)

```
IF DEST[7:0] > SRC[7:0]
    THEN DEST[7:0) ← FFH;
    ELSE DEST[7:0] ← 0; FI;
(* Continue comparison of 2nd through 7th bytes in DEST and SRC *)
IF DEST[63:56] > SRC[63:56]
    THEN DEST[63:56] ← FFH;
    ELSE DEST[63:56] ← 0; FI;
```

PCMPGTB (with 128-bit operands)

```
IF DEST[7:0] > SRC[7:0]
    THEN DEST[7:0) ← FFH;
    ELSE DEST[7:0] ← 0; FI;
(* Continue comparison of 2nd through 15th bytes in DEST and SRC *)
IF DEST[127:120] > SRC[127:120]
    THEN DEST[127:120] ← FFH;
    ELSE DEST[127:120] ← 0; FI;
```

VPCMPGTB (VEX.128 encoded version)

```
DEST[127:0] ←COMPARE_BYTES_GREATER(SRC1,SRC2)
DEST[VLMAX-1:128] ← 0
```

VPCMPGTB (VEX.256 encoded version)

```
DEST[127:0] ←COMPARE_BYTES_GREATER(SRC1[127:0],SRC2[127:0])
DEST[255:128] ←COMPARE_BYTES_GREATER(SRC1[255:128],SRC2[255:128])
```

PCMPGTW (with 64-bit operands)

```
IF DEST[15:0] > SRC[15:0]
```

```
        THEN DEST[15:0] ← FFFFH;
        ELSE DEST[15:0] ← 0; FI;
    (* Continue comparison of 2nd and 3rd words in DEST and SRC *)
    IF DEST[63:48] > SRC[63:48]
        THEN DEST[63:48] ← FFFFH;
        ELSE DEST[63:48] ← 0; FI;
```

PCMPGTW (with 128-bit operands)

```
    IF DEST[15:0] > SRC[15:0]
        THEN DEST[15:0] ← FFFFH;
        ELSE DEST[15:0] ← 0; FI;
    (* Continue comparison of 2nd through 7th words in DEST and SRC *)
    IF DEST[63:48] > SRC[127:112]
        THEN DEST[127:112] ← FFFFH;
        ELSE DEST[127:112] ← 0; FI;
```

VPCMPGTW (VEX.128 encoded version)

```
DEST[127:0] ←COMPARE_WORDS_GREATER(SRC1,SRC2)
DEST[VLMAX-1:128] ← 0
```

VPCMPGTW (VEX.256 encoded version)

```
DEST[127:0] ←COMPARE_WORDS_GREATER(SRC1[127:0],SRC2[127:0])
DEST[255:128] ←COMPARE_WORDS_GREATER(SRC1[255:128],SRC2[255:128])
```

PCMPGTD (with 64-bit operands)

```
    IF DEST[31:0] > SRC[31:0]
        THEN DEST[31:0] ← FFFFFFFFH;
        ELSE DEST[31:0] ← 0; FI;
    IF DEST[63:32] > SRC[63:32]
        THEN DEST[63:32] ← FFFFFFFFH;
        ELSE DEST[63:32] ← 0; FI;
```

PCMPGTD (with 128-bit operands)

```
    IF DEST[31:0] > SRC[31:0]
        THEN DEST[31:0] ← FFFFFFFFH;
        ELSE DEST[31:0] ← 0; FI;
    (* Continue comparison of 2nd and 3rd doublewords in DEST and SRC *)
    IF DEST[127:96] > SRC[127:96]
        THEN DEST[127:96] ← FFFFFFFFH;
        ELSE DEST[127:96] ← 0; FI;
```

VPCMPGTD (VEX.128 encoded version)

```
DEST[127:0] ←COMPARE_DWORDS_GREATER(SRC1,SRC2)
DEST[VLMAX-1:128] ← 0
```

VPCMPGTD (VEX.256 encoded version)

```
DEST[127:0] ←COMPARE_DWORDS_GREATER(SRC1[127:0],SRC2[127:0])
DEST[255:128] ←COMPARE_DWORDS_GREATER(SRC1[255:128],SRC2[255:128])
```

Intel C/C++ Compiler Intrinsic Equivalents

PCMPGTB: __m64 _mm_cmpgt_pi8 (__m64 m1, __m64 m2)

PCMPGTW: __m64 _mm_pcmpgt_pi16 (__m64 m1, __m64 m2)

DCMPGTD: __m64 _mm_pcmpgt_pi32 (__m64 m1, __m64 m2)

(V)PCMPGTB: __m128i _mm_cmpgt_epi8 (__m128i a, __m128i b)

(V)PCMPGTW: __m128i _mm_cmpgt_epi16 (__m128i a, __m128i b)

(V)DCMPGTD: __m128i _mm_cmpgt_epi32 (__m128i a, __m128i b)

VPCMPGTB: __m256i _mm256_cmpgt_epi8 (__m256i a, __m256i b)

VPCMPGTW: __m256i _mm256_cmpgt_epi16 (__m256i a, __m256i b)

VPCMPGTD: __m256i _mm256_cmpgt_epi32 (__m256i a, __m256i b)

Flags Affected

None.

Numeric Exceptions

None.

Other Exceptions

See Exceptions Type 4; additionally

#UD	If VEX.L = 1.

...

PCMPGTQ — Compare Packed Data for Greater Than

Opcode/ Instruction	Op/ En	64/32 bit Mode Support	CPUID Feature Flag	Description
66 0F 38 37 /r PCMPGTQ *xmm1,xmm2/m128*	RM	V/V	SSE4_2	Compare packed signed qwords in *xmm2/m128* and *xmm1* for greater than.
VEX.NDS.128.66.0F38.WIG 37 /r VPCMPGTQ *xmm1, xmm2, xmm3/m128*	RVM	V/V	AVX	Compare packed signed qwords in *xmm2* and *xmm3/m128* for greater than.
VEX.NDS.256.66.0F38.WIG 37 /r VPCMPGTQ *ymm1, ymm2, ymm3/m256*	RVM	V/V	AVX2	Compare packed signed qwords in *ymm2* and *ymm3/m256* for greater than.

Instruction Operand Encoding

Op/En	Operand 1	Operand 2	Operand 3	Operand 4
RM	ModRM:reg (r, w)	ModRM:r/m (r)	NA	NA
RVM	ModRM:reg (w)	VEX.vvvv (r)	ModRM:r/m (r)	NA

Description

Performs an SIMD signed compare for the packed quadwords in the destination operand (first operand) and the source operand (second operand). If the data element in the first (destination) operand is greater than the corresponding element in the second (source) operand, the corresponding data element in the destination is set to all 1s; otherwise, it is set to 0s.

128-bit Legacy SSE version: The second source operand can be an XMM register or a 128-bit memory location. The first source operand and destination operand are XMM registers. Bits (VLMAX-1:128) of the corresponding YMM destination register remain unchanged.

VEX.128 encoded version: The second source operand can be an XMM register or a 128-bit memory location. The first source operand and destination operand are XMM registers. Bits (VLMAX-1:128) of the corresponding YMM register are zeroed.

VEX.256 encoded version: The first source operand is a YMM register. The second source operand is a YMM register or a 256-bit memory location. The destination operand is a YMM register.

Note: VEX.L must be 0, otherwise the instruction will #UD.

Operation

```
IF (DEST[63-0] > SRC[63-0])
    THEN DEST[63-0] ← FFFFFFFFFFFFFFFFH;
    ELSE DEST[63-0] ← 0; FI
IF (DEST[127-64] > SRC[127-64])
    THEN DEST[127-64] ← FFFFFFFFFFFFFFFFH;
    ELSE DEST[127-64] ← 0; FI
```

VPCMPGTQ (VEX.128 encoded version)

```
DEST[127:0] ←COMPARE_QWORDS_GREATER(SRC1,SRC2)
DEST[VLMAX-1:128] ← 0
```

VPCMPGTQ (VEX.256 encoded version)

```
DEST[127:0] ←COMPARE_QWORDS_GREATER(SRC1[127:0],SRC2[127:0])
DEST[255:128] ←COMPARE_QWORDS_GREATER(SRC1[255:128],SRC2[255:128])
```

Intel C/C++ Compiler Intrinsic Equivalent

(V)PCMPGTQ: __m128i _mm_cmpgt_epi64(__m128i a, __m128i b)

VPCMPGTQ: __m256i _mm256_cmpgt_epi64(__m256i a, __m256i b);

Flags Affected

None.

SIMD Floating-Point Exceptions

None.

Other Exceptions

See Exceptions Type 4; additionally

#UD	If VEX.L = 1.

...

PDEP — Parallel Bits Deposit

Opcode/ Instruction	Op/ En	64/32 -bit Mode	CPUID Feature Flag	Description
VEX.NDS.LZ.F2.0F38.W0 F5 /r PDEP *r32a, r32b, r/m32*	RVM	V/V	BMI2	Parallel deposit of bits from *r32b* using mask in *r/m32*, result is written to *r32a*.
VEX.NDS.LZ.F2.0F38.W1 F5 /r PDEP *r64a, r64b, r/m64*	RVM	V/N.E.	BMI2	Parallel deposit of bits from *r64b* using mask in *r/m64*, result is written to *r64a*.

Instruction Operand Encoding

Op/En	Operand 1	Operand 2	Operand 3	Operand 4
RVM	ModRM:reg (w)	VEX.vvvv (r)	ModRM:r/m (r)	NA

Description

PDEP uses a mask in the second source operand (the third operand) to transfer/scatter contiguous low order bits in the first source operand (the second operand) into the destination (the first operand). PDEP takes the low bits from the first source operand and deposit them in the destination operand at the corresponding bit locations that are set in the second source operand (mask). All other bits (bits not set in mask) in destination are set to zero.

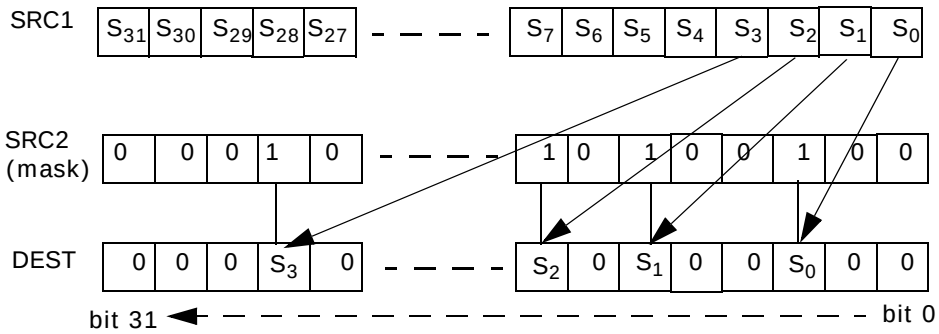

Figure 4-4 PDEP Example

This instruction is not supported in real mode and virtual-8086 mode. The operand size is always 32 bits if not in 64-bit mode. In 64-bit mode operand size 64 requires VEX.W1. VEX.W1 is ignored in non-64-bit modes. An attempt to execute this instruction with VEX.L not equal to 0 will cause #UD.

Operation

```
TEMP ← SRC1;
MASK ← SRC2;
DEST ← 0 ;
m← 0, k← 0;
DO WHILE m< OperandSize

        IF MASK[ m] = 1 THEN
```

```
            DEST[ m] ← TEMP[ k];
            k ← k+ 1;
        FI
        m ← m+ 1;
OD
```

Flags Affected

None.

Intel C/C++ Compiler Intrinsic Equivalent

PDEP: unsigned __int32 _pdep_u32(unsigned __int32 src, unsigned __int32 mask);

PDEP: unsigned __int64 _pdep_u64(unsigned __int64 src, unsigned __int32 mask);

SIMD Floating-Point Exceptions

None

Other Exceptions

See Section 2.5.1, “Exception Conditions for VEX-Encoded GPR Instructions”, Table 2-29; additionally

#UD	If VEX.W = 1.

...

PEXT — Parallel Bits Extract

Opcode/ Instruction	Op/ En	64/32 -bit Mode	CPUID Feature Flag	Description
VEX.NDS.LZ.F3.0F38.W0 F5 /r PEXT *r32a, r32b, r/m32*	RVM	V/V	BMI2	Parallel extract of bits from *r32b* using mask in *r/m32*, result is written to *r32a*.
VEX.NDS.LZ.F3.0F38.W1 F5 /r PEXT *r64a, r64b, r/m64*	RVM	V/N.E.	BMI2	Parallel extract of bits from *r64b* using mask in *r/m64*, result is written to *r64a*.

Instruction Operand Encoding

Op/En	Operand 1	Operand 2	Operand 3	Operand 4
RVM	ModRM:reg (w)	VEX.vvvv (r)	ModRM:r/m (r)	NA

Description

PEXT uses a mask in the second source operand (the third operand) to transfer either contiguous or non-contiguous bits in the first source operand (the second operand) to contiguous low order bit positions in the destination (the first operand). For each bit set in the MASK, PEXT extracts the corresponding bits from the first source operand and writes them into contiguous lower bits of destination operand. The remaining upper bits of destination are zeroed.

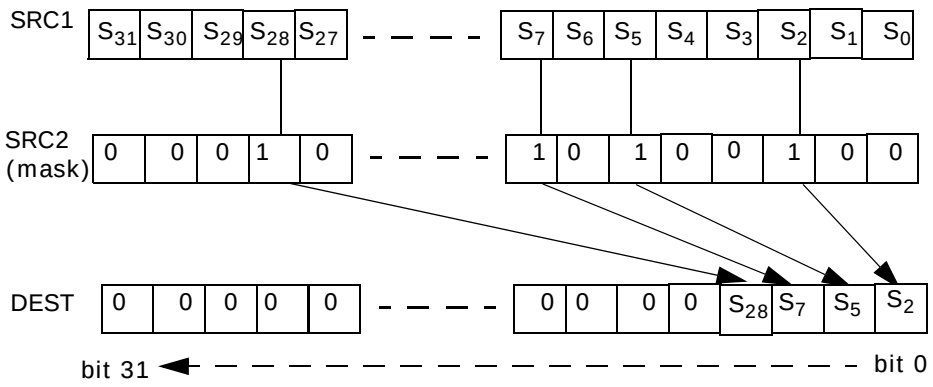

Figure 4-5 PEXT Example

This instruction is not supported in real mode and virtual-8086 mode. The operand size is always 32 bits if not in 64-bit mode. In 64-bit mode operand size 64 requires VEX.W1. VEX.W1 is ignored in non-64-bit modes. An attempt to execute this instruction with VEX.L not equal to 0 will cause #UD.

Operation

```
TEMP ← SRC1;
MASK ← SRC2;
DEST ← 0 ;
m← 0, k← 0;
DO WHILE m< OperandSize
```

```
        IF MASK[ m] = 1 THEN
            DEST[ k] ← TEMP[ m];
            k ← k+ 1;
        FI
        m ← m+ 1;

OD
```

Flags Affected

None.

Intel C/C++ Compiler Intrinsic Equivalent

PEXT: unsigned __int32 _pext_u32(unsigned __int32 src, unsigned __int32 mask);

PEXT: unsigned __int64 _pext_u64(unsigned __int64 src, unsigned __int32 mask);

SIMD Floating-Point Exceptions

None

Other Exceptions

See Section 2.5.1, “Exception Conditions for VEX-Encoded GPR Instructions”, Table 2-29; additionally

#UD	If VEX.W = 1.

...

PHADDW/PHADDD — Packed Horizontal Add

Opcode/ Instruction	Op/ En	64/32 bit Mode Support	CPUID Feature Flag	Description
0F 38 01 /r[1] PHADDW *mm1*, *mm2/m64*	RM	V/V	SSSE3	Add 16-bit integers horizontally, pack to *mm1*.
66 0F 38 01 /r PHADDW *xmm1*, *xmm2/m128*	RM	V/V	SSSE3	Add 16-bit integers horizontally, pack to *xmm1*.
0F 38 02 /r PHADDD *mm1*, *mm2/m64*	RM	V/V	SSSE3	Add 32-bit integers horizontally, pack to *mm1*.
66 0F 38 02 /r PHADDD *xmm1*, *xmm2/m128*	RM	V/V	SSSE3	Add 32-bit integers horizontally, pack to *xmm1*.
VEX.NDS.128.66.0F38.WIG 01 /r VPHADDW *xmm1*, *xmm2*, *xmm3/m128*	RVM	V/V	AVX	Add 16-bit integers horizontally, pack to *xmm1*.
VEX.NDS.128.66.0F38.WIG 02 /r VPHADDD *xmm1*, *xmm2*, *xmm3/m128*	RVM	V/V	AVX	Add 32-bit integers horizontally, pack to *xmm1*.
VEX.NDS.256.66.0F38.WIG 01 /r VPHADDW *ymm1*, *ymm2*, *ymm3/m256*	RVM	V/V	AVX2	Add 16-bit signed integers horizontally, pack to *ymm1*.
VEX.NDS.256.66.0F38.WIG 02 /r VPHADDD *ymm1*, *ymm2*, *ymm3/m256*	RVM	V/V	AVX2	Add 32-bit signed integers horizontally, pack to *ymm1*.

NOTES:

1. See note in Section 2.4, “Instruction Exception Specification” in the *Intel® 64 and IA-32 Architectures Software Developer’s Manual, Volume 2A* and Section 22.25.3, “Exception Conditions of Legacy SIMD Instructions Operating on MMX Registers” in the *Intel® 64 and IA-32 Architectures Software Developer’s Manual, Volume 3A*.

Instruction Operand Encoding

Op/En	Operand 1	Operand 2	Operand 3	Operand 4
RM	ModRM:reg (r, w)	ModRM:r/m (r)	NA	NA
RVM	ModRM:reg (w)	VEX.vvvv (r)	ModRM:r/m (r)	NA

Description

(V)PHADDW adds two adjacent 16-bit signed integers horizontally from the source and destination operands and packs the 16-bit signed results to the destination operand (first operand). (V)PHADDD adds two adjacent 32-bit signed integers horizontally from the source and destination operands and packs the 32-bit signed results to the destination operand (first operand). When the source operand is a 128-bit memory operand, the operand must be aligned on a 16-byte boundary or a general-protection exception (#GP) will be generated.

Note that these instructions can operate on either unsigned or signed (two’s complement notation) integers; however, it does not set bits in the EFLAGS register to indicate overflow and/or a carry. To prevent undetected overflow conditions, software must control the ranges of the values operated on.

Legacy SSE instructions: Both operands can be MMX registers. The second source operand can be an MMX register or a 64-bit memory location.

128-bit Legacy SSE version: The first source and destination operands are XMM registers. The second source operand can be an XMM register or a 128-bit memory location. Bits (VLMAX-1:128) of the corresponding YMM destination register remain unchanged.

In 64-bit mode, use the REX prefix to access additional registers.

VEX.128 encoded version: The first source and destination operands are XMM registers. The second source operand can be an XMM register or a 128-bit memory location. Bits (VLMAX-1:128) of the corresponding YMM register are zeroed.

VEX.256 encoded version: Horizontal addition of two adjacent data elements of the low 16-bytes of the first and second source operands are packed into the low 16-bytes of the destination operand. Horizontal addition of two adjacent data elements of the high 16-bytes of the first and second source operands are packed into the high 16-bytes of the destination operand. The first source and destination operands are YMM registers. The second source operand can be an YMM register or a 256-bit memory location.

Note: VEX.L must be 0, otherwise the instruction will #UD.

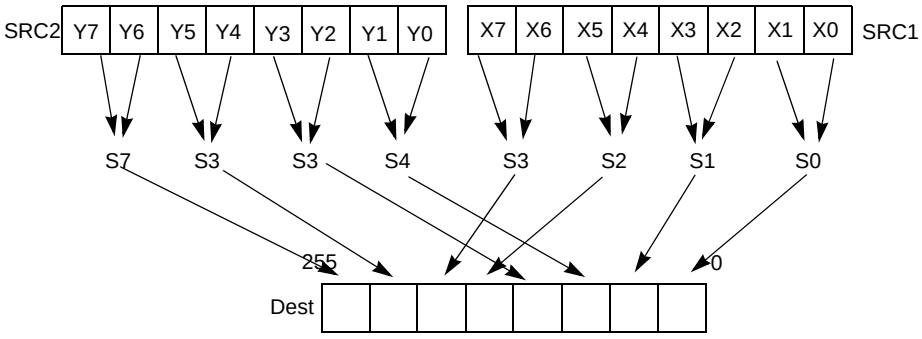

Figure 4-6 256-bit VPHADDD Instruction Operation

Operation

PHADDW (with 64-bit operands)

```
mm1[15-0]  = mm1[31-16] + mm1[15-0];
mm1[31-16] = mm1[63-48] + mm1[47-32];
mm1[47-32] = mm2/m64[31-16] + mm2/m64[15-0];
mm1[63-48] = mm2/m64[63-48] + mm2/m64[47-32];
```

PHADDW (with 128-bit operands)

```
xmm1[15-0] = xmm1[31-16] + xmm1[15-0];
xmm1[31-16] = xmm1[63-48] + xmm1[47-32];
xmm1[47-32] = xmm1[95-80] + xmm1[79-64];
xmm1[63-48] = xmm1[127-112] + xmm1[111-96];
xmm1[79-64] = xmm2/m128[31-16] + xmm2/m128[15-0];
xmm1[95-80] = xmm2/m128[63-48] + xmm2/m128[47-32];
xmm1[111-96] = xmm2/m128[95-80] + xmm2/m128[79-64];
xmm1[127-112] = xmm2/m128[127-112] + xmm2/m128[111-96];
```

VPHADDW (VEX.128 encoded version)

```
DEST[15:0] ← SRC1[31:16] + SRC1[15:0]
DEST[31:16] ← SRC1[63:48] + SRC1[47:32]
DEST[47:32] ← SRC1[95:80] + SRC1[79:64]
```

DEST[63:48] ← SRC1[127:112] + SRC1[111:96]
DEST[79:64] ← SRC2[31:16] + SRC2[15:0]
DEST[95:80] ← SRC2[63:48] + SRC2[47:32]
DEST[111:96] ← SRC2[95:80] + SRC2[79:64]
DEST[127:112] ← SRC2[127:112] + SRC2[111:96]
DEST[VLMAX-1:128] ← 0

VPHADDW (VEX.256 encoded version)
DEST[15:0] ← SRC1[31:16] + SRC1[15:0]
DEST[31:16] ← SRC1[63:48] + SRC1[47:32]
DEST[47:32] ← SRC1[95:80] + SRC1[79:64]
DEST[63:48] ← SRC1[127:112] + SRC1[111:96]
DEST[79:64] ← SRC2[31:16] + SRC2[15:0]
DEST[95:80] ← SRC2[63:48] + SRC2[47:32]
DEST[111:96] ← SRC2[95:80] + SRC2[79:64]
DEST[127:112] ← SRC2[127:112] + SRC2[111:96]
DEST[143:128] ← SRC1[159:144] + SRC1[143:128]
DEST[159:144] ← SRC1[191:176] + SRC1[175:160]
DEST[175:160] ← SRC1[223:208] + SRC1[207:192]
DEST[191:176] ← SRC1[255:240] + SRC1[239:224]
DEST[207:192] ← SRC2[127:112] + SRC2[143:128]
DEST[223:208] ← SRC2[159:144] + SRC2[175:160]
DEST[239:224] ← SRC2[191:176] + SRC2[207:192]
DEST[255:240] ← SRC2[223:208] + SRC2[239:224]

PHADDD (with 64-bit operands)
mm1[31-0] = mm1[63-32] + mm1[31-0];
mm1[63-32] = mm2/m64[63-32] + mm2/m64[31-0];

PHADDD (with 128-bit operands)
xmm1[31-0] = xmm1[63-32] + xmm1[31-0];
xmm1[63-32] = xmm1[127-96] + xmm1[95-64];
xmm1[95-64] = xmm2/m128[63-32] + xmm2/m128[31-0];
xmm1[127-96] = xmm2/m128[127-96] + xmm2/m128[95-64];

VPHADDD (VEX.128 encoded version)
DEST[31-0] ← SRC1[63-32] + SRC1[31-0]
DEST[63-32] ← SRC1[127-96] + SRC1[95-64]
DEST[95-64] ← SRC2[63-32] + SRC2[31-0]
DEST[127-96] ← SRC2[127-96] + SRC2[95-64]
DEST[VLMAX-1:128] ← 0

VPHADDD (VEX.256 encoded version)
DEST[31-0] ← SRC1[63-32] + SRC1[31-0]
DEST[63-32] ← SRC1[127-96] + SRC1[95-64]
DEST[95-64] ← SRC2[63-32] + SRC2[31-0]
DEST[127-96] ← SRC2[127-96] + SRC2[95-64]
DEST[159-128] ← SRC1[191-160] + SRC1[159-128]
DEST[191-160] ← SRC1[255-224] + SRC1[223-192]
DEST[223-192] ← SRC2[191-160] + SRC2[159-128]

DEST[255-224] ← SRC2[255-224] + SRC2[223-192]

Intel C/C++ Compiler Intrinsic Equivalents

PHADDW: __m64 _mm_hadd_pi16 (__m64 a, __m64 b)

PHADDD: __m64 _mm_hadd_pi32 (__m64 a, __m64 b)

(V)PHADDW: __m128i _mm_hadd_epi16 (__m128i a, __m128i b)

(V)PHADDD: __m128i _mm_hadd_epi32 (__m128i a, __m128i b)

VPHADDW: __m256i _mm256_hadd_epi16 (__m256i a, __m256i b)

VPHADDD: __m256i _mm256_hadd_epi32 (__m256i a, __m256i b)

SIMD Floating-Point Exceptions

None.

Other Exceptions

See Exceptions Type 4; additionally

#UD	If VEX.L = 1.

...

PHADDSW — Packed Horizontal Add and Saturate

Opcode/ Instruction	Op/ En	64/32 bit Mode Support	CPUID Feature Flag	Description
0F 38 03 /r[1] PHADDSW *mm1, mm2/m64*	RM	V/V	SSSE3	Add 16-bit signed integers horizontally, pack saturated integers to *mm1*.
66 0F 38 03 /r PHADDSW *xmm1, xmm2/m128*	RM	V/V	SSSE3	Add 16-bit signed integers horizontally, pack saturated integers to *xmm1*.
VEX.NDS.128.66.0F38.WIG 03 /r VPHADDSW *xmm1, xmm2, xmm3/m128*	RVM	V/V	AVX	Add 16-bit signed integers horizontally, pack saturated integers to *xmm1*.
VEX.NDS.256.66.0F38.WIG 03 /r VPHADDSW *ymm1, ymm2, ymm3/m256*	RVM	V/V	AVX2	Add 16-bit signed integers horizontally, pack saturated integers to *ymm1*.

NOTES:

1. See note in Section 2.4, “Instruction Exception Specification” in the *Intel® 64 and IA-32 Architectures Software Developer’s Manual, Volume 2A* and Section 22.25.3, “Exception Conditions of Legacy SIMD Instructions Operating on MMX Registers” in the *Intel® 64 and IA-32 Architectures Software Developer’s Manual, Volume 3A*.

Instruction Operand Encoding

Op/En	Operand 1	Operand 2	Operand 3	Operand 4
RM	ModRM:reg (r, w)	ModRM:r/m (r)	NA	NA
RVM	ModRM:reg (w)	VEX.vvvv (r)	ModRM:r/m (r)	NA

Description

(V)PHADDSW adds two adjacent signed 16-bit integers horizontally from the source and destination operands and saturates the signed results; packs the signed, saturated 16-bit results to the destination operand (first operand) When the source operand is a 128-bit memory operand, the operand must be aligned on a 16-byte boundary or a general-protection exception (#GP) will be generated.

Legacy SSE version: Both operands can be MMX registers. The second source operand can be an MMX register or a 64-bit memory location.

128-bit Legacy SSE version: The first source and destination operands are XMM registers. The second source operand is an XMM register or a 128-bit memory location. Bits (VLMAX-1:128) of the corresponding YMM destination register remain unchanged.

In 64-bit mode, use the REX prefix to access additional registers.

VEX.128 encoded version: The first source and destination operands are XMM registers. The second source operand is an XMM register or a 128-bit memory location. Bits (VLMAX-1:128) of the destination YMM register are zeroed.

VEX.256 encoded version: The first source and destination operands are YMM registers. The second source operand can be an YMM register or a 256-bit memory location.

Note: VEX.L must be 0, otherwise the instruction will #UD.

Operation

PHADDSW (with 64-bit operands)

```
mm1[15-0]  = SaturateToSignedWord((mm1[31-16] + mm1[15-0]);
mm1[31-16] = SaturateToSignedWord(mm1[63-48] + mm1[47-32]);
mm1[47-32] = SaturateToSignedWord(mm2/m64[31-16] + mm2/m64[15-0]);
mm1[63-48] = SaturateToSignedWord(mm2/m64[63-48] + mm2/m64[47-32]);
```

PHADDSW (with 128-bit operands)

```
xmm1[15-0]= SaturateToSignedWord(xmm1[31-16] + xmm1[15-0]);
xmm1[31-16] = SaturateToSignedWord(xmm1[63-48] + xmm1[47-32]);
xmm1[47-32] = SaturateToSignedWord(xmm1[95-80] + xmm1[79-64]);
xmm1[63-48] = SaturateToSignedWord(xmm1[127-112] + xmm1[111-96]);
xmm1[79-64] = SaturateToSignedWord(xmm2/m128[31-16] + xmm2/m128[15-0]);
xmm1[95-80] = SaturateToSignedWord(xmm2/m128[63-48] + xmm2/m128[47-32]);
xmm1[111-96] = SaturateToSignedWord(xmm2/m128[95-80] + xmm2/m128[79-64]);
xmm1[127-112] = SaturateToSignedWord(xmm2/m128[127-112] + xmm2/m128[111-96]);
```

VPHADDSW (VEX.128 encoded version)

```
DEST[15:0]= SaturateToSignedWord(SRC1[31:16] + SRC1[15:0])
DEST[31:16] = SaturateToSignedWord(SRC1[63:48] + SRC1[47:32])
DEST[47:32] = SaturateToSignedWord(SRC1[95:80] + SRC1[79:64])
DEST[63:48] = SaturateToSignedWord(SRC1[127:112] + SRC1[111:96])
DEST[79:64] = SaturateToSignedWord(SRC2[31:16] + SRC2[15:0])
DEST[95:80] = SaturateToSignedWord(SRC2[63:48] + SRC2[47:32])
DEST[111:96] = SaturateToSignedWord(SRC2[95:80] + SRC2[79:64])
DEST[127:112] = SaturateToSignedWord(SRC2[127:112] + SRC2[111:96])
DEST[VLMAX-1:128] ← 0
```

VPHADDSW (VEX.256 encoded version)

```
DEST[15:0]= SaturateToSignedWord(SRC1[31:16] + SRC1[15:0])
DEST[31:16] = SaturateToSignedWord(SRC1[63:48] + SRC1[47:32])
DEST[47:32] = SaturateToSignedWord(SRC1[95:80] + SRC1[79:64])
DEST[63:48] = SaturateToSignedWord(SRC1[127:112] + SRC1[111:96])
DEST[79:64] = SaturateToSignedWord(SRC2[31:16] + SRC2[15:0])
DEST[95:80] = SaturateToSignedWord(SRC2[63:48] + SRC2[47:32])
DEST[111:96] = SaturateToSignedWord(SRC2[95:80] + SRC2[79:64])
DEST[127:112] = SaturateToSignedWord(SRC2[127:112] + SRC2[111:96])
DEST[143:128]= SaturateToSignedWord(SRC1[159:144] + SRC1[143:128])
DEST[159:144] = SaturateToSignedWord(SRC1[191:176] + SRC1[175:160])
DEST[175:160] = SaturateToSignedWord( SRC1[223:208] + SRC1[207:192])
DEST[191:176] = SaturateToSignedWord(SRC1[255:240] + SRC1[239:224])
DEST[207:192] = SaturateToSignedWord(SRC2[127:112] + SRC2[143:128])
DEST[223:208] = SaturateToSignedWord(SRC2[159:144] + SRC2[175:160])
DEST[239:224] = SaturateToSignedWord(SRC2[191-160] + SRC2[159-128])
DEST[255:240] = SaturateToSignedWord(SRC2[255:240] + SRC2[239:224])
```

Intel C/C++ Compiler Intrinsic Equivalent

PHADDSW: __m64 _mm_hadds_pi16 (__m64 a, __m64 b)

(V)PHADDSW: __m128i _mm_hadds_epi16 (__m128i a, __m128i b)

VPHADDSW: __m256i _mm256_hadds_epi16 (__m256i a, __m256i b)

SIMD Floating-Point Exceptions

None.

Other Exceptions

See Exceptions Type 4; additionally

#UD	If VEX.L = 1.

...

PHSUBW/PHSUBD — Packed Horizontal Subtract

Opcode/ Instruction	Op/ En	64/32 bit Mode Support	CPUID Feature Flag	Description
0F 38 05 /r[1] PHSUBW *mm1*, *mm2/m64*	RM	V/V	SSSE3	Subtract 16-bit signed integers horizontally, pack to *mm1*.
66 0F 38 05 /r PHSUBW *xmm1*, *xmm2/m128*	RM	V/V	SSSE3	Subtract 16-bit signed integers horizontally, pack to *xmm1*.
0F 38 06 /r PHSUBD *mm1*, *mm2/m64*	RM	V/V	SSSE3	Subtract 32-bit signed integers horizontally, pack to *mm1*.
66 0F 38 06 /r PHSUBD *xmm1*, *xmm2/m128*	RM	V/V	SSSE3	Subtract 32-bit signed integers horizontally, pack to *xmm1*.
VEX.NDS.128.66.0F38.WIG 05 /r VPHSUBW *xmm1*, *xmm2*, *xmm3/m128*	RVM	V/V	AVX	Subtract 16-bit signed integers horizontally, pack to *xmm1*.
VEX.NDS.128.66.0F38.WIG 06 /r VPHSUBD *xmm1*, *xmm2*, *xmm3/m128*	RVM	V/V	AVX	Subtract 32-bit signed integers horizontally, pack to *xmm1*.
VEX.NDS.256.66.0F38.WIG 05 /r VPHSUBW *ymm1*, *ymm2*, *ymm3/m256*	RVM	V/V	AVX2	Subtract 16-bit signed integers horizontally, pack to *ymm1*.
VEX.NDS.256.66.0F38.WIG 06 /r VPHSUBD *ymm1*, *ymm2*, *ymm3/m256*	RVM	V/V	AVX2	Subtract 32-bit signed integers horizontally, pack to *ymm1*.

NOTES:

1. See note in Section 2.4, “Instruction Exception Specification” in the *Intel® 64 and IA-32 Architectures Software Developer’s Manual, Volume 2A* and Section 22.25.3, “Exception Conditions of Legacy SIMD Instructions Operating on MMX Registers” in the *Intel® 64 and IA-32 Architectures Software Developer’s Manual, Volume 3A*.

Instruction Operand Encoding

Op/En	Operand 1	Operand 2	Operand 3	Operand 4
RM	ModRM:reg (r, w)	ModRM:r/m (r)	NA	NA
RVM	ModRM:reg (r, w)	VEX.vvvv (r)	ModRM:r/m (r)	NA

Description

(V)PHSUBW performs horizontal subtraction on each adjacent pair of 16-bit signed integers by subtracting the most significant word from the least significant word of each pair in the source and destination operands, and packs the signed 16-bit results to the destination operand (first operand). (V)PHSUBD performs horizontal subtraction on each adjacent pair of 32-bit signed integers by subtracting the most significant doubleword from the least significant doubleword of each pair, and packs the signed 32-bit result to the destination operand. When the source operand is a 128-bit memory operand, the operand must be aligned on a 16-byte boundary or a general-protection exception (#GP) will be generated.

Legacy SSE version: Both operands can be MMX registers. The second source operand can be an MMX register or a 64-bit memory location.

128-bit Legacy SSE version: The first source and destination operands are XMM registers. The second source operand is an XMM register or a 128-bit memory location. Bits (VLMAX-1:128) of the corresponding YMM destination register remain unchanged.

In 64-bit mode, use the REX prefix to access additional registers.

VEX.128 encoded version: The first source and destination operands are XMM registers. The second source operand is an XMM register or a 128-bit memory location. Bits (VLMAX-1:128) of the destination YMM register are zeroed.

VEX.256 encoded version: The first source and destination operands are YMM registers. The second source operand can be an YMM register or a 256-bit memory location.

Note: VEX.L must be 0, otherwise the instruction will #UD.

Operation

PHSUBW (with 64-bit operands)

```
mm1[15-0] = mm1[15-0] - mm1[31-16];
mm1[31-16] = mm1[47-32] - mm1[63-48];
mm1[47-32] = mm2/m64[15-0] - mm2/m64[31-16];
mm1[63-48] = mm2/m64[47-32] - mm2/m64[63-48];
```

PHSUBW (with 128-bit operands)

```
xmm1[15-0] = xmm1[15-0] - xmm1[31-16];
xmm1[31-16] = xmm1[47-32] - xmm1[63-48];
xmm1[47-32] = xmm1[79-64] - xmm1[95-80];
xmm1[63-48] = xmm1[111-96] - xmm1[127-112];
xmm1[79-64] = xmm2/m128[15-0] - xmm2/m128[31-16];
xmm1[95-80] = xmm2/m128[47-32] - xmm2/m128[63-48];
xmm1[111-96] = xmm2/m128[79-64] - xmm2/m128[95-80];
xmm1[127-112] = xmm2/m128[111-96] - xmm2/m128[127-112];
```

VPHSUBW (VEX.128 encoded version)

```
DEST[15:0] ← SRC1[15:0] - SRC1[31:16]
DEST[31:16] ← SRC1[47:32] - SRC1[63:48]
DEST[47:32] ← SRC1[79:64] - SRC1[95:80]
DEST[63:48] ← SRC1[111:96] - SRC1[127:112]
DEST[79:64] ← SRC2[15:0] - SRC2[31:16]
DEST[95:80] ← SRC2[47:32] - SRC2[63:48]
DEST[111:96] ← SRC2[79:64] - SRC2[95:80]
DEST[127:112] ← SRC2[111:96] - SRC2[127:112]
DEST[VLMAX-1:128] ← 0
```

VPHSUBW (VEX.256 encoded version)

```
DEST[15:0] ← SRC1[15:0] - SRC1[31:16]
DEST[31:16] ← SRC1[47:32] - SRC1[63:48]
DEST[47:32] ← SRC1[79:64] - SRC1[95:80]
DEST[63:48] ← SRC1[111:96] - SRC1[127:112]
DEST[79:64] ← SRC2[15:0] - SRC2[31:16]
DEST[95:80] ← SRC2[47:32] - SRC2[63:48]
DEST[111:96] ← SRC2[79:64] - SRC2[95:80]
DEST[127:112] ← SRC2[111:96] - SRC2[127:112]
DEST[143:128] ← SRC1[143:128] - SRC1[159:144]
DEST[159:144] ← SRC1[175:160] - SRC1[191:176]
DEST[175:160] ← SRC1[207:192] - SRC1[223:208]
DEST[191:176] ← SRC1[239:224] - SRC1[255:240]
DEST[207:192] ← SRC2[143:128] - SRC2[159:144]
DEST[223:208] ← SRC2[175:160] - SRC2[191:176]
```

DEST[239:224] ← SRC2[207:192] - SRC2[223:208]
DEST[255:240] ← SRC2[239:224] - SRC2[255:240]

PHSUBD (with 64-bit operands)

mm1[31-0] = mm1[31-0] - mm1[63-32];
mm1[63-32] = mm2/m64[31-0] - mm2/m64[63-32];

PHSUBD (with 128-bit operands)

xmm1[31-0] = xmm1[31-0] - xmm1[63-32];
xmm1[63-32] = xmm1[95-64] - xmm1[127-96];
xmm1[95-64] = xmm2/m128[31-0] - xmm2/m128[63-32];
xmm1[127-96] = xmm2/m128[95-64] - xmm2/m128[127-96];

VPHSUBD (VEX.128 encoded version)

DEST[31-0] ← SRC1[31-0] - SRC1[63-32]
DEST[63-32] ← SRC1[95-64] - SRC1[127-96]
DEST[95-64] ← SRC2[31-0] - SRC2[63-32]
DEST[127-96] ← SRC2[95-64] - SRC2[127-96]
DEST[VLMAX-1:128] ← 0

VPHSUBD (VEX.256 encoded version)

DEST[31:0] ← SRC1[31:0] - SRC1[63:32]
DEST[63:32] ← SRC1[95:64] - SRC1[127:96]
DEST[95:64] ← SRC2[31:0] - SRC2[63:32]
DEST[127:96] ← SRC2[95:64] - SRC2[127:96]
DEST[159:128] ← SRC1[159:128] - SRC1[191:160]
DEST[191:160] ← SRC1[223:192] - SRC1[255:224]
DEST[223:192] ← SRC2[159:128] - SRC2[191:160]
DEST[255:224] ← SRC2[223:192] - SRC2[255:224]

Intel C/C++ Compiler Intrinsic Equivalents

PHSUBW: __m64 _mm_hsub_pi16 (__m64 a, __m64 b)

PHSUBD: __m64 _mm_hsub_pi32 (__m64 a, __m64 b)

(V)PHSUBW: __m128i _mm_hsub_epi16 (__m128i a, __m128i b)

(V)PHSUBD: __m128i _mm_hsub_epi32 (__m128i a, __m128i b)

VPHSUBW: __m256i _mm256_hsub_epi16 (__m256i a, __m256i b)

VPHSUBD: __m256i _mm256_hsub_epi32 (__m256i a, __m256i b)

SIMD Floating-Point Exceptions

None.

Other Exceptions

See Exceptions Type 4; additionally

#UD	If VEX.L = 1.

...

PHSUBSW — Packed Horizontal Subtract and Saturate

Opcode/ Instruction	Op/ En	64/32 bit Mode Support	CPUID Feature Flag	Description
0F 38 07 /r[1] PHSUBSW *mm1, mm2/m64*	RM	V/V	SSSE3	Subtract 16-bit signed integer horizontally, pack saturated integers to *mm1*.
66 0F 38 07 /r PHSUBSW *xmm1, xmm2/m128*	RM	V/V	SSSE3	Subtract 16-bit signed integer horizontally, pack saturated integers to *xmm1*.
VEX.NDS.128.66.0F38.WIG 07 /r VPHSUBSW *xmm1, xmm2, xmm3/m128*	RVM	V/V	AVX	Subtract 16-bit signed integer horizontally, pack saturated integers to *xmm1*.
VEX.NDS.256.66.0F38.WIG 07 /r VPHSUBSW *ymm1, ymm2, ymm3/m256*	RVM	V/V	AVX2	Subtract 16-bit signed integer horizontally, pack saturated integers to *ymm1*.

NOTES:

1. See note in Section 2.4, “Instruction Exception Specification” in the *Intel® 64 and IA-32 Architectures Software Developer’s Manual, Volume 2A* and Section 22.25.3, “Exception Conditions of Legacy SIMD Instructions Operating on MMX Registers” in the *Intel® 64 and IA-32 Architectures Software Developer’s Manual, Volume 3A*.

Instruction Operand Encoding

Op/En	Operand 1	Operand 2	Operand 3	Operand 4
RM	ModRM:reg (r, w)	ModRM:r/m (r)	NA	NA
RVM	ModRM:reg (r, w)	VEX.vvvv (r)	ModRM:r/m (r)	NA

Description

(V)PHSUBSW performs horizontal subtraction on each adjacent pair of 16-bit signed integers by subtracting the most significant word from the least significant word of each pair in the source and destination operands. The signed, saturated 16-bit results are packed to the destination operand (first operand). When the source operand is a 128-bit memory operand, the operand must be aligned on a 16-byte boundary or a general-protection exception (#GP) will be generated.

Legacy SSE version: Both operands can be MMX registers. The second source operand can be an MMX register or a 64-bit memory location.

128-bit Legacy SSE version: The first source and destination operands are XMM registers. The second source operand is an XMM register or a 128-bit memory location. Bits (VLMAX-1:128) of the corresponding YMM destination register remain unchanged.

In 64-bit mode, use the REX prefix to access additional registers.

VEX.128 encoded version: The first source and destination operands are XMM registers. The second source operand is an XMM register or a 128-bit memory location. Bits (VLMAX-1:128) of the destination YMM register are zeroed.

VEX.256 encoded version: The first source and destination operands are YMM registers. The second source operand can be an YMM register or a 256-bit memory location.

Note: VEX.L must be 0, otherwise the instruction will #UD.

Operation

PHSUBSW (with 64-bit operands)

```
mm1[15-0] = SaturateToSignedWord(mm1[15-0] - mm1[31-16]);
mm1[31-16] = SaturateToSignedWord(mm1[47-32] - mm1[63-48]);
mm1[47-32] = SaturateToSignedWord(mm2/m64[15-0] - mm2/m64[31-16]);
mm1[63-48] = SaturateToSignedWord(mm2/m64[47-32] - mm2/m64[63-48]);
```

PHSUBSW (with 128-bit operands)

```
xmm1[15-0] = SaturateToSignedWord(xmm1[15-0] - xmm1[31-16]);
xmm1[31-16] = SaturateToSignedWord(xmm1[47-32] - xmm1[63-48]);
xmm1[47-32] = SaturateToSignedWord(xmm1[79-64] - xmm1[95-80]);
xmm1[63-48] = SaturateToSignedWord(xmm1[111-96] - xmm1[127-112]);
xmm1[79-64] = SaturateToSignedWord(xmm2/m128[15-0] - xmm2/m128[31-16]);
xmm1[95-80] =SaturateToSignedWord(xmm2/m128[47-32] - xmm2/m128[63-48]);
xmm1[111-96] =SaturateToSignedWord(xmm2/m128[79-64] - xmm2/m128[95-80]);
xmm1[127-112]= SaturateToSignedWord(xmm2/m128[111-96] - xmm2/m128[127-112]);
```

VPHSUBSW (VEX.128 encoded version)

```
DEST[15:0]= SaturateToSignedWord(SRC1[15:0] - SRC1[31:16])
DEST[31:16] = SaturateToSignedWord(SRC1[47:32] - SRC1[63:48])
DEST[47:32] = SaturateToSignedWord(SRC1[79:64] - SRC1[95:80])
DEST[63:48] = SaturateToSignedWord(SRC1[111:96] - SRC1[127:112])
DEST[79:64] = SaturateToSignedWord(SRC2[15:0] - SRC2[31:16])
DEST[95:80] = SaturateToSignedWord(SRC2[47:32] - SRC2[63:48])
DEST[111:96] = SaturateToSignedWord(SRC2[79:64] - SRC2[95:80])
DEST[127:112] = SaturateToSignedWord(SRC2[111:96] - SRC2[127:112])
DEST[VLMAX-1:128] ← 0
```

VPHSUBSW (VEX.256 encoded version)

```
DEST[15:0]= SaturateToSignedWord(SRC1[15:0] - SRC1[31:16])
DEST[31:16] = SaturateToSignedWord(SRC1[47:32] - SRC1[63:48])
DEST[47:32] = SaturateToSignedWord(SRC1[79:64] - SRC1[95:80])
DEST[63:48] = SaturateToSignedWord(SRC1[111:96] - SRC1[127:112])
DEST[79:64] = SaturateToSignedWord(SRC2[15:0] - SRC2[31:16])
DEST[95:80] = SaturateToSignedWord(SRC2[47:32] - SRC2[63:48])
DEST[111:96] = SaturateToSignedWord(SRC2[79:64] - SRC2[95:80])
DEST[127:112] = SaturateToSignedWord(SRC2[111:96] - SRC2[127:112])
DEST[143:128]= SaturateToSignedWord(SRC1[143:128] - SRC1[159:144])
DEST[159:144] = SaturateToSignedWord(SRC1[175:160] - SRC1[191:176])
DEST[175:160] = SaturateToSignedWord(SRC1[207:192] - SRC1[223:208])
DEST[191:176] = SaturateToSignedWord(SRC1[239:224] - SRC1[255:240])
DEST[207:192] = SaturateToSignedWord(SRC2[143:128] - SRC2[159:144])
DEST[223:208] = SaturateToSignedWord(SRC2[175:160] - SRC2[191:176])
DEST[239:224] = SaturateToSignedWord(SRC2[207:192] - SRC2[223:208])
DEST[255:240] = SaturateToSignedWord(SRC2[239:224] - SRC2[255:240])
```

Intel C/C++ Compiler Intrinsic Equivalent

PHSUBSW: __m64 _mm_hsubs_pi16 (__m64 a, __m64 b)

(V)PHSUBSW: __m128i _mm_hsubs_epi16 (__m128i a, __m128i b)

VPHSUBSW: __m256i _mm256_hsubs_epi16 (__m256i a, __m256i b)

SIMD Floating-Point Exceptions

None.

Other Exceptions

See Exceptions Type 4; additionally

#UD	If VEX.L = 1.

...

PMADDUBSW — Multiply and Add Packed Signed and Unsigned Bytes

Opcode/ Instruction	Op/ En	64/32 bit Mode Support	CPUID Feature Flag	Description
0F 38 04 /r[1] PMADDUBSW *mm1, mm2/m64*	RM	V/V	SSSE3	Multiply signed and unsigned bytes, add horizontal pair of signed words, pack saturated signed-words to *mm1*.
66 0F 38 04 /r PMADDUBSW *xmm1, xmm2/m128*	RM	V/V	SSSE3	Multiply signed and unsigned bytes, add horizontal pair of signed words, pack saturated signed-words to *xmm1*.
VEX.NDS.128.66.0F38.WIG 04 /r VPMADDUBSW *xmm1, xmm2, xmm3/m128*	RVM	V/V	AVX	Multiply signed and unsigned bytes, add horizontal pair of signed words, pack saturated signed-words to *xmm1*.
VEX.NDS.256.66.0F38.WIG 04 /r VPMADDUBSW *ymm1, ymm2, ymm3/m256*	RVM	V/V	AVX2	Multiply signed and unsigned bytes, add horizontal pair of signed words, pack saturated signed-words to *ymm1*.

NOTES:

1. See note in Section 2.4, “Instruction Exception Specification” in the *Intel® 64 and IA-32 Architectures Software Developer’s Manual, Volume 2A* and Section 22.25.3, “Exception Conditions of Legacy SIMD Instructions Operating on MMX Registers” in the *Intel® 64 and IA-32 Architectures Software Developer’s Manual, Volume 3A*.

Instruction Operand Encoding

Op/En	Operand 1	Operand 2	Operand 3	Operand 4
RM	ModRM:reg (r, w)	ModRM:r/m (r)	NA	NA
RVM	ModRM:reg (w)	VEX.vvvv (r)	ModRM:r/m (r)	NA

Description

(V)PMADDUBSW multiplies vertically each unsigned byte of the destination operand (first operand) with the corresponding signed byte of the source operand (second operand), producing intermediate signed 16-bit integers. Each adjacent pair of signed words is added and the saturated result is packed to the destination operand. For example, the lowest-order bytes (bits 7-0) in the source and destination operands are multiplied and the intermediate signed word result is added with the corresponding intermediate result from the 2nd lowest-order bytes (bits 15-8) of the operands; the sign-saturated result is stored in the lowest word of the destination register (15-0). The same operation is performed on the other pairs of adjacent bytes. Both operands can be MMX register or XMM registers. When the source operand is a 128-bit memory operand, the operand must be aligned on a 16-byte boundary or a general-protection exception (#GP) will be generated.

In 64-bit mode, use the REX prefix to access additional registers.

128-bit Legacy SSE version: Bits (VLMAX-1:128) of the corresponding YMM destination register remain unchanged.

VEX.128 encoded version: Bits (VLMAX-1:128) of the destination YMM register are zeroed.

VEX.256 encoded version: The first source and destination operands are YMM registers. The second source operand can be an YMM register or a 256-bit memory location.

Note: VEX.L must be 0, otherwise the instruction will #UD.

Operation

PMADDUBSW (with 64 bit operands)

```
DEST[15-0] = SaturateToSignedWord(SRC[15-8]*DEST[15-8]+SRC[7-0]*DEST[7-0]);
DEST[31-16] = SaturateToSignedWord(SRC[31-24]*DEST[31-24]+SRC[23-16]*DEST[23-16]);
DEST[47-32] = SaturateToSignedWord(SRC[47-40]*DEST[47-40]+SRC[39-32]*DEST[39-32]);
DEST[63-48] = SaturateToSignedWord(SRC[63-56]*DEST[63-56]+SRC[55-48]*DEST[55-48]);
```

PMADDUBSW (with 128 bit operands)

```
DEST[15-0] = SaturateToSignedWord(SRC[15-8]* DEST[15-8]+SRC[7-0]*DEST[7-0]);
// Repeat operation for 2nd through 7th word
SRC1/DEST[127-112] = SaturateToSignedWord(SRC[127-120]*DEST[127-120]+ SRC[119-112]* DEST[119-112]);
```

VPMADDUBSW (VEX.128 encoded version)

```
DEST[15:0] ← SaturateToSignedWord(SRC2[15:8]* SRC1[15:8]+SRC2[7:0]*SRC1[7:0])
// Repeat operation for 2nd through 7th word
DEST[127:112] ← SaturateToSignedWord(SRC2[127:120]*SRC1[127:120]+ SRC2[119:112]* SRC1[119:112])
DEST[VLMAX-1:128] ← 0
```

VPMADDUBSW (VEX.256 encoded version)

```
DEST[15:0] ← SaturateToSignedWord(SRC2[15:8]* SRC1[15:8]+SRC2[7:0]*SRC1[7:0])
// Repeat operation for 2nd through 15th word
DEST[255:240] ← SaturateToSignedWord(SRC2[255:248]*SRC1[255:248]+ SRC2[247:240]* SRC1[247:240])
```

Intel C/C++ Compiler Intrinsic Equivalents

PMADDUBSW: __m64 _mm_maddubs_pi16 (__m64 a, __m64 b)

(V)PMADDUBSW: __m128i _mm_maddubs_epi16 (__m128i a, __m128i b)

VPMADDUBSW: __m256i _mm256_maddubs_epi16 (__m256i a, __m256i b)

SIMD Floating-Point Exceptions

None.

Other Exceptions

See Exceptions Type 4; additionally

#UD	If VEX.L = 1.

...

PMADDWD—Multiply and Add Packed Integers

Opcode/ Instruction	Op/ En	64/32 bit Mode Support	CPUID Feature Flag	Description
0F F5 /r[1] PMADDWD *mm, mm/m64*	RM	V/V	MMX	Multiply the packed words in *mm* by the packed words in *mm/m64*, add adjacent doubleword results, and store in *mm*.
66 0F F5 /r PMADDWD *xmm1*, *xmm2/m128*	RM	V/V	SSE2	Multiply the packed word integers in *xmm1* by the packed word integers in *xmm2/m128*, add adjacent doubleword results, and store in *xmm1*.
VEX.NDS.128.66.0F.WIG F5 /r VPMADDWD *xmm1, xmm2, xmm3/m128*	RVM	V/V	AVX	Multiply the packed word integers in *xmm2* by the packed word integers in *xmm3/m128*, add adjacent doubleword results, and store in *xmm1*.
VEX.NDS.256.66.0F.WIG F5 /r VPMADDWD *ymm1, ymm2, ymm3/m256*	RVM	V/V	AVX2	Multiply the packed word integers in *ymm2* by the packed word integers in *ymm3/m256*, add adjacent doubleword results, and store in *ymm1*.

NOTES:

1. See note in Section 2.4, “Instruction Exception Specification” in the *Intel® 64 and IA-32 Architectures Software Developer’s Manual, Volume 2A* and Section 22.25.3, “Exception Conditions of Legacy SIMD Instructions Operating on MMX Registers” in the *Intel® 64 and IA-32 Architectures Software Developer’s Manual, Volume 3A*.

Instruction Operand Encoding

Op/En	Operand 1	Operand 2	Operand 3	Operand 4
RM	ModRM:reg (r, w)	ModRM:r/m (r)	NA	NA
RVM	ModRM:reg (w)	VEX.vvvv (r)	ModRM:r/m (r)	NA

Description

Multiplies the individual signed words of the destination operand (first operand) by the corresponding signed words of the source operand (second operand), producing temporary signed, doubleword results. The adjacent doubleword results are then summed and stored in the destination operand. For example, the corresponding low-order words (15-0) and (31-16) in the source and destination operands are multiplied by one another and the doubleword results are added together and stored in the low doubleword of the destination register (31-0). The same operation is performed on the other pairs of adjacent words. (Figure 4-7 shows this operation when using 64-bit operands).

The (V)PMADDWD instruction wraps around only in one situation: when the 2 pairs of words being operated on in a group are all 8000H. In this case, the result wraps around to 80000000H.

In 64-bit mode, using a REX prefix in the form of REX.R permits this instruction to access additional registers (XMM8-XMM15).

Legacy SSE version: The first source and destination operands are MMX registers. The second source operand is an MMX register or a 64-bit memory location.

128-bit Legacy SSE version: The first source and destination operands are XMM registers. The second source operand is an XMM register or a 128-bit memory location. Bits (VLMAX-1:128) of the corresponding YMM destination register remain unchanged.

VEX.128 encoded version: The first source and destination operands are XMM registers. The second source operand is an XMM register or a 128-bit memory location. Bits (VLMAX-1:128) of the destination YMM register are zeroed.

VEX.256 encoded version: The second source operand can be an YMM register or a 256-bit memory location. The first source and destination operands are YMM registers.

Note: VEX.L must be 0, otherwise the instruction will #UD.

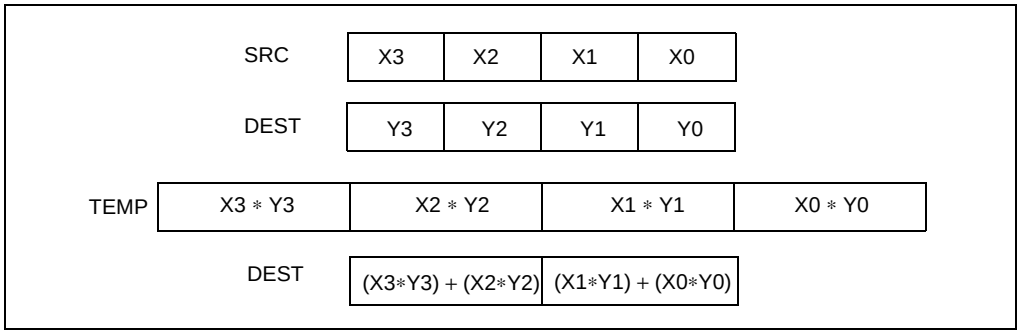

Figure 4-7 PMADDWD Execution Model Using 64-bit Operands

Operation

PMADDWD (with 64-bit operands)

```
DEST[31:0] ← (DEST[15:0] * SRC[15:0]) + (DEST[31:16] * SRC[31:16]);
DEST[63:32] ← (DEST[47:32] * SRC[47:32]) + (DEST[63:48] * SRC[63:48]);
```

PMADDWD (with 128-bit operands)

```
DEST[31:0] ← (DEST[15:0] * SRC[15:0]) + (DEST[31:16] * SRC[31:16]);
DEST[63:32] ← (DEST[47:32] * SRC[47:32]) + (DEST[63:48] * SRC[63:48]);
DEST[95:64] ← (DEST[79:64] * SRC[79:64]) + (DEST[95:80] * SRC[95:80]);
DEST[127:96] ← (DEST[111:96] * SRC[111:96]) + (DEST[127:112] * SRC[127:112]);
```

VPMADDWD (VEX.128 encoded version)

```
DEST[31:0] ← (SRC1[15:0] * SRC2[15:0]) + (SRC1[31:16] * SRC2[31:16])
DEST[63:32] ← (SRC1[47:32] * SRC2[47:32]) + (SRC1[63:48] * SRC2[63:48])
DEST[95:64] ← (SRC1[79:64] * SRC2[79:64]) + (SRC1[95:80] * SRC2[95:80])
DEST[127:96] ← (SRC1[111:96] * SRC2[111:96]) + (SRC1[127:112] * SRC2[127:112])
DEST[VLMAX-1:128] ← 0
```

VPMADDWD (VEX.256 encoded version)

```
DEST[31:0] ← (SRC1[15:0] * SRC2[15:0]) + (SRC1[31:16] * SRC2[31:16])
DEST[63:32] ← (SRC1[47:32] * SRC2[47:32]) + (SRC1[63:48] * SRC2[63:48])
DEST[95:64] ← (SRC1[79:64] * SRC2[79:64]) + (SRC1[95:80] * SRC2[95:80])
DEST[127:96] ← (SRC1[111:96] * SRC2[111:96]) + (SRC1[127:112] * SRC2[127:112])
DEST[159:128] ← (SRC1[143:128] * SRC2[143:128]) + (SRC1[159:144] * SRC2[159:144])
DEST[191:160] ← (SRC1[175:160] * SRC2[175:160]) + (SRC1[191:176] * SRC2[191:176])
DEST[223:192] ← (SRC1[207:192] * SRC2[207:192]) + (SRC1[223:208] * SRC2[223:208])
DEST[255:224] ← (SRC1[239:224] * SRC2[239:224]) + (SRC1[255:240] * SRC2[255:240])
```

Intel C/C++ Compiler Intrinsic Equivalent

PMADDWD: __m64 _mm_madd_pi16(__m64 m1, __m64 m2)

(V)PMADDWD: __m128i _mm_madd_epi16 (__m128i a, __m128i b)

VPMADDWD: __m256i _mm256_madd_epi16 (__m256i a, __m256i b)

Flags Affected

None.

Numeric Exceptions

None.

Other Exceptions

See Exceptions Type 4; additionally

#UD	If VEX.L = 1.

...

PMAXSB — Maximum of Packed Signed Byte Integers

Opcode/ Instruction	Op/ En	64/32 bit Mode Support	CPUID Feature Flag	Description
66 0F 38 3C /r PMAXSB *xmm1*, *xmm2/m128*	RM	V/V	SSE4_1	Compare packed signed byte integers in *xmm1* and *xmm2/m128* and store packed maximum values in *xmm1*.
VEX.NDS.128.66.0F38.WIG 3C /r VPMAXSB *xmm1*, *xmm2*, *xmm3/m128*	RVM	V/V	AVX	Compare packed signed byte integers in *xmm2* and *xmm3/m128* and store packed maximum values in *xmm1*.
VEX.NDS.256.66.0F38.WIG 3C /r VPMAXSB *ymm1*, *ymm2*, *ymm3/m256*	RVM	V/V	AVX2	Compare packed signed byte integers in *ymm2* and *ymm3/m128* and store packed maximum values in *ymm1*.

Instruction Operand Encoding

Op/En	Operand 1	Operand 2	Operand 3	Operand 4
RM	ModRM:reg (r, w)	ModRM:r/m (r)	NA	NA
RVM	ModRM:reg (w)	VEX.vvvv (r)	ModRM:r/m (r)	NA

Description

Compares packed signed byte integers in the destination operand (first operand) and the source operand (second operand), and returns the maximum for each packed value in the destination operand.

128-bit Legacy SSE version: The first source and destination operands are XMM registers. The second source operand is an XMM register or a 128-bit memory location. Bits (VLMAX-1:128) of the corresponding YMM destination register remain unchanged.

VEX.128 encoded version: The first source and destination operands are XMM registers. The second source operand is an XMM register or a 128-bit memory location. Bits (VLMAX-1:128) of the destination YMM register are zeroed.

VEX.256 encoded version: The second source operand can be an YMM register or a 256-bit memory location. The first source and destination operands are YMM registers.

Note: VEX.L must be 0, otherwise the instruction will #UD.

Operation

```
IF (DEST[7:0] > SRC[7:0])
    THEN DEST[7:0] ← DEST[7:0];
    ELSE DEST[7:0] ← SRC[7:0]; FI;
IF (DEST[15:8] > SRC[15:8])
    THEN DEST[15:8] ← DEST[15:8];
    ELSE DEST[15:8] ← SRC[15:8]; FI;
IF (DEST[23:16] > SRC[23:16])
    THEN DEST[23:16] ← DEST[23:16];
    ELSE DEST[23:16] ← SRC[23:16]; FI;
IF (DEST[31:24] > SRC[31:24])
    THEN DEST[31:24] ← DEST[31:24];
    ELSE DEST[31:24] ← SRC[31:24]; FI;
IF (DEST[39:32] > SRC[39:32])
```

```
    THEN DEST[39:32] ← DEST[39:32];
    ELSE DEST[39:32] ← SRC[39:32]; FI;
IF (DEST[47:40] > SRC[47:40])
    THEN DEST[47:40] ← DEST[47:40];
    ELSE DEST[47:40] ← SRC[47:40]; FI;
IF (DEST[55:48] > SRC[55:48])
    THEN DEST[55:48] ← DEST[55:48];
    ELSE DEST[55:48] ← SRC[55:48]; FI;
IF (DEST[63:56] > SRC[63:56])
    THEN DEST[63:56] ← DEST[63:56];
    ELSE DEST[63:56] ← SRC[63:56]; FI;
IF (DEST[71:64] > SRC[71:64])
    THEN DEST[71:64] ← DEST[71:64];
    ELSE DEST[71:64] ← SRC[71:64]; FI;
IF (DEST[79:72] > SRC[79:72])
    THEN DEST[79:72] ← DEST[79:72];
    ELSE DEST[79:72] ← SRC[79:72]; FI;
IF (DEST[87:80] > SRC[87:80])
    THEN DEST[87:80] ← DEST[87:80];
    ELSE DEST[87:80] ← SRC[87:80]; FI;
IF (DEST[95:88] > SRC[95:88])
    THEN DEST[95:88] ← DEST[95:88];
    ELSE DEST[95:88] ← SRC[95:88]; FI;
IF (DEST[103:96] > SRC[103:96])
    THEN DEST[103:96] ← DEST[103:96];
    ELSE DEST[103:96] ← SRC[103:96]; FI;
IF (DEST[111:104] > SRC[111:104])
    THEN DEST[111:104] ← DEST[111:104];
    ELSE DEST[111:104] ← SRC[111:104]; FI;
IF (DEST[119:112] > SRC[119:112])
    THEN DEST[119:112] ← DEST[119:112];
    ELSE DEST[119:112] ← SRC[119:112]; FI;
IF (DEST[127:120] > SRC[127:120])
    THEN DEST[127:120] ← DEST[127:120];
    ELSE DEST[127:120] ← SRC[127:120]; FI;
```

VPMAXSB (VEX.128 encoded version)

```
    IF SRC1[7:0] >SRC2[7:0] THEN
        DEST[7:0] ← SRC1[7:0];
    ELSE
        DEST[7:0] ← SRC2[7:0]; FI;
    (* Repeat operation for 2nd through 15th bytes in source and destination operands *)
    IF SRC1[127:120] >SRC2[127:120] THEN
        DEST[127:120] ← SRC1[127:120];
    ELSE
        DEST[127:120] ← SRC2[127:120]; FI;
DEST[VLMAX-1:128] ← 0
```

VPMAXSB (VEX.256 encoded version)

```
IF SRC1[7:0] >SRC2[7:0] THEN
    DEST[7:0] ← SRC1[7:0];
ELSE
    DEST[15:0] ← SRC2[7:0]; FI;
(* Repeat operation for 2nd through 31st bytes in source and destination operands *)
IF SRC1[255:248] >SRC2[255:248] THEN
    DEST[255:248] ← SRC1[255:248];
ELSE
    DEST[255:248] ← SRC2[255:248]; FI;
```

Intel C/C++ Compiler Intrinsic Equivalent

(V)PMAXSB: __m128i _mm_max_epi8 (__m128i a, __m128i b);

VPMAXSB: __m256i _mm256_max_epi8 (__m256i a, __m256i b);

Flags Affected

None.

SIMD Floating-Point Exceptions

None.

Other Exceptions

See Exceptions Type 4; additionally

#UD	If VEX.L = 1.

...

PMAXSD — Maximum of Packed Signed Dword Integers

Opcode/ Instruction	Op/ En	64/32 bit Mode Support	CPUID Feature Flag	Description
66 0F 38 3D /r PMAXSD *xmm1*, *xmm2/m128*	RM	V/V	SSE4_1	Compare packed signed dword integers in *xmm1* and *xmm2/m128* and store packed maximum values in *xmm1*.
VEX.NDS.128.66.0F38.WIG 3D /r VPMAXSD *xmm1*, *xmm2*, *xmm3/m128*	RVM	V/V	AVX	Compare packed signed dword integers in *xmm2* and *xmm3/m128* and store packed maximum values in *xmm1*.
VEX.NDS.256.66.0F38.WIG 3D /r VPMAXSD *ymm1*, *ymm2*, *ymm3/m256*	RVM	V/V	AVX2	Compare packed signed dword integers in *ymm2* and *ymm3/m128* and store packed maximum values in *ymm1*.

Instruction Operand Encoding

Op/En	Operand 1	Operand 2	Operand 3	Operand 4
RM	ModRM:reg (r, w)	ModRM:r/m (r)	NA	NA
RVM	ModRM:reg (w)	VEX.vvvv (r)	ModRM:r/m (r)	NA

Description

Compares packed signed dword integers in the destination operand (first operand) and the source operand (second operand), and returns the maximum for each packed value in the destination operand.

128-bit Legacy SSE version: The first source and destination operands are XMM registers. The second source operand is an XMM register or a 128-bit memory location. Bits (VLMAX-1:128) of the corresponding YMM destination register remain unchanged.

VEX.128 encoded version: The first source and destination operands are XMM registers. The second source operand is an XMM register or a 128-bit memory location. Bits (VLMAX-1:128) of the destination YMM register are zeroed.

VEX.256 encoded version: The second source operand can be an YMM register or a 256-bit memory location. The first source and destination operands are YMM registers.

Note: VEX.L must be 0, otherwise the instruction will #UD.

Operation

```
IF (DEST[31:0] > SRC[31:0])
    THEN DEST[31:0] ← DEST[31:0];
    ELSE DEST[31:0] ← SRC[31:0]; FI;
IF (DEST[63:32] > SRC[63:32])
    THEN DEST[63:32] ← DEST[63:32];
    ELSE DEST[63:32] ← SRC[63:32]; FI;
IF (DEST[95:64] > SRC[95:64])
    THEN DEST[95:64] ← DEST[95:64];
    ELSE DEST[95:64] ← SRC[95:64]; FI;
IF (DEST[127:96] > SRC[127:96])
    THEN DEST[127:96] ← DEST[127:96];
    ELSE DEST[127:96] ← SRC[127:96]; FI;
```

VPMAXSD (VEX.128 encoded version)

```
    IF SRC1[31:0] > SRC2[31:0] THEN
        DEST[31:0] ← SRC1[31:0];
    ELSE
        DEST[31:0] ← SRC2[31:0]; FI;
    (* Repeat operation for 2nd through 3rd dwords in source and destination operands *)
    IF SRC1[127:95] > SRC2[127:95] THEN
        DEST[127:95] ← SRC1[127:95];
    ELSE
        DEST[127:95] ← SRC2[127:95]; FI;
DEST[VLMAX-1:128] ← 0
```

VPMAXSD (VEX.256 encoded version)

```
    IF SRC1[31:0] > SRC2[31:0] THEN
        DEST[31:0] ← SRC1[31:0];
    ELSE
        DEST[31:0] ← SRC2[31:0]; FI;
    (* Repeat operation for 2nd through 7th dwords in source and destination operands *)
    IF SRC1[255:224] > SRC2[255:224] THEN
        DEST[255:224] ← SRC1[255:224];
    ELSE
        DEST[255:224] ← SRC2[255:224]; FI;
```

Intel C/C++ Compiler Intrinsic Equivalent

PMAXSD: __m128i _mm_max_epi32 (__m128i a, __m128i b);

VPMAXSD: __m256i _mm256_max_epi32 (__m256i a, __m256i b);

Flags Affected

None.

SIMD Floating-Point Exceptions

None.

Other Exceptions

See Exceptions Type 4; additionally

#UD	If VEX.L = 1.

...

PMAXSW—Maximum of Packed Signed Word Integers

Opcode/ Instruction	Op/ En	64/32 bit Mode Support	CPUID Feature Flag	Description
0F EE /r[1] PMAXSW *mm1, mm2/m64*	RM	V/V	SSE	Compare signed word integers in *mm2/m64* and *mm1* and return maximum values.
66 0F EE /r PMAXSW *xmm1*, *xmm2/m128*	RM	V/V	SSE2	Compare signed word integers in *xmm2/m128* and *xmm1* and return maximum values.
VEX.NDS.128.66.0F.WIG EE /r VPMAXSW *xmm1, xmm2, xmm3/m128*	RVM	V/V	AVX	Compare packed signed word integers in *xmm3/m128* and *xmm2* and store packed maximum values in *xmm1*.
VEX.NDS.256.66.0F.WIG EE /r VPMAXSW *ymm1, ymm2, ymm3/m256*	RVM	V/V	AVX2	Compare packed signed word integers in *ymm3/m128* and *ymm2* and store packed maximum values in *ymm1*.

NOTES:

1. See note in Section 2.4, “Instruction Exception Specification” in the *Intel® 64 and IA-32 Architectures Software Developer’s Manual, Volume 2A* and Section 22.25.3, “Exception Conditions of Legacy SIMD Instructions Operating on MMX Registers” in the *Intel® 64 and IA-32 Architectures Software Developer’s Manual, Volume 3A*.

Instruction Operand Encoding

Op/En	Operand 1	Operand 2	Operand 3	Operand 4
RM	ModRM:reg (r, w)	ModRM:r/m (r)	NA	NA
RVM	ModRM:reg (w)	VEX.vvvv (r)	ModRM:r/m (r)	NA

Description

Performs a SIMD compare of the packed signed word integers in the destination operand (first operand) and the source operand (second operand), and returns the maximum value for each pair of word integers to the destination operand.

In 64-bit mode, using a REX prefix in the form of REX.R permits this instruction to access additional registers (XMM8-XMM15).

Legacy SSE version: The source operand can be an MMX technology register or a 64-bit memory location. The destination operand can be an MMX technology register.

128-bit Legacy SSE version: The first source and destination operands are XMM registers. The second source operand is an XMM register or a 128-bit memory location. Bits (VLMAX-1:128) of the corresponding YMM destination register remain unchanged.

VEX.128 encoded version: The first source and destination operands are XMM registers. The second source operand is an XMM register or a 128-bit memory location. Bits (VLMAX-1:128) of the destination YMM register are zeroed.

VEX.256 encoded version: The second source operand can be an YMM register or a 256-bit memory location. The first source and destination operands are YMM registers.

Note: VEX.L must be 0, otherwise the instruction will #UD.

Operation

PMAXSW (64-bit operands)

```
IF DEST[15:0] > SRC[15:0]) THEN
    DEST[15:0] ← DEST[15:0];
ELSE
    DEST[15:0] ← SRC[15:0]; FI;
(* Repeat operation for 2nd and 3rd words in source and destination operands *)
IF DEST[63:48] > SRC[63:48]) THEN
    DEST[63:48] ← DEST[63:48];
ELSE
    DEST[63:48] ← SRC[63:48]; FI;
```

PMAXSW (128-bit operands)

```
IF DEST[15:0] > SRC[15:0]) THEN
    DEST[15:0] ← DEST[15:0];
ELSE
    DEST[15:0] ← SRC[15:0]; FI;
(* Repeat operation for 2nd through 7th words in source and destination operands *)
IF DEST[127:112] > SRC[127:112]) THEN
    DEST[127:112] ← DEST[127:112];
ELSE
    DEST[127:112] ← SRC[127:112]; FI;
```

VPMAXSW (VEX.128 encoded version)

```
IF SRC1[15:0] > SRC2[15:0] THEN
    DEST[15:0] ← SRC1[15:0];
ELSE
    DEST[15:0] ← SRC2[15:0]; FI;
(* Repeat operation for 2nd through 7th words in source and destination operands *)
IF SRC1[127:112] >SRC2[127:112] THEN
    DEST[127:112] ← SRC1[127:112];
ELSE
    DEST[127:112] ← SRC2[127:112]; FI;
DEST[VLMAX-1:128] ← 0
```

VPMAXSW (VEX.256 encoded version)

```
IF SRC1[15:0] > SRC2[15:0] THEN
    DEST[15:0] ← SRC1[15:0];
ELSE
    DEST[15:0] ← SRC2[15:0]; FI;
(* Repeat operation for 2nd through 15th words in source and destination operands *)
IF SRC1[255:240] >SRC2[255:240] THEN
    DEST[255:240] ← SRC1[255:240];
ELSE
    DEST[255:240] ← SRC2[255:240]; FI;
```

Intel C/C++ Compiler Intrinsic Equivalent

PMAXSW: __m64 _mm_max_pi16(__m64 a, __m64 b)

(V)PMAXSW: __m128i _mm_max_epi16 (__m128i a, __m128i b)

VPMAXSW: __m256i _mm256_max_epi16 (__m256i a, __m256i b)

Flags Affected

None.

Numeric Exceptions

None.

Other Exceptions

See Exceptions Type 4; additionally

#UD	If VEX.L = 1.

...

PMAXUB—Maximum of Packed Unsigned Byte Integers

Opcode/ Instruction	Op/ En	64/32 bit Mode Support	CPUID Feature Flag	Description
0F DE /r[1] PMAXUB *mm1, mm2/m64*	RM	V/V	SSE	Compare unsigned byte integers in *mm2/m64* and *mm1* and returns maximum values.
66 0F DE /r PMAXUB *xmm1*, *xmm2/m128*	RM	V/V	SSE2	Compare unsigned byte integers in *xmm2/m128* and *xmm1* and returns maximum values.
VEX.NDS.128.66.0F.WIG DE /r VPMAXUB *xmm1, xmm2, xmm3/m128*	RVM	V/V	AVX	Compare packed unsigned byte integers in *xmm2* and *xmm3/m128* and store packed maximum values in *xmm1*.
VEX.NDS.256.66.0F.WIG DE /r VPMAXUB *ymm1, ymm2, ymm3/m256*	RVM	V/V	AVX2	Compare packed unsigned byte integers in *ymm2* and *ymm3/m256* and store packed maximum values in *ymm1*.

NOTES:

1. See note in Section 2.4, “Instruction Exception Specification” in the *Intel® 64 and IA-32 Architectures Software Developer’s Manual, Volume 2A* and Section 22.25.3, “Exception Conditions of Legacy SIMD Instructions Operating on MMX Registers” in the *Intel® 64 and IA-32 Architectures Software Developer’s Manual, Volume 3A*.

Instruction Operand Encoding

Op/En	Operand 1	Operand 2	Operand 3	Operand 4
RM	ModRM:reg (r, w)	ModRM:r/m (r)	NA	NA
RVM	ModRM:reg (w)	VEX.vvvv (r)	ModRM:r/m (r)	NA

Description

Performs a SIMD compare of the packed unsigned byte integers in the destination operand (first operand) and the source operand (second operand), and returns the maximum value for each pair of byte integers to the destination operand.

In 64-bit mode, using a REX prefix in the form of REX.R permits this instruction to access additional registers (XMM8-XMM15).

Legacy SSE version: The source operand can be an MMX technology register or a 64-bit memory location. The destination operand can be an MMX technology register.

128-bit Legacy SSE version: The first source and destination operands are XMM registers. The second source operand is an XMM register or a 128-bit memory location. Bits (VLMAX-1:128) of the corresponding YMM destination register remain unchanged.

VEX.128 encoded version: The first source and destination operands are XMM registers. The second source operand is an XMM register or a 128-bit memory location. Bits (VLMAX-1:128) of the destination YMM register are zeroed.

VEX.256 encoded version: The second source operand can be an YMM register or a 256-bit memory location. The first source and destination operands are YMM registers.

Note: VEX.L must be 0, otherwise the instruction will #UD.

Operation

PMAXUB (64-bit operands)

```
IF DEST[7:0] > SRC[17:0]) THEN
    DEST[7:0] ← DEST[7:0];
ELSE
    DEST[7:0] ← SRC[7:0]; FI;
(* Repeat operation for 2nd through 7th bytes in source and destination operands *)
IF DEST[63:56] > SRC[63:56]) THEN
    DEST[63:56] ← DEST[63:56];
ELSE
    DEST[63:56] ← SRC[63:56]; FI;
```

PMAXUB (128-bit operands)

```
IF DEST[7:0] > SRC[17:0]) THEN
    DEST[7:0] ← DEST[7:0];
ELSE
    DEST[7:0] ← SRC[7:0]; FI;
(* Repeat operation for 2nd through 15th bytes in source and destination operands *)
IF DEST[127:120] > SRC[127:120]) THEN
    DEST[127:120] ← DEST[127:120];
ELSE
    DEST[127:120] ← SRC[127:120]; FI;
```

VPMAXUB (VEX.128 encoded version)

```
IF SRC1[7:0] >SRC2[7:0] THEN
    DEST[7:0] ← SRC1[7:0];
ELSE
    DEST[7:0] ← SRC2[7:0]; FI;
(* Repeat operation for 2nd through 15th bytes in source and destination operands *)
IF SRC1[127:120] >SRC2[127:120] THEN
    DEST[127:120] ← SRC1[127:120];
ELSE
    DEST[127:120] ← SRC2[127:120]; FI;
DEST[VLMAX-1:128] ← 0
```

VPMAXUB (VEX.256 encoded version)

```
IF SRC1[7:0] >SRC2[7:0] THEN
    DEST[7:0] ← SRC1[7:0];
ELSE
    DEST[15:0] ← SRC2[7:0]; FI;
(* Repeat operation for 2nd through 31st bytes in source and destination operands *)
IF SRC1[255:248] >SRC2[255:248] THEN
    DEST[255:248] ← SRC1[255:248];
ELSE
    DEST[255:248] ← SRC2[255:248]; FI;
```

Intel C/C++ Compiler Intrinsic Equivalent

PMAXUB: __m64 _mm_max_pu8(__m64 a, __m64 b)

(V)PMAXUB: __m128i _mm_max_epu8 (__m128i a, __m128i b)

VPMAXUB: __m256i _mm256_max_epu8 (__m256i a, __m256i b);

Flags Affected

None.

Numeric Exceptions

None.

Other Exceptions

See Exceptions Type 4; additionally

#UD	If VEX.L = 1.

...

PMAXUD — Maximum of Packed Unsigned Dword Integers

Opcode/ Instruction	Op/ En	64/32 bit Mode Support	CPUID Feature Flag	Description
66 0F 38 3F /r PMAXUD *xmm1*, *xmm2/m128*	RM	V/V	SSE4_1	Compare packed unsigned dword integers in *xmm1* and *xmm2/m128* and store packed maximum values in *xmm1*.
VEX.NDS.128.66.0F38.WIG 3F /r VPMAXUD *xmm1*, *xmm2*, *xmm3/m128*	RVM	V/V	AVX	Compare packed unsigned dword integers in *xmm2* and *xmm3/m128* and store packed maximum values in *xmm1*.
VEX.NDS.256.66.0F38.WIG 3F /r VPMAXUD *ymm1*, *ymm2*, *ymm3/m256*	RVM	V/V	AVX2	Compare packed unsigned dword integers in *ymm2* and *ymm3/m256* and store packed maximum values in *ymm1*.

Instruction Operand Encoding

Op/En	Operand 1	Operand 2	Operand 3	Operand 4
RM	ModRM:reg (r, w)	ModRM:r/m (r)	NA	NA
RVM	ModRM:reg (w)	VEX.vvvv (r)	ModRM:r/m (r)	NA

Description

Compares packed unsigned dword integers in the destination operand (first operand) and the source operand (second operand), and returns the maximum for each packed value in the destination operand.

128-bit Legacy SSE version: The first source and destination operands are XMM registers. The second source operand is an XMM register or a 128-bit memory location. Bits (VLMAX-1:128) of the corresponding YMM destination register remain unchanged.

VEX.128 encoded version: The first source and destination operands are XMM registers. The second source operand is an XMM register or a 128-bit memory location. Bits (VLMAX-1:128) of the destination YMM register are zeroed.

VEX.256 encoded version: The second source operand can be an YMM register or a 256-bit memory location. The first source and destination operands are YMM registers.

Note: VEX.L must be 0, otherwise the instruction will #UD.

Operation

```
IF (DEST[31:0] > SRC[31:0])
    THEN DEST[31:0] ← DEST[31:0];
    ELSE DEST[31:0] ← SRC[31:0]; FI;
IF (DEST[63:32] > SRC[63:32])
    THEN DEST[63:32] ← DEST[63:32];
    ELSE DEST[63:32] ← SRC[63:32]; FI;
IF (DEST[95:64] > SRC[95:64])
    THEN DEST[95:64] ← DEST[95:64];
    ELSE DEST[95:64] ← SRC[95:64]; FI;
IF (DEST[127:96] > SRC[127:96])
    THEN DEST[127:96] ← DEST[127:96];
    ELSE DEST[127:96] ← SRC[127:96]; FI;
```

VPMAXUD (VEX.128 encoded version)

```
    IF SRC1[31:0] > SRC2[31:0] THEN
        DEST[31:0] ← SRC1[31:0];
    ELSE
        DEST[31:0] ← SRC2[31:0]; FI;
    (* Repeat operation for 2nd through 3rd dwords in source and destination operands *)
    IF SRC1[127:95] > SRC2[127:95] THEN
        DEST[127:95] ← SRC1[127:95];
    ELSE
        DEST[127:95] ← SRC2[127:95]; FI;
DEST[VLMAX-1:128] ← 0
```

VPMAXUD (VEX.256 encoded version)

```
    IF SRC1[31:0] > SRC2[31:0] THEN
        DEST[31:0] ← SRC1[31:0];
    ELSE
        DEST[31:0] ← SRC2[31:0]; FI;
    (* Repeat operation for 2nd through 7th dwords in source and destination operands *)
    IF SRC1[255:224] > SRC2[255:224] THEN
        DEST[255:224] ← SRC1[255:224];
    ELSE
        DEST[255:224] ← SRC2[255:224]; FI;
```

Intel C/C++ Compiler Intrinsic Equivalent

(V)PMAXUD: __m128i _mm_max_epu32 (__m128i a, __m128i b);

VPMAXUD: __m256i _mm256_max_epu32 (__m256i a, __m256i b);

Flags Affected

None.

SIMD Floating-Point Exceptions

None.

Other Exceptions

See Exceptions Type 4; additionally

#UD	If VEX.L = 1.

...

PMAXUW — Maximum of Packed Word Integers

Opcode/ Instruction	Op/ En	64/32 bit Mode Support	CPUID Feature Flag	Description
66 0F 38 3E /r PMAXUW *xmm1*, *xmm2/m128*	RM	V/V	SSE4_1	Compare packed unsigned word integers in *xmm1* and *xmm2/m128* and store packed maximum values in *xmm1*.
VEX.NDS.128.66.0F38.WIG 3E/r VPMAXUW *xmm1*, *xmm2*, *xmm3/m128*	RVM	V/V	AVX	Compare packed unsigned word integers in *xmm3/m128* and *xmm2* and store maximum packed values in *xmm1*.
VEX.NDS.256.66.0F38.WIG 3E /r VPMAXUW *ymm1*, *ymm2*, *ymm3/m256*	RVM	V/V	AVX2	Compare packed unsigned word integers in *ymm3/m256* and *ymm2* and store maximum packed values in *ymm1*.

Instruction Operand Encoding

Op/En	Operand 1	Operand 2	Operand 3	Operand 4
RM	ModRM:reg (r, w)	ModRM:r/m (r)	NA	NA
RVM	ModRM:reg (w)	VEX.vvvv (r)	ModRM:r/m (r)	NA

Description

Compares packed unsigned word integers in the destination operand (first operand) and the source operand (second operand), and returns the maximum for each packed value in the destination operand.

128-bit Legacy SSE version: The first source and destination operands are XMM registers. The second source operand is an XMM register or a 128-bit memory location. Bits (VLMAX-1:128) of the corresponding YMM destination register remain unchanged.

VEX.128 encoded version: The first source and destination operands are XMM registers. The second source operand is an XMM register or a 128-bit memory location. Bits (VLMAX-1:128) of the destination YMM register are zeroed.

VEX.256 encoded version: The second source operand can be an YMM register or a 256-bit memory location. The first source and destination operands are YMM registers.

Note: VEX.L must be 0, otherwise the instruction will #UD.

Operation

```
IF (DEST[15:0] > SRC[15:0])
    THEN DEST[15:0] ← DEST[15:0];
    ELSE DEST[15:0] ← SRC[15:0]; FI;
IF (DEST[31:16] > SRC[31:16])
    THEN DEST[31:16] ← DEST[31:16];
    ELSE DEST[31:16] ← SRC[31:16]; FI;
IF (DEST[47:32] > SRC[47:32])
    THEN DEST[47:32] ← DEST[47:32];
    ELSE DEST[47:32] ← SRC[47:32]; FI;
IF (DEST[63:48] > SRC[63:48])
    THEN DEST[63:48] ← DEST[63:48];
    ELSE DEST[63:48] ← SRC[63:48]; FI;
IF (DEST[79:64] > SRC[79:64])
```

```
    THEN DEST[79:64] ← DEST[79:64];
    ELSE DEST[79:64] ← SRC[79:64]; FI;
IF (DEST[95:80] > SRC[95:80])
    THEN DEST[95:80] ← DEST[95:80];
    ELSE DEST[95:80] ← SRC[95:80]; FI;
IF (DEST[111:96] > SRC[111:96])
    THEN DEST[111:96] ← DEST[111:96];
    ELSE DEST[111:96] ← SRC[111:96]; FI;
IF (DEST[127:112] > SRC[127:112])
    THEN DEST[127:112] ← DEST[127:112];
    ELSE DEST[127:112] ← SRC[127:112]; FI;
```

VPMAXUW (VEX.128 encoded version)

```
    IF SRC1[15:0] > SRC2[15:0] THEN
        DEST[15:0] ← SRC1[15:0];
    ELSE
        DEST[15:0] ← SRC2[15:0]; FI;
    (* Repeat operation for 2nd through 7th words in source and destination operands *)
    IF SRC1[127:112] >SRC2[127:112] THEN
        DEST[127:112] ← SRC1[127:112];
    ELSE
        DEST[127:112] ← SRC2[127:112]; FI;
DEST[VLMAX-1:128] ← 0
```

VPMAXUW (VEX.256 encoded version)

```
    IF SRC1[15:0] > SRC2[15:0] THEN
        DEST[15:0] ← SRC1[15:0];
    ELSE
        DEST[15:0] ← SRC2[15:0]; FI;
    (* Repeat operation for 2nd through 15th words in source and destination operands *)
    IF SRC1[255:240] >SRC2[255:240] THEN
        DEST[255:240] ← SRC1[255:240];
    ELSE
        DEST[255:240] ← SRC2[255:240]; FI;
```

Intel C/C++ Compiler Intrinsic Equivalent

(V)PMAXUW: __m128i _mm_max_epu16 (__m128i a, __m128i b);

VPMAXUW: __m256i _mm256_max_epu16 (__m256i a, __m256i b)

Flags Affected

None.

SIMD Floating-Point Exceptions

None.

Other Exceptions

See Exceptions Type 4; additionally

#UD If VEX.L = 1.

...

PMINSB — Minimum of Packed Signed Byte Integers

Opcode/ Instruction	Op/ En	64/32 bit Mode Support	CPUID Feature Flag	Description
66 0F 38 38 /r PMINSB *xmm1, xmm2/m128*	RM	V/V	SSE4_1	Compare packed signed byte integers in *xmm1* and *xmm2/m128* and store packed minimum values in *xmm1*.
VEX.NDS.128.66.0F38.WIG 38 /r VPMINSB *xmm1, xmm2, xmm3/m128*	RVM	V/V	AVX	Compare packed signed byte integers in *xmm2* and *xmm3/m128* and store packed minimum values in *xmm1*.
VEX.NDS.256.66.0F38.WIG 38 /r VPMINSB *ymm1, ymm2, ymm3/m256*	RVM	V/V	AVX2	Compare packed signed byte integers in *ymm2* and *ymm3/m256* and store packed minimum values in *ymm1*.

Instruction Operand Encoding

Op/En	Operand 1	Operand 2	Operand 3	Operand 4
RM	ModRM:reg (r, w)	ModRM:r/m (r)	NA	NA
RVM	ModRM:reg (w)	VEX.vvvv (r)	ModRM:r/m (r)	NA

Description

Compares packed signed byte integers in the destination operand (first operand) and the source operand (second operand), and returns the minimum for each packed value in the destination operand.

128-bit Legacy SSE version: The first source and destination operands are XMM registers. The second source operand is an XMM register or a 128-bit memory location. Bits (VLMAX-1:128) of the corresponding YMM destination register remain unchanged.

VEX.128 encoded version: The first source and destination operands are XMM registers. The second source operand is an XMM register or a 128-bit memory location. Bits (VLMAX-1:128) of the destination YMM register are zeroed.

VEX.256 encoded version: The second source operand can be an YMM register or a 256-bit memory location. The first source and destination operands are YMM registers.

Note: VEX.L must be 0, otherwise the instruction will #UD.

Operation

```
IF (DEST[7:0] < SRC[7:0])
    THEN DEST[7:0] ← DEST[7:0];
    ELSE DEST[7:0] ← SRC[7:0]; FI;
IF (DEST[15:8] < SRC[15:8])
    THEN DEST[15:8] ← DEST[15:8];
    ELSE DEST[15:8] ← SRC[15:8]; FI;
IF (DEST[23:16] < SRC[23:16])
    THEN DEST[23:16] ← DEST[23:16];
    ELSE DEST[23:16] ← SRC[23:16]; FI;
```

```
IF (DEST[31:24] < SRC[31:24])
    THEN DEST[31:24] ← DEST[31:24];
    ELSE DEST[31:24] ← SRC[31:24]; FI;
IF (DEST[39:32] < SRC[39:32])
    THEN DEST[39:32] ← DEST[39:32];
    ELSE DEST[39:32] ← SRC[39:32]; FI;
IF (DEST[47:40] < SRC[47:40])
    THEN DEST[47:40] ← DEST[47:40];
    ELSE DEST[47:40] ← SRC[47:40]; FI;
IF (DEST[55:48] < SRC[55:48])
    THEN DEST[55:48] ← DEST[55:48];
    ELSE DEST[55:48] ← SRC[55:48]; FI;
IF (DEST[63:56] < SRC[63:56])
    THEN DEST[63:56] ← DEST[63:56];
    ELSE DEST[63:56] ← SRC[63:56]; FI;
IF (DEST[71:64] < SRC[71:64])
    THEN DEST[71:64] ← DEST[71:64];
    ELSE DEST[71:64] ← SRC[71:64]; FI;
IF (DEST[79:72] < SRC[79:72])
    THEN DEST[79:72] ← DEST[79:72];
    ELSE DEST[79:72] ← SRC[79:72]; FI;
IF (DEST[87:80] < SRC[87:80])
    THEN DEST[87:80] ← DEST[87:80];
    ELSE DEST[87:80] ← SRC[87:80]; FI;
IF (DEST[95:88] < SRC[95:88])
    THEN DEST[95:88] ← DEST[95:88];
    ELSE DEST[95:88] ← SRC[95:88]; FI;
IF (DEST[103:96] < SRC[103:96])
    THEN DEST[103:96] ← DEST[103:96];
    ELSE DEST[103:96] ← SRC[103:96]; FI;
IF (DEST[111:104] < SRC[111:104])
    THEN DEST[111:104] ← DEST[111:104];
    ELSE DEST[111:104] ← SRC[111:104]; FI;
IF (DEST[119:112] < SRC[119:112])
    THEN DEST[119:112] ← DEST[119:112];
    ELSE DEST[119:112] ← SRC[119:112]; FI;
IF (DEST[127:120] < SRC[127:120])
    THEN DEST[127:120] ← DEST[127:120];
    ELSE DEST[127:120] ← SRC[127:120]; FI;
```

VPMINSB (VEX.128 encoded version)

```
IF SRC1[7:0] < SRC2[7:0] THEN
    DEST[7:0] ← SRC1[7:0];
ELSE
    DEST[7:0] ← SRC2[7:0]; FI;
(* Repeat operation for 2nd through 15th bytes in source and destination operands *)
IF SRC1[127:120] < SRC2[127:120] THEN
    DEST[127:120] ← SRC1[127:120];
ELSE
    DEST[127:120] ← SRC2[127:120]; FI;
```

```
DEST[VLMAX-1:128] ← 0

VPMINSB (VEX.256 encoded version)
    IF SRC1[7:0] < SRC2[7:0] THEN
        DEST[7:0] ← SRC1[7:0];
    ELSE
        DEST[15:0] ← SRC2[7:0]; FI;
    (* Repeat operation for 2nd through 31st bytes in source and destination operands *)
    IF SRC1[255:248] < SRC2[255:248] THEN
        DEST[255:248] ← SRC1[255:248];
    ELSE
        DEST[255:248] ← SRC2[255:248]; FI;
```

Intel C/C++ Compiler Intrinsic Equivalent

(V)PMINSB: __m128i _mm_min_epi8 (__m128i a, __m128i b);

VPMINSB: __m256i _mm256_min_epi8 (__m256i a, __m256i b);

Flags Affected

None.

SIMD Floating-Point Exceptions

None.

Other Exceptions

See Exceptions Type 4; additionally

#UD	If VEX.L = 1.

...

PMINSD — Minimum of Packed Dword Integers

Opcode/ Instruction	Op/ En	64/32 bit Mode Support	CPUID Feature Flag	Description
66 0F 38 39 /r PMINSD *xmm1, xmm2/m128*	RM	V/V	SSE4_1	Compare packed signed dword integers in *xmm1* and *xmm2/m128* and store packed minimum values in *xmm1*.
VEX.NDS.128.66.0F38.WIG 39 /r VPMINSD *xmm1, xmm2, xmm3/m128*	RVM	V/V	AVX	Compare packed signed dword integers in *xmm2* and *xmm3/m128* and store packed minimum values in *xmm1*.
VEX.NDS.256.66.0F38.WIG 39 /r VPMINSD *ymm1, ymm2, ymm3/m256*	RVM	V/V	AVX2	Compare packed signed dword integers in *ymm2* and *ymm3/m128* and store packed minimum values in *ymm1*.

Instruction Operand Encoding

Op/En	Operand 1	Operand 2	Operand 3	Operand 4
RM	ModRM:reg (r, w)	ModRM:r/m (r)	NA	NA
RVM	ModRM:reg (w)	VEX.vvvv (r)	ModRM:r/m (r)	NA

Description

Compares packed signed dword integers in the destination operand (first operand) and the source operand (second operand), and returns the minimum for each packed value in the destination operand.

128-bit Legacy SSE version: The first source and destination operands are XMM registers. The second source operand is an XMM register or a 128-bit memory location. Bits (VLMAX-1:128) of the corresponding YMM destination register remain unchanged.

VEX.128 encoded version: The first source and destination operands are XMM registers. The second source operand is an XMM register or a 128-bit memory location. Bits (VLMAX-1:128) of the destination YMM register are zeroed.

VEX.256 encoded version: The second source operand can be an YMM register or a 256-bit memory location. The first source and destination operands are YMM registers.

Note: VEX.L must be 0, otherwise the instruction will #UD.

Operation

```
IF (DEST[31:0] < SRC[31:0])
    THEN DEST[31:0] ← DEST[31:0];
    ELSE DEST[31:0] ← SRC[31:0]; FI;
IF (DEST[63:32] < SRC[63:32])
    THEN DEST[63:32] ← DEST[63:32];
    ELSE DEST[63:32] ← SRC[63:32]; FI;
IF (DEST[95:64] < SRC[95:64])
    THEN DEST[95:64] ← DEST[95:64];
    ELSE DEST[95:64] ← SRC[95:64]; FI;
IF (DEST[127:96] < SRC[127:96])
    THEN DEST[127:96] ← DEST[127:96];
    ELSE DEST[127:96] ← SRC[127:96]; FI;
```

VPMINSD (VEX.128 encoded version)

```
    IF SRC1[31:0] < SRC2[31:0] THEN
        DEST[31:0] ← SRC1[31:0];
    ELSE
        DEST[31:0] ← SRC2[31:0]; FI;
    (* Repeat operation for 2nd through 3rd dwords in source and destination operands *)
    IF SRC1[127:95] < SRC2[127:95] THEN
        DEST[127:95] ← SRC1[127:95];
    ELSE
        DEST[127:95] ← SRC2[127:95]; FI;
DEST[VLMAX-1:128] ← 0
```

VPMINSD (VEX.256 encoded version)

```
    IF SRC1[31:0] < SRC2[31:0] THEN
        DEST[31:0] ← SRC1[31:0];
    ELSE
        DEST[31:0] ← SRC2[31:0]; FI;
    (* Repeat operation for 2nd through 7th dwords in source and destination operands *)
    IF SRC1[255:224] < SRC2[255:224] THEN
        DEST[255:224] ← SRC1[255:224];
    ELSE
        DEST[255:224] ← SRC2[255:224]; FI;
```

Intel C/C++ Compiler Intrinsic Equivalent

(V)PMINSD: __m128i _mm_min_epi32 (__m128i a, __m128i b);

VPMINSD: __m256i _mm256_min_epi32 (__m256i a, __m256i b);

Flags Affected

None.

SIMD Floating-Point Exceptions

None.

Other Exceptions

See Exceptions Type 4; additionally

#UD	If VEX.L = 1.

...

PMINSW—Minimum of Packed Signed Word Integers

Opcode/ Instruction	Op/ En	64/32 bit Mode Support	CPUID Feature Flag	Description
0F EA /r[1] PMINSW *mm1, mm2/m64*	RM	V/V	SSE	Compare signed word integers in *mm2/m64* and *mm1* and return minimum values.
66 0F EA /r PMINSW *xmm1*, *xmm2/m128*	RM	V/V	SSE2	Compare signed word integers in *xmm2/m128* and *xmm1* and return minimum values.
VEX.NDS.128.66.0F.WIG EA /r VPMINSW *xmm1, xmm2, xmm3/m128*	RVM	V/V	AVX	Compare packed signed word integers in *xmm3/m128* and *xmm2* and return packed minimum values in *xmm1*.
VEX.NDS.256.66.0F.WIG EA /r VPMINSW *ymm1, ymm2, ymm3/m256*	RVM	V/V	AVX2	Compare packed signed word integers in *ymm3/m256* and *ymm2* and return packed minimum values in *ymm1*.

NOTES:

1. See note in Section 2.4, “Instruction Exception Specification” in the *Intel® 64 and IA-32 Architectures Software Developer’s Manual, Volume 2A* and Section 22.25.3, “Exception Conditions of Legacy SIMD Instructions Operating on MMX Registers” in the *Intel® 64 and IA-32 Architectures Software Developer’s Manual, Volume 3A*.

Instruction Operand Encoding

Op/En	Operand 1	Operand 2	Operand 3	Operand 4
RM	ModRM:reg (r, w)	ModRM:r/m (r)	NA	NA
RVM	ModRM:reg (w)	VEX.vvvv (r)	ModRM:r/m (r)	NA

Description

Performs a SIMD compare of the packed signed word integers in the destination operand (first operand) and the source operand (second operand), and returns the minimum value for each pair of word integers to the destination operand.

In 64-bit mode, using a REX prefix in the form of REX.R permits this instruction to access additional registers (XMM8-XMM15).

Legacy SSE version: The source operand can be an MMX technology register or a 64-bit memory location. The destination operand can be an MMX technology register.

128-bit Legacy SSE version: The first source and destination operands are XMM registers. The second source operand is an XMM register or a 128-bit memory location. Bits (VLMAX-1:128) of the corresponding YMM destination register remain unchanged.

VEX.128 encoded version: The first source and destination operands are XMM registers. The second source operand is an XMM register or a 128-bit memory location. Bits (VLMAX-1:128) of the destination YMM register are zeroed.

VEX.256 encoded version: The second source operand can be an YMM register or a 256-bit memory location. The first source and destination operands are YMM registers.

Note: VEX.L must be 0, otherwise the instruction will #UD.

Operation

PMINSW (64-bit operands)

```
IF DEST[15:0] < SRC[15:0] THEN
    DEST[15:0] ← DEST[15:0];
ELSE
    DEST[15:0] ← SRC[15:0]; FI;
(* Repeat operation for 2nd and 3rd words in source and destination operands *)
IF DEST[63:48] < SRC[63:48] THEN
    DEST[63:48] ← DEST[63:48];
ELSE
    DEST[63:48] ← SRC[63:48]; FI;
```

PMINSW (128-bit operands)

```
IF DEST[15:0] < SRC[15:0] THEN
    DEST[15:0] ← DEST[15:0];
ELSE
    DEST[15:0] ← SRC[15:0]; FI;
(* Repeat operation for 2nd through 7th words in source and destination operands *)
IF DEST[127:112] < SRC/m64[127:112] THEN
    DEST[127:112] ← DEST[127:112];
ELSE
    DEST[127:112] ← SRC[127:112]; FI;
```

VPMINSW (VEX.128 encoded version)

```
IF SRC1[15:0] < SRC2[15:0] THEN
    DEST[15:0] ← SRC1[15:0];
ELSE
    DEST[15:0] ← SRC2[15:0]; FI;
(* Repeat operation for 2nd through 7th words in source and destination operands *)
IF SRC1[127:112] < SRC2[127:112] THEN
    DEST[127:112] ← SRC1[127:112];
ELSE
    DEST[127:112] ← SRC2[127:112]; FI;
DEST[VLMAX-1:128] ← 0
```

VPMINSW (VEX.256 encoded version)

```
IF SRC1[15:0] < SRC2[15:0] THEN
    DEST[15:0] ← SRC1[15:0];
ELSE
    DEST[15:0] ← SRC2[15:0]; FI;
(* Repeat operation for 2nd through 15th words in source and destination operands *)
IF SRC1[255:240] < SRC2[255:240] THEN
    DEST[255:240] ← SRC1[255:240];
ELSE
    DEST[255:240] ← SRC2[255:240]; FI;
```

Intel C/C++ Compiler Intrinsic Equivalent

PMINSW: __m64 _mm_min_pi16 (__m64 a, __m64 b)

(V)PMINSW: __m128i _mm_min_epi16 (__m128i a, __m128i b)

VPMINSW: __m256i _mm256_min_epi16 (__m256i a, __m256i b)

Flags Affected

None.

Numeric Exceptions

None.

Other Exceptions

See Exceptions Type 4; additionally

#UD	If VEX.L = 1.
#MF	(64-bit operations only) If there is a pending x87 FPU exception.

...

PMINUB—Minimum of Packed Unsigned Byte Integers

Opcode/ Instruction	Op/ En	64/32 bit Mode Support	CPUID Feature Flag	Description
0F DA /r[1] PMINUB *mm1, mm2/m64*	RM	V/V	SSE	Compare unsigned byte integers in *mm2/m64* and *mm1* and returns minimum values.
66 0F DA /r PMINUB *xmm1*, *xmm2/m128*	RM	V/V	SSE2	Compare unsigned byte integers in *xmm2/m128* and *xmm1* and returns minimum values.
VEX.NDS.128.66.0F.WIG DA /r VPMINUB *xmm1, xmm2, xmm3/m128*	RVM	V/V	AVX	Compare packed unsigned byte integers in *xmm2* and *xmm3/m128* and store packed minimum values in *xmm1*.
VEX.NDS.256.66.0F.WIG DA /r VPMINUB *ymm1, ymm2, ymm3/m256*	RVM	V/V	AVX2	Compare packed unsigned byte integers in *ymm2* and *ymm3/m256* and store packed minimum values in *ymm1*.

NOTES:

1. See note in Section 2.4, “Instruction Exception Specification” in the *Intel® 64 and IA-32 Architectures Software Developer’s Manual, Volume 2A* and Section 22.25.3, “Exception Conditions of Legacy SIMD Instructions Operating on MMX Registers” in the *Intel® 64 and IA-32 Architectures Software Developer’s Manual, Volume 3A*.

Instruction Operand Encoding

Op/En	Operand 1	Operand 2	Operand 3	Operand 4
RM	ModRM:reg (r, w)	ModRM:r/m (r)	NA	NA
RVM	ModRM:reg (w)	VEX.vvvv (r)	ModRM:r/m (r)	NA

Description

Performs a SIMD compare of the packed unsigned byte integers in the destination operand (first operand) and the source operand (second operand), and returns the minimum value for each pair of byte integers to the destination operand.

In 64-bit mode, using a REX prefix in the form of REX.R permits this instruction to access additional registers (XMM8-XMM15).

Legacy SSE version: The source operand can be an MMX technology register or a 64-bit memory location. The destination operand can be an MMX technology register.

128-bit Legacy SSE version: The first source and destination operands are XMM registers. The second source operand is an XMM register or a 128-bit memory location. Bits (VLMAX-1:128) of the corresponding YMM destination register remain unchanged.

VEX.128 encoded version: The first source and destination operands are XMM registers. The second source operand is an XMM register or a 128-bit memory location. Bits (VLMAX-1:128) of the destination YMM register are zeroed.

VEX.256 encoded version: The second source operand can be an YMM register or a 256-bit memory location. The first source and destination operands are YMM registers.

Note: VEX.L must be 0, otherwise the instruction will #UD.

Operation

PMINUB (for 64-bit operands)

```
IF DEST[7:0] < SRC[17:0] THEN
    DEST[7:0] ← DEST[7:0];
ELSE
    DEST[7:0] ← SRC[7:0]; FI;
(* Repeat operation for 2nd through 7th bytes in source and destination operands *)
IF DEST[63:56] < SRC[63:56] THEN
    DEST[63:56] ← DEST[63:56];
ELSE
    DEST[63:56] ← SRC[63:56]; FI;
```

PMINUB (for 128-bit operands)

```
IF DEST[7:0] < SRC[17:0] THEN
    DEST[7:0] ← DEST[7:0];
ELSE
    DEST[7:0] ← SRC[7:0]; FI;
(* Repeat operation for 2nd through 15th bytes in source and destination operands *)
IF DEST[127:120] < SRC[127:120] THEN
    DEST[127:120] ← DEST[127:120];
ELSE
    DEST[127:120] ← SRC[127:120]; FI;
```

VPMINUB (VEX.128 encoded version)

```
VPMINUB instruction for 128-bit operands:
IF SRC1[7:0] < SRC2[7:0] THEN
    DEST[7:0] ← SRC1[7:0];
ELSE
    DEST[7:0] ← SRC2[7:0]; FI;
(* Repeat operation for 2nd through 15th bytes in source and destination operands *)
IF SRC1[127:120] < SRC2[127:120] THEN
    DEST[127:120] ← SRC1[127:120];
ELSE
    DEST[127:120] ← SRC2[127:120]; FI;
DEST[VLMAX-1:128] ← 0
```

VPMINUB (VEX.256 encoded version)

```
VPMINUB instruction for 128-bit operands:
IF SRC1[7:0] < SRC2[7:0] THEN
    DEST[7:0] ← SRC1[7:0];
ELSE
    DEST[15:0] ← SRC2[7:0]; FI;
(* Repeat operation for 2nd through 31st bytes in source and destination operands *)
IF SRC1[255:248] < SRC2[255:248] THEN
    DEST[255:248] ← SRC1[255:248];
ELSE
    DEST[255:248] ← SRC2[255:248]; FI;
```

Intel C/C++ Compiler Intrinsic Equivalent

PMINUB: __m64 _m_min_pu8 (__m64 a, __m64 b)

(V)PMINUB: __m128i _mm_min_epu8 (__m128i a, __m128i b)

VPMINUB: __m256i _mm256_min_epu8 (__m256i a, __m256i b)

Flags Affected

None.

Numeric Exceptions

None.

Other Exceptions

See Exceptions Type 4; additionally

#UD	If VEX.L = 1.

...

PMINUD — Minimum of Packed Dword Integers

Opcode/ Instruction	Op/ En	64/32 bit Mode Support	CPUID Feature Flag	Description
66 0F 38 3B /r PMINUD *xmm1, xmm2/m128*	RM	V/V	SSE4_1	Compare packed unsigned dword integers in *xmm1* and *xmm2/m128* and store packed minimum values in *xmm1*.
VEX.NDS.128.66.0F38.WIG 3B /r VPMINUD *xmm1, xmm2, xmm3/m128*	RVM	V/V	AVX	Compare packed unsigned dword integers in *xmm2* and *xmm3/m128* and store packed minimum values in *xmm1*.
VEX.NDS.256.66.0F38.WIG 3B /r VPMINUD *ymm1, ymm2, ymm3/m256*	RVM	V/V	AVX2	Compare packed unsigned dword integers in *ymm2* and *ymm3/m256* and store packed minimum values in *ymm1*.

Instruction Operand Encoding

Op/En	Operand 1	Operand 2	Operand 3	Operand 4
RM	ModRM:reg (r, w)	ModRM:r/m (r)	NA	NA
RVM	ModRM:reg (w)	VEX.vvvv (r)	ModRM:r/m (r)	NA

Description

Compares packed unsigned dword integers in the destination operand (first operand) and the source operand (second operand), and returns the minimum for each packed value in the destination operand.

128-bit Legacy SSE version: The first source and destination operands are XMM registers. The second source operand is an XMM register or a 128-bit memory location. Bits (VLMAX-1:128) of the corresponding YMM destination register remain unchanged.

VEX.128 encoded version: The first source and destination operands are XMM registers. The second source operand is an XMM register or a 128-bit memory location. Bits (VLMAX-1:128) of the destination YMM register are zeroed.

VEX.256 encoded version: The second source operand can be an YMM register or a 256-bit memory location. The first source and destination operands are YMM registers.

Note: VEX.L must be 0, otherwise the instruction will #UD.

Operation

```
IF (DEST[31:0] < SRC[31:0])
    THEN DEST[31:0] ← DEST[31:0];
    ELSE DEST[31:0] ← SRC[31:0]; FI;
IF (DEST[63:32] < SRC[63:32])
    THEN DEST[63:32] ← DEST[63:32];
    ELSE DEST[63:32] ← SRC[63:32]; FI;
IF (DEST[95:64] < SRC[95:64])
    THEN DEST[95:64] ← DEST[95:64];
    ELSE DEST[95:64] ← SRC[95:64]; FI;
IF (DEST[127:96] < SRC[127:96])
    THEN DEST[127:96] ← DEST[127:96];
    ELSE DEST[127:96] ← SRC[127:96]; FI;
```

VPMINUD (VEX.128 encoded version)

```
VPMINUD instruction for 128-bit operands:
    IF SRC1[31:0] < SRC2[31:0] THEN
        DEST[31:0] ← SRC1[31:0];
    ELSE
        DEST[31:0] ← SRC2[31:0]; FI;
    (* Repeat operation for 2nd through 3rd dwords in source and destination operands *)
    IF SRC1[127:95] < SRC2[127:95] THEN
        DEST[127:95] ← SRC1[127:95];
    ELSE
        DEST[127:95] ← SRC2[127:95]; FI;
DEST[VLMAX-1:128] ← 0
```

VPMINUD (VEX.256 encoded version)

```
VPMINUD instruction for 128-bit operands:
    IF SRC1[31:0] < SRC2[31:0] THEN
        DEST[31:0] ← SRC1[31:0];
    ELSE
        DEST[31:0] ← SRC2[31:0]; FI;
    (* Repeat operation for 2nd through 7th dwords in source and destination operands *)
    IF SRC1[255:224] < SRC2[255:224] THEN
        DEST[255:224] ← SRC1[255:224];
    ELSE
        DEST[255:224] ← SRC2[255:224]; FI;
```

Intel C/C++ Compiler Intrinsic Equivalent

(V)PMINUD: __m128i _mm_min_epu32 (__m128i a, __m128i b);

VPMINUD: __m256i _mm256_min_epu32 (__m256i a, __m256i b);

Flags Affected

None.

SIMD Floating-Point Exceptions

None.

Other Exceptions

See Exceptions Type 4; additionally

#UD	If VEX.L = 1.

...

PMINUW — Minimum of Packed Word Integers

Opcode/ Instruction	Op/ En	64/32 bit Mode Support	CPUID Feature Flag	Description
66 0F 38 3A /r PMINUW *xmm1, xmm2/m128*	RM	V/V	SSE4_1	Compare packed unsigned word integers in *xmm1* and *xmm2/m128* and store packed minimum values in *xmm1*.
VEX.NDS.128.66.0F38.WIG 3A/r VPMINUW *xmm1, xmm2, xmm3/m128*	RVM	V/V	AVX	Compare packed unsigned word integers in *xmm3/m128* and *xmm2* and return packed minimum values in *xmm1*.
VEX.NDS.256.66.0F38.WIG 3A /r VPMINUW *ymm1, ymm2, ymm3/m256*	RVM	V/V	AVX2	Compare packed unsigned word integers in *ymm3/m256* and *ymm2* and return packed minimum values in *ymm1*.

Instruction Operand Encoding

Op/En	Operand 1	Operand 2	Operand 3	Operand 4
RM	ModRM:reg (r, w)	ModRM:r/m (r)	NA	NA
RVM	ModRM:reg (w)	VEX.vvvv (r)	ModRM:r/m (r)	NA

Description

Compares packed unsigned word integers in the destination operand (first operand) and the source operand (second operand), and returns the minimum for each packed value in the destination operand.

128-bit Legacy SSE version: The first source and destination operands are XMM registers. The second source operand is an XMM register or a 128-bit memory location. Bits (VLMAX-1:128) of the corresponding YMM destination register remain unchanged.

VEX.128 encoded version: The first source and destination operands are XMM registers. The second source operand is an XMM register or a 128-bit memory location. Bits (VLMAX-1:128) of the destination YMM register are zeroed.

VEX.256 encoded version: The second source operand can be an YMM register or a 256-bit memory location. The first source and destination operands are YMM registers.

Note: VEX.L must be 0, otherwise the instruction will #UD.

Operation

```
IF (DEST[15:0] < SRC[15:0])
    THEN DEST[15:0] ← DEST[15:0];
    ELSE DEST[15:0] ← SRC[15:0]; FI;
IF (DEST[31:16] < SRC[31:16])
    THEN DEST[31:16] ← DEST[31:16];
    ELSE DEST[31:16] ← SRC[31:16]; FI;
IF (DEST[47:32] < SRC[47:32])
    THEN DEST[47:32] ← DEST[47:32];
    ELSE DEST[47:32] ← SRC[47:32]; FI;
IF (DEST[63:48] < SRC[63:48])
    THEN DEST[63:48] ← DEST[63:48];
    ELSE DEST[63:48] ← SRC[63:48]; FI;
IF (DEST[79:64] < SRC[79:64])
```

```
    THEN DEST[79:64] ← DEST[79:64];
    ELSE DEST[79:64] ← SRC[79:64]; FI;
IF (DEST[95:80] < SRC[95:80])
    THEN DEST[95:80] ← DEST[95:80];
    ELSE DEST[95:80] ← SRC[95:80]; FI;
IF (DEST[111:96] < SRC[111:96])
    THEN DEST[111:96] ← DEST[111:96];
    ELSE DEST[111:96] ← SRC[111:96]; FI;
IF (DEST[127:112] < SRC[127:112])
    THEN DEST[127:112] ← DEST[127:112];
    ELSE DEST[127:112] ← SRC[127:112]; FI;
```

VPMINUW (VEX.128 encoded version)

```
VPMINUW instruction for 128-bit operands:
    IF SRC1[15:0] < SRC2[15:0] THEN
        DEST[15:0] ← SRC1[15:0];
    ELSE
        DEST[15:0] ← SRC2[15:0]; FI;
    (* Repeat operation for 2nd through 7th words in source and destination operands *)
    IF SRC1[127:112] < SRC2[127:112] THEN
        DEST[127:112] ← SRC1[127:112];
    ELSE
        DEST[127:112] ← SRC2[127:112]; FI;
DEST[VLMAX-1:128] ← 0
```

VPMINUW (VEX.256 encoded version)

```
VPMINUW instruction for 128-bit operands:
    IF SRC1[15:0] < SRC2[15:0] THEN
        DEST[15:0] ← SRC1[15:0];
    ELSE
        DEST[15:0] ← SRC2[15:0]; FI;
    (* Repeat operation for 2nd through 15th words in source and destination operands *)
    IF SRC1[255:240] < SRC2[255:240] THEN
        DEST[255:240] ← SRC1[255:240];
    ELSE
        DEST[255:240] ← SRC2[255:240]; FI;
```

Intel C/C++ Compiler Intrinsic Equivalent

(V)PMINUW: __m128i _mm_min_epu16 (__m128i a, __m128i b);

VPMINUW: __m256i _mm256_min_epu16 (__m256i a, __m256i b);

Flags Affected

None.

SIMD Floating-Point Exceptions

None.

Other Exceptions

See Exceptions Type 4; additionally

#UD	If VEX.L = 1.

...

PMOVMSKB—Move Byte Mask

Opcode/ Instruction	Op/ En	64/32 bit Mode Support	CPUID Feature Flag	Description
0F D7 /r[1] PMOVMSKB *reg*, *mm*	RM	V/V	SSE	Move a byte mask of *mm* to *reg*. The upper bits of r32 or r64 are zeroed
66 0F D7 /r PMOVMSKB *reg*, *xmm*	RM	V/V	SSE2	Move a byte mask of *xmm* to *reg*. The upper bits of r32 or r64 are zeroed
VEX.128.66.0F.WIG D7 /r VPMOVMSKB *reg, xmm1*	RM	V/V	AVX	Move a byte mask of *xmm1* to *reg*. The upper bits of r32 or r64 are filled with zeros.
VEX.256.66.0F.WIG D7 /r VPMOVMSKB *reg, ymm1*	RM	V/V	AVX2	Move a 32-bit mask of *ymm1* to *reg*. The upper bits of r64 are filled with zeros.

NOTES:

1. See note in Section 2.4, “Instruction Exception Specification” in the *Intel® 64 and IA-32 Architectures Software Developer’s Manual, Volume 2A* and Section 22.25.3, “Exception Conditions of Legacy SIMD Instructions Operating on MMX Registers” in the *Intel® 64 and IA-32 Architectures Software Developer’s Manual, Volume 3A*.

Instruction Operand Encoding

Op/En	Operand 1	Operand 2	Operand 3	Operand 4
RM	ModRM:reg (w)	ModRM:r/m (r)	NA	NA

Description

Creates a mask made up of the most significant bit of each byte of the source operand (second operand) and stores the result in the low byte or word of the destination operand (first operand).

The byte mask is 8 bits for 64-bit source operand, 16 bits for 128-bit source operand and 32 bits for 256-bit source operand. The destination operand is a general-purpose register.

In 64-bit mode, the instruction can access additional registers (XMM8-XMM15, R8-R15) when used with a REX.R prefix. The default operand size is 64-bit in 64-bit mode.

Legacy SSE version: The source operand is an MMX technology register.

128-bit Legacy SSE version: The source operand is an XMM register.

VEX.128 encoded version: The source operand is an XMM register.

VEX.256 encoded version: The source operand is a YMM register.

Note: VEX.vvvv is reserved and must be 1111b, VEX.L must be 0, otherwise the instruction will #UD.

Operation

PMOVMSKB (with 64-bit source operand and r32)

```
r32[0] ← SRC[7];
r32[1] ← SRC[15];
(* Repeat operation for bytes 2 through 6 *)
r32[7] ← SRC[63];
r32[31:8] ← ZERO_FILL;
```

(V)PMOVMSKB (with 128-bit source operand and r32)

```
r32[0] ← SRC[7];
```

r32[1] ← SRC[15];
(* Repeat operation for bytes 2 through 14 *)
r32[15] ← SRC[127];
r32[31:16] ← ZERO_FILL;

VPMOVMSKB (with 256-bit source operand and r32)
r32[0] ← SRC[7];
r32[1] ← SRC[15];
(* Repeat operation for bytes 3rd through 31*)
r32[31] ← SRC[255];

PMOVMSKB (with 64-bit source operand and r64)
r64[0] ← SRC[7];
r64[1] ← SRC[15];
(* Repeat operation for bytes 2 through 6 *)
r64[7] ← SRC[63];
r64[63:8] ← ZERO_FILL;

(V)PMOVMSKB (with 128-bit source operand and r64)
r64[0] ← SRC[7];
r64[1] ← SRC[15];
(* Repeat operation for bytes 2 through 14 *)
r64[15] ← SRC[127];
r64[63:16] ← ZERO_FILL;

VPMOVMSKB (with 256-bit source operand and r64)
r64[0] ← SRC[7];
r64[1] ← SRC[15];
(* Repeat operation for bytes 2 through 31*)
r64[31] ← SRC[255];
r64[63:32] ← ZERO_FILL;

Intel C/C++ Compiler Intrinsic Equivalent

PMOVMSKB: int _mm_movemask_pi8(__m64 a)

(V)PMOVMSKB: int _mm_movemask_epi8 (__m128i a)

VPMOVMSKB: int _mm256_movemask_epi8 (__m256i a)

Flags Affected

None.

Numeric Exceptions

None.

Other Exceptions

See Exceptions Type 7; additionally

#UD	If VEX.L = 1.
	If VEX.vvvv != 1111B.

...

PMOVSX — Packed Move with Sign Extend

Opcode/ Instruction	Op/ En	64/32 bit Mode Support	CPUID Feature Flag	Description
66 0f 38 20 /r PMOVSXBW *xmm1*, *xmm2/m64*	RM	V/V	SSE4_1	Sign extend 8 packed signed 8-bit integers in the low 8 bytes of *xmm2/m64* to 8 packed signed 16-bit integers in *xmm1*.
66 0f 38 21 /r PMOVSXBD *xmm1*, *xmm2/m32*	RM	V/V	SSE4_1	Sign extend 4 packed signed 8-bit integers in the low 4 bytes of *xmm2/m32* to 4 packed signed 32-bit integers in *xmm1*.
66 0f 38 22 /r PMOVSXBQ *xmm1*, *xmm2/m16*	RM	V/V	SSE4_1	Sign extend 2 packed signed 8-bit integers in the low 2 bytes of *xmm2/m16* to 2 packed signed 64-bit integers in *xmm1*.
66 0f 38 23 /r PMOVSXWD *xmm1*, *xmm2/m64*	RM	V/V	SSE4_1	Sign extend 4 packed signed 16-bit integers in the low 8 bytes of *xmm2/m64* to 4 packed signed 32-bit integers in *xmm1*.
66 0f 38 24 /r PMOVSXWQ *xmm1*, *xmm2/m32*	RM	V/V	SSE4_1	Sign extend 2 packed signed 16-bit integers in the low 4 bytes of *xmm2/m32* to 2 packed signed 64-bit integers in *xmm1*.
66 0f 38 25 /r PMOVSXDQ *xmm1*, *xmm2/m64*	RM	V/V	SSE4_1	Sign extend 2 packed signed 32-bit integers in the low 8 bytes of *xmm2/m64* to 2 packed signed 64-bit integers in *xmm1*.
VEX.128.66.0F38.WIG 20 /r VPMOVSXBW *xmm1*, *xmm2/m64*	RM	V/V	AVX	Sign extend 8 packed 8-bit integers in the low 8 bytes of *xmm2/m64* to 8 packed 16-bit integers in *xmm1*.
VEX.128.66.0F38.WIG 21 /r VPMOVSXBD *xmm1*, *xmm2/m32*	RM	V/V	AVX	Sign extend 4 packed 8-bit integers in the low 4 bytes of *xmm2/m32* to 4 packed 32-bit integers in *xmm1*.
VEX.128.66.0F38.WIG 22 /r VPMOVSXBQ *xmm1*, *xmm2/m16*	RM	V/V	AVX	Sign extend 2 packed 8-bit integers in the low 2 bytes of *xmm2/m16* to 2 packed 64-bit integers in *xmm1*.
VEX.128.66.0F38.WIG 23 /r VPMOVSXWD *xmm1*, *xmm2/m64*	RM	V/V	AVX	Sign extend 4 packed 16-bit integers in the low 8 bytes of *xmm2/m64* to 4 packed 32-bit integers in *xmm1*.
VEX.128.66.0F38.WIG 24 /r VPMOVSXWQ *xmm1*, *xmm2/m32*	RM	V/V	AVX	Sign extend 2 packed 16-bit integers in the low 4 bytes of *xmm2/m32* to 2 packed 64-bit integers in *xmm1*.
VEX.128.66.0F38.WIG 25 /r VPMOVSXDQ *xmm1*, *xmm2/m64*	RM	V/V	AVX	Sign extend 2 packed 32-bit integers in the low 8 bytes of *xmm2/m64* to 2 packed 64-bit integers in *xmm1*.
VEX.256.66.0F38.WIG 20 /r VPMOVSXBW *ymm1*, *xmm2/m128*	RM	V/V	AVX2	Sign extend 16 packed 8-bit integers in *xmm2/m128* to 16 packed 16-bit integers in *ymm1*.
VEX.256.66.0F38.WIG 21 /r VPMOVSXBD *ymm1*, *xmm2/m64*	RM	V/V	AVX2	Sign extend 8 packed 8-bit integers in the low 8 bytes of *xmm2/m64* to 8 packed 32-bit integers in *ymm1*.
VEX.256.66.0F38.WIG 22 /r VPMOVSXBQ *ymm1*, *xmm2/m32*	RM	V/V	AVX2	Sign extend 4 packed 8-bit integers in the low 4 bytes of *xmm2/m32* to 4 packed 64-bit integers in *ymm1*.

Opcode/ Instruction	Op/ En	64/32 bit Mode Support	CPUID Feature Flag	Description
VEX.256.66.0F38.WIG 23 /r VPMOVSXWD *ymm1*, *xmm2/m128*	RM	V/V	AVX2	Sign extend 8 packed 16-bit integers in the low 16 bytes of *xmm2/m128* to 8 packed 32-bit integers in *ymm1*.
VEX.256.66.0F38.WIG 24 /r VPMOVSXWQ *ymm1*, *xmm2/m64*	RM	V/V	AVX2	Sign extend 4 packed 16-bit integers in the low 8 bytes of *xmm2/m64* to 4 packed 64-bit integers in *ymm1*.
VEX.256.66.0F38.WIG 25 /r VPMOVSXDQ *ymm1*, *xmm2/m128*	RM	V/V	AVX2	Sign extend 4 packed 32-bit integers in the low 16 bytes of *xmm2/m128* to 4 packed 64-bit integers in *ymm1*.

Instruction Operand Encoding

Op/En	Operand 1	Operand 2	Operand 3	Operand 4
RM	ModRM:reg (w)	ModRM:r/m (r)	NA	NA

Description

Sign-extend the low byte/word/dword values in each word/dword/qword element of the source operand (second operand) to word/dword/qword integers and stored as packed data in the destination operand (first operand).

128-bit Legacy SSE version: Bits (VLMAX-1:128) of the corresponding YMM destination register remain unchanged.

VEX.128 encoded version: Bits (VLMAX-1:128) of the destination YMM register are zeroed.

VEX.256 encoded version: The destination register is YMM Register.

Note: VEX.vvvv is reserved and must be 1111b, VEX.L must be 0, otherwise the instruction will #UD.

Operation

PMOVSXBW

```
DEST[15:0] ← SignExtend(SRC[7:0]);
DEST[31:16] ← SignExtend(SRC[15:8]);
DEST[47:32] ← SignExtend(SRC[23:16]);
DEST[63:48] ← SignExtend(SRC[31:24]);
DEST[79:64] ← SignExtend(SRC[39:32]);
DEST[95:80] ← SignExtend(SRC[47:40]);
DEST[111:96] ← SignExtend(SRC[55:48]);
DEST[127:112] ← SignExtend(SRC[63:56]);
```

PMOVSXBD

```
DEST[31:0] ← SignExtend(SRC[7:0]);
DEST[63:32] ← SignExtend(SRC[15:8]);
DEST[95:64] ← SignExtend(SRC[23:16]);
DEST[127:96] ← SignExtend(SRC[31:24]);
```

PMOVSXBQ

```
DEST[63:0] ← SignExtend(SRC[7:0]);
DEST[127:64] ← SignExtend(SRC[15:8]);
```

PMOVSXWD

DEST[31:0] ← SignExtend(SRC[15:0]);
DEST[63:32] ← SignExtend(SRC[31:16]);
DEST[95:64] ← SignExtend(SRC[47:32]);
DEST[127:96] ← SignExtend(SRC[63:48]);

PMOVSXWQ

DEST[63:0] ← SignExtend(SRC[15:0]);
DEST[127:64] ← SignExtend(SRC[31:16]);

PMOVSXDQ

DEST[63:0] ← SignExtend(SRC[31:0]);
DEST[127:64] ← SignExtend(SRC[63:32]);

VPMOVSXBW (VEX.128 encoded version)

Packed_Sign_Extend_BYTE_to_WORD()
DEST[VLMAX-1:128] ← 0

VPMOVSXBD (VEX.128 encoded version)

Packed_Sign_Extend_BYTE_to_DWORD()
DEST[VLMAX-1:128] ← 0

VPMOVSXBQ (VEX.128 encoded version)

Packed_Sign_Extend_BYTE_to_QWORD()
DEST[VLMAX-1:128] ← 0

VPMOVSXWD (VEX.128 encoded version)

Packed_Sign_Extend_WORD_to_DWORD()
DEST[VLMAX-1:128] ← 0

VPMOVSXWQ (VEX.128 encoded version)

Packed_Sign_Extend_WORD_to_QWORD()
DEST[VLMAX-1:128] ← 0

VPMOVSXDQ (VEX.128 encoded version)

Packed_Sign_Extend_DWORD_to_QWORD()
DEST[VLMAX-1:128] ← 0

VPMOVSXBW (VEX.256 encoded version)

Packed_Sign_Extend_BYTE_to_WORD(DEST[127:0], SRC[63:0])
Packed_Sign_Extend_BYTE_to_WORD(DEST[255:128], SRC[127:64])

VPMOVSXBD (VEX.256 encoded version)

Packed_Sign_Extend_BYTE_to_DWORD(DEST[127:0], SRC[31:0])
Packed_Sign_Extend_BYTE_to_DWORD(DEST[255:128], SRC[63:32])

VPMOVSXBQ (VEX.256 encoded version)

Packed_Sign_Extend_BYTE_to_QWORD(DEST[127:0], SRC[15:0])
Packed_Sign_Extend_BYTE_to_QWORD(DEST[255:128], SRC[31:16])

VPMOVSXWD (VEX.256 encoded version)
Packed_Sign_Extend_WORD_to_DWORD(DEST[127:0], SRC[63:0])
Packed_Sign_Extend_WORD_to_DWORD(DEST[255:128], SRC[127:64])

VPMOVSXWQ (VEX.256 encoded version)
Packed_Sign_Extend_WORD_to_QWORD(DEST[127:0], SRC[31:0])
Packed_Sign_Extend_WORD_to_QWORD(DEST[255:128], SRC[63:32])

VPMOVSXDQ (VEX.256 encoded version)
Packed_Sign_Extend_DWORD_to_QWORD(DEST[127:0], SRC[63:0])
Packed_Sign_Extend_DWORD_to_QWORD(DEST[255:128], SRC[127:64])

Intel C/C++ Compiler Intrinsic Equivalent

(V)PMOVSXBW: __m128i _mm_ cvtepi8_epi16 (__m128i a);

VPMOVSXBW: __m256i _mm256_cvtepi8_epi16 (__m128i a);

(V)PMOVSXBD: __m128i _mm_ cvtepi8_epi32 (__m128i a);

VPMOVSXBD: __m256i _mm256_cvtepi8_epi32 (__m128i a);

(V)PMOVSXBQ: __m128i _mm_ cvtepi8_epi64 (__m128i a);

VPMOVSXBQ: __m256i _mm256_cvtepi8_epi64 (__m128i a);

(V)PMOVSXWD: __m128i _mm_ cvtepi16_epi32 (__m128i a);

VPMOVSXWD: __m256i _mm256_cvtepi16_epi32 (__m128i a);

(V)PMOVSXWQ: __m128i _mm_ cvtepi16_epi64 (__m128i a);

VPMOVSXWQ: __m256i _mm256_cvtepi16_epi64 (__m128i a);

(V)PMOVSXDQ: __m128i _mm_ cvtepi32_epi64 (__m128i a);

VPMOVSXDQ: __m256i _mm256_cvtepi32_epi64 (__m128i a);

Flags Affected

None.

SIMD Floating-Point Exceptions

None.

Other Exceptions

See Exceptions Type 5; additionally

#UD	If VEX.L = 1.
	If VEX.vvvv != 1111B.

...

PMOVZX — Packed Move with Zero Extend

Opcode/ Instruction	Op/ En	64/32 bit Mode Support	CPUID Feature Flag	Description
66 0f 38 30 /r PMOVZXBW *xmm1*, *xmm2/m64*	RM	V/V	SSE4_1	Zero extend 8 packed 8-bit integers in the low 8 bytes of *xmm2/m64* to 8 packed 16-bit integers in *xmm1*.
66 0f 38 31 /r PMOVZXBD *xmm1*, *xmm2/m32*	RM	V/V	SSE4_1	Zero extend 4 packed 8-bit integers in the low 4 bytes of *xmm2/m32* to 4 packed 32-bit integers in *xmm1*.
66 0f 38 32 /r PMOVZXBQ *xmm1*, *xmm2/m16*	RM	V/V	SSE4_1	Zero extend 2 packed 8-bit integers in the low 2 bytes of *xmm2/m16* to 2 packed 64-bit integers in *xmm1*.
66 0f 38 33 /r PMOVZXWD *xmm1*, *xmm2/m64*	RM	V/V	SSE4_1	Zero extend 4 packed 16-bit integers in the low 8 bytes of *xmm2/m64* to 4 packed 32-bit integers in *xmm1*.
66 0f 38 34 /r PMOVZXWQ *xmm1*, *xmm2/m32*	RM	V/V	SSE4_1	Zero extend 2 packed 16-bit integers in the low 4 bytes of *xmm2/m32* to 2 packed 64-bit integers in *xmm1*.
66 0f 38 35 /r PMOVZXDQ *xmm1*, *xmm2/m64*	RM	V/V	SSE4_1	Zero extend 2 packed 32-bit integers in the low 8 bytes of *xmm2/m64* to 2 packed 64-bit integers in *xmm1*.
VEX.128.66.0F38.WIG 30 /r VPMOVZXBW *xmm1*, *xmm2/m64*	RM	V/V	AVX	Zero extend 8 packed 8-bit integers in the low 8 bytes of *xmm2/m64* to 8 packed 16-bit integers in *xmm1*.
VEX.128.66.0F38.WIG 31 /r VPMOVZXBD *xmm1*, *xmm2/m32*	RM	V/V	AVX	Zero extend 4 packed 8-bit integers in the low 4 bytes of *xmm2/m32* to 4 packed 32-bit integers in *xmm1*.
VEX.128.66.0F38.WIG 32 /r VPMOVZXBQ *xmm1*, *xmm2/m16*	RM	V/V	AVX	Zero extend 2 packed 8-bit integers in the low 2 bytes of *xmm2/m16* to 2 packed 64-bit integers in *xmm1*.
VEX.128.66.0F38.WIG 33 /r VPMOVZXWD *xmm1*, *xmm2/m64*	RM	V/V	AVX	Zero extend 4 packed 16-bit integers in the low 8 bytes of *xmm2/m64* to 4 packed 32-bit integers in *xmm1*.
VEX.128.66.0F38.WIG 34 /r VPMOVZXWQ *xmm1*, *xmm2/m32*	RM	V/V	AVX	Zero extend 2 packed 16-bit integers in the low 4 bytes of *xmm2/m32* to 2 packed 64-bit integers in *xmm1*.
VEX.128.66.0F38.WIG 35 /r VPMOVZXDQ *xmm1*, *xmm2/m64*	RM	V/V	AVX	Zero extend 2 packed 32-bit integers in the low 8 bytes of *xmm2/m64* to 2 packed 64-bit integers in *xmm1*.
VEX.256.66.0F38.WIG 30 /r VPMOVZXBW *ymm1*, *xmm2/m128*	RM	V/V	AVX2	Zero extend 16 packed 8-bit integers in the low 16 bytes of *xmm2/m128* to 16 packed 16-bit integers in *ymm1*.
VEX.256.66.0F38.WIG 31 /r VPMOVZXBD *ymm1*, *xmm2/m64*	RM	V/V	AVX2	Zero extend 8 packed 8-bit integers in the low 8 bytes of *xmm2/m64* to 8 packed 32-bit integers in *ymm1*.
VEX.256.66.0F38.WIG 32 /r VPMOVZXBQ *ymm1*, *xmm2/m32*	RM	V/V	AVX2	Zero extend 4 packed 8-bit integers in the low 4 bytes of *xmm2/m32* to 4 packed 64-bit integers in *ymm1*.

Opcode/ Instruction	Op/ En	64/32 bit Mode Support	CPUID Feature Flag	Description
VEX.256.66.0F38.WIG 33 /r VPMOVZXWD *ymm1*, *xmm2/m128*	RM	V/V	AVX2	Zero extend 8 packed 16-bit integers in the low 16 bytes of *xmm2/m128* to 8 packed 32-bit integers in *ymm1*.
VEX.256.66.0F38.WIG 34 /r VPMOVZXWQ *ymm1*, *xmm2/m64*	RM	V/V	AVX2	Zero extend 4 packed 16-bit integers in the low 8 bytes of *xmm2/m64* to 4 packed 64-bit integers in *xmm1*.
VEX.256.66.0F38.WIG 35 /r VPMOVZXDQ *ymm1*, *xmm2/m128*	RM	V/V	AVX2	Zero extend 4 packed 32-bit integers in the low 16 bytes of *xmm2/m128* to 4 packed 64-bit integers in *ymm1*.

Instruction Operand Encoding

Op/En	Operand 1	Operand 2	Operand 3	Operand 4
RM	ModRM:reg (w)	ModRM:r/m (r)	NA	NA

Description

Zero-extend the low byte/word/dword values in each word/dword/qword element of the source operand (second operand) to word/dword/qword integers and stored as packed data in the destination operand (first operand).

128-bit Legacy SSE version: Bits (VLMAX-1:128) of the corresponding YMM destination register remain unchanged.

VEX.128 encoded version: Bits (VLMAX-1:128) of the destination YMM register are zeroed.

VEX.256 encoded version: The destination register is YMM Register.

Note: VEX.vvvv is reserved and must be 1111b, VEX.L must be 0, otherwise the instruction will #UD.

Operation

PMOVZXBW

```
DEST[15:0] ← ZeroExtend(SRC[7:0]);
DEST[31:16] ← ZeroExtend(SRC[15:8]);
DEST[47:32] ← ZeroExtend(SRC[23:16]);
DEST[63:48] ← ZeroExtend(SRC[31:24]);
DEST[79:64] ← ZeroExtend(SRC[39:32]);
DEST[95:80] ← ZeroExtend(SRC[47:40]);
DEST[111:96] ← ZeroExtend(SRC[55:48]);
DEST[127:112] ← ZeroExtend(SRC[63:56]);
```

PMOVZXBD

```
DEST[31:0] ← ZeroExtend(SRC[7:0]);
DEST[63:32] ← ZeroExtend(SRC[15:8]);
DEST[95:64] ← ZeroExtend(SRC[23:16]);
DEST[127:96] ← ZeroExtend(SRC[31:24]);
```

PMOVZXQB

```
DEST[63:0] ← ZeroExtend(SRC[7:0]);
DEST[127:64] ← ZeroExtend(SRC[15:8]);
```

PMOVZXWD

DEST[31:0] ← ZeroExtend(SRC[15:0]);
DEST[63:32] ← ZeroExtend(SRC[31:16]);
DEST[95:64] ← ZeroExtend(SRC[47:32]);
DEST[127:96] ← ZeroExtend(SRC[63:48]);

PMOVZXWQ

DEST[63:0] ← ZeroExtend(SRC[15:0]);
DEST[127:64] ← ZeroExtend(SRC[31:16]);

PMOVZXDQ

DEST[63:0] ← ZeroExtend(SRC[31:0]);
DEST[127:64] ← ZeroExtend(SRC[63:32]);

VPMOVZXBW (VEX.128 encoded version)

Packed_Zero_Extend_BYTE_to_WORD()
DEST[VLMAX-1:128] ← 0

VPMOVZXBD (VEX.128 encoded version)

Packed_Zero_Extend_BYTE_to_DWORD()
DEST[VLMAX-1:128] ← 0

VPMOVZXBQ (VEX.128 encoded version)

Packed_Zero_Extend_BYTE_to_QWORD()
DEST[VLMAX-1:128] ← 0

VPMOVZXWD (VEX.128 encoded version)

Packed_Zero_Extend_WORD_to_DWORD()
DEST[VLMAX-1:128] ← 0

VPMOVZXWQ (VEX.128 encoded version)

Packed_Zero_Extend_WORD_to_QWORD()
DEST[VLMAX-1:128] ← 0

VPMOVZXDQ (VEX.128 encoded version)

Packed_Zero_Extend_DWORD_to_QWORD()
DEST[VLMAX-1:128] ← 0

VPMOVZXBW (VEX.256 encoded version)

Packed_Zero_Extend_BYTE_to_WORD(DEST[127:0], SRC[63:0])
Packed_Zero_Extend_BYTE_to_WORD(DEST[255:128], SRC[127:64])

VPMOVZXBD (VEX.256 encoded version)

Packed_Zero_Extend_BYTE_to_DWORD(DEST[127:0], SRC[31:0])
Packed_Zero_Extend_BYTE_to_DWORD(DEST[255:128], SRC[63:32])

VPMOVZXBQ (VEX.256 encoded version)

Packed_Zero_Extend_BYTE_to_QWORD(DEST[127:0], SRC[15:0])
Packed_Zero_Extend_BYTE_to_QWORD(DEST[255:128], SRC[31:16])

VPMOVZXWD (VEX.256 encoded version)
Packed_Zero_Extend_WORD_to_DWORD(DEST[127:0], SRC[63:0])
Packed_Zero_Extend_WORD_to_DWORD(DEST[255:128], SRC[127:64])

VPMOVZXWQ (VEX.256 encoded version)
Packed_Zero_Extend_WORD_to_QWORD(DEST[127:0], SRC[31:0])
Packed_Zero_Extend_WORD_to_QWORD(DEST[255:128], SRC[63:32])

VPMOVZXDQ (VEX.256 encoded version)
Packed_Zero_Extend_DWORD_to_QWORD(DEST[127:0], SRC[63:0])
Packed_Zero_Extend_DWORD_to_QWORD(DEST[255:128], SRC[127:64])

Flags Affected

None

Intel C/C++ Compiler Intrinsic Equivalent

(V)PMOVZXBW: __m128i _mm_ cvtepu8_epi16 (__m128i a);

VPMOVZXBW: __m256i _mm256_cvtepu8_epi16 (__m128i a);

(V)PMOVZXBD: __m128i _mm_ cvtepu8_epi32 (__m128i a);

VPMOVZXBD: __m256i _mm256_cvtepu8_epi32 (__m128i a);

(V)PMOVZXBQ: __m128i _mm_ cvtepu8_epi64 (__m128i a);

VPMOVZXBQ: __m256i _mm256_cvtepu8_epi64 (__m128i a);

(V)PMOVZXWD: __m128i _mm_ cvtepu16_epi32 (__m128i a);

VPMOVZXWD: __m256i _mm256_cvtepu16_epi32 (__m128i a);

(V)PMOVZXWQ: __m128i _mm_ cvtepu16_epi64 (__m128i a);

VPMOVZXWQ: __m256i _mm256_cvtepu16_epi64 (__m128i a);

(V)PMOVZXDQ: __m128i _mm_ cvtepu32_epi64 (__m128i a);

VPMOVZXDQ: __m256i _mm256_cvtepu32_epi64 (__m128i a);

Flags Affected

None.

SIMD Floating-Point Exceptions

None.

Other Exceptions

See Exceptions Type 5; additionally

#UD	If VEX.L = 1.
	If VEX.vvvv != 1111B.

...

PMULDQ — Multiply Packed Signed Dword Integers

Opcode/ Instruction	Op/ En	64/32 bit Mode Support	CPUID Feature Flag	Description
66 0F 38 28 /r PMULDQ *xmm1*, *xmm2/m128*	RM	V/V	SSE4_1	Multiply the packed signed dword integers in *xmm1* and *xmm2/m128* and store the quadword product in *xmm1*.
VEX.NDS.128.66.0F38.WIG 28 /r VPMULDQ *xmm1*, *xmm2*, *xmm3/m128*	RVM	V/V	AVX	Multiply packed signed doubleword integers in *xmm2* by packed signed doubleword integers in *xmm3/m128*, and store the quadword results in *xmm1*.
VEX.NDS.256.66.0F38.WIG 28 /r VPMULDQ *ymm1*, *ymm2*, *ymm3/m256*	RVM	V/V	AVX2	Multiply packed signed doubleword integers in *ymm2* by packed signed doubleword integers in *ymm3/m256*, and store the quadword results in *ymm1*.

Instruction Operand Encoding

Op/En	Operand 1	Operand 2	Operand 3	Operand 4
RM	ModRM:reg (r, w)	ModRM:r/m (r)	NA	NA
RVM	ModRM:reg (w)	VEX.vvvv (r)	ModRM:r/m (r)	NA

Description

Multiplies the first source operand by the second source operand and stores the result in the destination operand.

For PMULDQ and VPMULDQ (VEX.128 encoded version), the second source operand is two packed signed doubleword integers stored in the first (low) and third doublewords of an XMM register or a 128-bit memory location. The first source operand is two packed signed doubleword integers stored in the first and third doublewords of an XMM register. The destination contains two packed signed quadword integers stored in an XMM register. For 128-bit memory operands, 128 bits are fetched from memory, but only the first and third doublewords are used in the computation.

For VPMULDQ (VEX.256 encoded version), the second source operand is four packed signed doubleword integers stored in the first (low), third, fifth and seventh doublewords of an YMM register or a 256-bit memory location. The first source operand is four packed signed doubleword integers stored in the first, third, fifth and seventh doublewords of an XMM register. The destination contains four packed signed quadword integers stored in an YMM register. For 256-bit memory operands, 256 bits are fetched from memory, but only the first, third, fifth and seventh doublewords are used in the computation.

When a quadword result is too large to be represented in 64 bits (overflow), the result is wrapped around and the low 64 bits are written to the destination element (that is, the carry is ignored).

128-bit Legacy SSE version: The first source and destination operands are XMM registers. The second source operand is an XMM register or a 128-bit memory location. Bits (VLMAX-1:128) of the corresponding YMM destination register remain unchanged.

VEX.128 encoded version: The first source and destination operands are XMM registers. The second source operand is an XMM register or a 128-bit memory location. Bits (VLMAX-1:128) of the destination YMM register are zeroed. VEX.L must be 0, otherwise the instruction will #UD.

VEX.256 encoded version: The second source operand can be an YMM register or a 256-bit memory location. The first source and destination operands are YMM registers.

Operation

PMULDQ (128-bit Legacy SSE version)
DEST[63:0] ← DEST[31:0] * SRC[31:0]
DEST[127:64] ← DEST[95:64] * SRC[95:64]
DEST[VLMAX-1:128] (Unmodified)
VPMULDQ (VEX.128 encoded version)
DEST[63:0] ← SRC1[31:0] * SRC2[31:0]
DEST[127:64] ← SRC1[95:64] * SRC2[95:64]
DEST[VLMAX-1:128] ← 0

VPMULDQ (VEX.256 encoded version)
DEST[63:0] ← SRC1[31:0] * SRC2[31:0]
DEST[127:64] ← SRC1[95:64] * SRC2[95:64]
DEST[191:128] ← SRC1[159:128] * SRC2[159:128]
DEST[255:192] ← SRC1[223:192] * SRC2[223:192]

Intel C/C++ Compiler Intrinsic Equivalent

(V)PMULDQ: __m128i _mm_mul_epi32(__m128i a, __m128i b);

VPMULDQ: __m256i _mm256_mul_epi32(__m256i a, __m256i b);

Flags Affected

None.

SIMD Floating-Point Exceptions

None.

Other Exceptions

See Exceptions Type 5; additionally

#UD	If VEX.L = 1.
	If VEX.vvvv != 1111B.

...

PMULHRSW — Packed Multiply High with Round and Scale

Opcode/ Instruction	Op/ En	64/32 bit Mode Support	CPUID Feature Flag	Description
0F 38 0B /r[1] PMULHRSW *mm1, mm2/m64*	RM	V/V	SSSE3	Multiply 16-bit signed words, scale and round signed doublewords, pack high 16 bits to *mm1*.
66 0F 38 0B /r PMULHRSW *xmm1, xmm2/m128*	RM	V/V	SSSE3	Multiply 16-bit signed words, scale and round signed doublewords, pack high 16 bits to *xmm1*.
VEX.NDS.128.66.0F38.WIG 0B /r VPMULHRSW *xmm1, xmm2, xmm3/m128*	RVM	V/V	AVX	Multiply 16-bit signed words, scale and round signed doublewords, pack high 16 bits to *xmm1*.
VEX.NDS.256.66.0F38.WIG 0B /r VPMULHRSW *ymm1, ymm2, ymm3/m256*	RVM	V/V	AVX2	Multiply 16-bit signed words, scale and round signed doublewords, pack high 16 bits to *ymm1*.

NOTES:

1. See note in Section 2.4, “Instruction Exception Specification” in the *Intel® 64 and IA-32 Architectures Software Developer’s Manual, Volume 2A* and Section 22.25.3, “Exception Conditions of Legacy SIMD Instructions Operating on MMX Registers” in the *Intel® 64 and IA-32 Architectures Software Developer’s Manual, Volume 3A*.

Instruction Operand Encoding

Op/En	Operand 1	Operand 2	Operand 3	Operand 4
RM	ModRM:reg (r, w)	ModRM:r/m (r)	NA	NA
RVM	ModRM:reg (w)	VEX.vvvv (r)	ModRM:r/m (r)	NA

Description

PMULHRSW multiplies vertically each signed 16-bit integer from the destination operand (first operand) with the corresponding signed 16-bit integer of the source operand (second operand), producing intermediate, signed 32-bit integers. Each intermediate 32-bit integer is truncated to the 18 most significant bits. Rounding is always performed by adding 1 to the least significant bit of the 18-bit intermediate result. The final result is obtained by selecting the 16 bits immediately to the right of the most significant bit of each 18-bit intermediate result and packed to the destination operand.

When the source operand is a 128-bit memory operand, the operand must be aligned on a 16-byte boundary or a general-protection exception (#GP) will be generated.

In 64-bit mode, use the REX prefix to access additional registers.

Legacy SSE version: Both operands can be MMX registers. The second source operand is an MMX register or a 64-bit memory location.

128-bit Legacy SSE version: The first source and destination operands are XMM registers. The second source operand is an XMM register or a 128-bit memory location. Bits (VLMAX-1:128) of the corresponding YMM destination register remain unchanged.

VEX.128 encoded version: The first source and destination operands are XMM registers. The second source operand is an XMM register or a 128-bit memory location. Bits (VLMAX-1:128) of the destination YMM register are zeroed. VEX.L must be 0, otherwise the instruction will #UD.

VEX.256 encoded version: The second source operand can be an YMM register or a 256-bit memory location. The first source and destination operands are YMM registers.

Operation

PMULHRSW (with 64-bit operands)

```
temp0[31:0] = INT32 ((DEST[15:0] * SRC[15:0]) >>14) + 1;
temp1[31:0] = INT32 ((DEST[31:16] * SRC[31:16]) >>14) + 1;
temp2[31:0] = INT32 ((DEST[47:32] * SRC[47:32]) >> 14) + 1;
temp3[31:0] = INT32 ((DEST[63:48] * SRc[63:48]) >> 14) + 1;
DEST[15:0] = temp0[16:1];
DEST[31:16] = temp1[16:1];
DEST[47:32] = temp2[16:1];
DEST[63:48] = temp3[16:1];
```

PMULHRSW (with 128-bit operand)

```
temp0[31:0] = INT32 ((DEST[15:0] * SRC[15:0]) >>14) + 1;
temp1[31:0] = INT32 ((DEST[31:16] * SRC[31:16]) >>14) + 1;
temp2[31:0] = INT32 ((DEST[47:32] * SRC[47:32]) >>14) + 1;
temp3[31:0] = INT32 ((DEST[63:48] * SRC[63:48]) >>14) + 1;
temp4[31:0] = INT32 ((DEST[79:64] * SRC[79:64]) >>14) + 1;
temp5[31:0] = INT32 ((DEST[95:80] * SRC[95:80]) >>14) + 1;
temp6[31:0] = INT32 ((DEST[111:96] * SRC[111:96]) >>14) + 1;
temp7[31:0] = INT32 ((DEST[127:112] * SRC[127:112) >>14) + 1;
DEST[15:0] = temp0[16:1];
DEST[31:16] = temp1[16:1];
DEST[47:32] = temp2[16:1];
DEST[63:48] = temp3[16:1];
DEST[79:64] = temp4[16:1];
DEST[95:80] = temp5[16:1];
DEST[111:96] = temp6[16:1];
DEST[127:112] = temp7[16:1];
```

VPMULHRSW (VEX.128 encoded version)

```
temp0[31:0] ← INT32 ((SRC1[15:0] * SRC2[15:0]) >>14) + 1
temp1[31:0] ← INT32 ((SRC1[31:16] * SRC2[31:16]) >>14) + 1
temp2[31:0] ← INT32 ((SRC1[47:32] * SRC2[47:32]) >>14) + 1
temp3[31:0] ← INT32 ((SRC1[63:48] * SRC2[63:48]) >>14) + 1
temp4[31:0] ← INT32 ((SRC1[79:64] * SRC2[79:64]) >>14) + 1
temp5[31:0] ← INT32 ((SRC1[95:80] * SRC2[95:80]) >>14) + 1
temp6[31:0] ← INT32 ((SRC1[111:96] * SRC2[111:96]) >>14) + 1
temp7[31:0] ← INT32 ((SRC1[127:112] * SRC2[127:112) >>14) + 1
DEST[15:0] ← temp0[16:1]
DEST[31:16] ← temp1[16:1]
DEST[47:32] ← temp2[16:1]
DEST[63:48] ← temp3[16:1]
DEST[79:64] ← temp4[16:1]
DEST[95:80] ← temp5[16:1]
DEST[111:96] ← temp6[16:1]
DEST[127:112] ← temp7[16:1]
DEST[VLMAX-1:128] ← 0
```

VPMULHRSW (VEX.256 encoded version)

temp0[31:0] ← INT32 ((SRC1[15:0] * SRC2[15:0]) >>14) + 1
temp1[31:0] ← INT32 ((SRC1[31:16] * SRC2[31:16]) >>14) + 1
temp2[31:0] ← INT32 ((SRC1[47:32] * SRC2[47:32]) >>14) + 1
temp3[31:0] ← INT32 ((SRC1[63:48] * SRC2[63:48]) >>14) + 1
temp4[31:0] ← INT32 ((SRC1[79:64] * SRC2[79:64]) >>14) + 1
temp5[31:0] ← INT32 ((SRC1[95:80] * SRC2[95:80]) >>14) + 1
temp6[31:0] ← INT32 ((SRC1[111:96] * SRC2[111:96]) >>14) + 1
temp7[31:0] ← INT32 ((SRC1[127:112] * SRC2[127:112) >>14) + 1
temp8[31:0] ← INT32 ((SRC1[143:128] * SRC2[143:128]) >>14) + 1
temp9[31:0] ← INT32 ((SRC1[159:144] * SRC2[159:144]) >>14) + 1
temp10[31:0] ← INT32 ((SRC1[75:160] * SRC2[175:160]) >>14) + 1
temp11[31:0] ← INT32 ((SRC1[191:176] * SRC2[191:176]) >>14) + 1
temp12[31:0] ← INT32 ((SRC1[207:192] * SRC2[207:192]) >>14) + 1
temp13[31:0] ← INT32 ((SRC1[223:208] * SRC2[223:208]) >>14) + 1
temp14[31:0] ← INT32 ((SRC1[239:224] * SRC2[239:224]) >>14) + 1
temp15[31:0] ← INT32 ((SRC1[255:240] * SRC2[255:240) >>14) + 1

Intel C/C++ Compiler Intrinsic Equivalents

PMULHRSW: __m64 _mm_mulhrs_pi16 (__m64 a, __m64 b)

(V)PMULHRSW: __m128i _mm_mulhrs_epi16 (__m128i a, __m128i b)

VPMULHRSW: __m256i _mm256_mulhrs_epi16 (__m256i a, __m256i b)

SIMD Floating-Point Exceptions

None.

Other Exceptions

See Exceptions Type 4; additionally

#UD	If VEX.L = 1.

...

PMULHUW—Multiply Packed Unsigned Integers and Store High Result

Opcode/ Instruction	Op/ En	64/32 bit Mode Support	CPUID Feature Flag	Description
0F E4 /r[1] PMULHUW *mm1*, *mm2/m64*	RM	V/V	SSE	Multiply the packed unsigned word integers in *mm1* register and *mm2/m64*, and store the high 16 bits of the results in *mm1*.
66 0F E4 /r PMULHUW *xmm1*, *xmm2/m128*	RM	V/V	SSE2	Multiply the packed unsigned word integers in *xmm1* and *xmm2/m128*, and store the high 16 bits of the results in *xmm1*.
VEX.NDS.128.66.0F.WIG E4 /r VPMULHUW *xmm1, xmm2, xmm3/m128*	RVM	V/V	AVX	Multiply the packed unsigned word integers in *xmm2* and *xmm3/m128*, and store the high 16 bits of the results in *xmm1*.
VEX.NDS.256.66.0F.WIG E4 /r VPMULHUW *ymm1, ymm2, ymm3/m256*	RVM	V/V	AVX2	Multiply the packed unsigned word integers in *ymm2* and *ymm3/m256*, and store the high 16 bits of the results in *ymm1*.

NOTES:

1. See note in Section 2.4, “Instruction Exception Specification” in the *Intel® 64 and IA-32 Architectures Software Developer’s Manual, Volume 2A* and Section 22.25.3, “Exception Conditions of Legacy SIMD Instructions Operating on MMX Registers” in the *Intel® 64 and IA-32 Architectures Software Developer’s Manual, Volume 3A*.

Instruction Operand Encoding

Op/En	Operand 1	Operand 2	Operand 3	Operand 4
RM	ModRM:reg (r, w)	ModRM:r/m (r)	NA	NA
RVM	ModRM:reg (w)	VEX.vvvv (r)	ModRM:r/m (r)	NA

Description

Performs a SIMD unsigned multiply of the packed unsigned word integers in the destination operand (first operand) and the source operand (second operand), and stores the high 16 bits of each 32-bit intermediate results in the destination operand. (Figure 4-8 shows this operation when using 64-bit operands.)

In 64-bit mode, using a REX prefix in the form of REX.R permits this instruction to access additional registers (XMM8-XMM15).

Legacy SSE version: The source operand can be an MMX technology register or a 64-bit memory location. The destination operand is an MMX technology register.

128-bit Legacy SSE version: The first source and destination operands are XMM registers. The second source operand is an XMM register or a 128-bit memory location. Bits (VLMAX-1:128) of the corresponding YMM destination register remain unchanged.

VEX.128 encoded version: The first source and destination operands are XMM registers. The second source operand is an XMM register or a 128-bit memory location. Bits (VLMAX-1:128) of the destination YMM register are zeroed. VEX.L must be 0, otherwise the instruction will #UD.

VEX.256 encoded version: The second source operand can be an YMM register or a 256-bit memory location. The first source and destination operands are YMM registers.

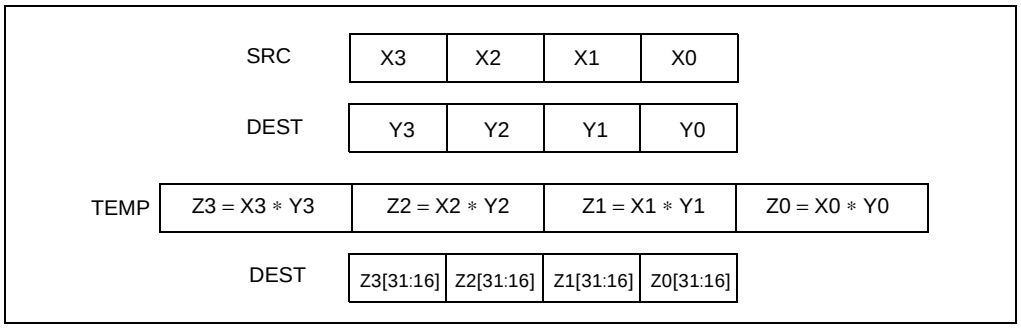

Figure 4-8 PMULHUW and PMULHW Instruction Operation Using 64-bit Operands

Operation

PMULHUW (with 64-bit operands)

```
TEMP0[31:0] ← DEST[15:0] * SRC[15:0]; (* Unsigned multiplication *)
TEMP1[31:0] ← DEST[31:16] * SRC[31:16];
TEMP2[31:0] ← DEST[47:32] * SRC[47:32];
TEMP3[31:0] ← DEST[63:48] * SRC[63:48];
DEST[15:0] ← TEMP0[31:16];
DEST[31:16] ← TEMP1[31:16];
DEST[47:32] ← TEMP2[31:16];
DEST[63:48] ← TEMP3[31:16];
```

PMULHUW (with 128-bit operands)

```
TEMP0[31:0] ← DEST[15:0] * SRC[15:0]; (* Unsigned multiplication *)
TEMP1[31:0] ← DEST[31:16] * SRC[31:16];
TEMP2[31:0] ← DEST[47:32] * SRC[47:32];
TEMP3[31:0] ← DEST[63:48] * SRC[63:48];
TEMP4[31:0] ← DEST[79:64] * SRC[79:64];
TEMP5[31:0] ← DEST[95:80] * SRC[95:80];
TEMP6[31:0] ← DEST[111:96] * SRC[111:96];
TEMP7[31:0] ← DEST[127:112] * SRC[127:112];
DEST[15:0] ← TEMP0[31:16];
DEST[31:16] ← TEMP1[31:16];
DEST[47:32] ← TEMP2[31:16];
DEST[63:48] ← TEMP3[31:16];
DEST[79:64] ← TEMP4[31:16];
DEST[95:80] ← TEMP5[31:16];
DEST[111:96] ← TEMP6[31:16];
DEST[127:112] ← TEMP7[31:16];
```

VPMULHUW (VEX.128 encoded version)

```
TEMP0[31:0] ← SRC1[15:0] * SRC2[15:0]
TEMP1[31:0] ← SRC1[31:16] * SRC2[31:16]
TEMP2[31:0] ← SRC1[47:32] * SRC2[47:32]
TEMP3[31:0] ← SRC1[63:48] * SRC2[63:48]
TEMP4[31:0] ← SRC1[79:64] * SRC2[79:64]
TEMP5[31:0] ← SRC1[95:80] * SRC2[95:80]
```

TEMP6[31:0] ← SRC1[111:96] * SRC2[111:96]
TEMP7[31:0] ← SRC1[127:112] * SRC2[127:112]
DEST[15:0] ← TEMP0[31:16]
DEST[31:16] ← TEMP1[31:16]
DEST[47:32] ← TEMP2[31:16]
DEST[63:48] ← TEMP3[31:16]
DEST[79:64] ← TEMP4[31:16]
DEST[95:80] ← TEMP5[31:16]
DEST[111:96] ← TEMP6[31:16]
DEST[127:112] ← TEMP7[31:16]
DEST[VLMAX-1:128] ← 0

PMULHUW (VEX.256 encoded version)
TEMP0[31:0] ← SRC1[15:0] * SRC2[15:0]
TEMP1[31:0] ← SRC1[31:16] * SRC2[31:16]
TEMP2[31:0] ← SRC1[47:32] * SRC2[47:32]
TEMP3[31:0] ← SRC1[63:48] * SRC2[63:48]
TEMP4[31:0] ← SRC1[79:64] * SRC2[79:64]
TEMP5[31:0] ← SRC1[95:80] * SRC2[95:80]
TEMP6[31:0] ← SRC1[111:96] * SRC2[111:96]
TEMP7[31:0] ← SRC1[127:112] * SRC2[127:112]
TEMP8[31:0] ← SRC1[143:128] * SRC2[143:128]
TEMP9[31:0] ← SRC1[159:144] * SRC2[159:144]
TEMP10[31:0] ← SRC1[175:160] * SRC2[175:160]
TEMP11[31:0] ← SRC1[191:176] * SRC2[191:176]
TEMP12[31:0] ← SRC1[207:192] * SRC2[207:192]
TEMP13[31:0] ← SRC1[223:208] * SRC2[223:208]
TEMP14[31:0] ← SRC1[239:224] * SRC2[239:224]
TEMP15[31:0] ← SRC1[255:240] * SRC2[255:240]
DEST[15:0] ← TEMP0[31:16]
DEST[31:16] ← TEMP1[31:16]
DEST[47:32] ← TEMP2[31:16]
DEST[63:48] ← TEMP3[31:16]
DEST[79:64] ← TEMP4[31:16]
DEST[95:80] ← TEMP5[31:16]
DEST[111:96] ← TEMP6[31:16]
DEST[127:112] ← TEMP7[31:16]
DEST[143:128] ← TEMP8[31:16]
DEST[159:144] ← TEMP9[31:16]
DEST[175:160] ← TEMP10[31:16]
DEST[191:176] ← TEMP11[31:16]
DEST[207:192] ← TEMP12[31:16]
DEST[223:208] ← TEMP13[31:16]
DEST[239:224] ← TEMP14[31:16]
DEST[255:240] ← TEMP15[31:16]

Intel C/C++ Compiler Intrinsic Equivalent

PMULHUW: __m64 _mm_mulhi_pu16(__m64 a, __m64 b)

(V)PMULHUW: __m128i _mm_mulhi_epu16 (__m128i a, __m128i b)

VPMULHUW: __m256i _mm256_mulhi_epu16 (__m256i a, __m256i b)

Flags Affected

None.

Numeric Exceptions

None.

Other Exceptions

See Exceptions Type 4; additionally

#UD	If VEX.L = 1.

...

PMULHW—Multiply Packed Signed Integers and Store High Result

Opcode/ Instruction	Op/ En	64/32 bit Mode Support	CPUID Feature Flag	Description
0F E5 /r[1] PMULHW *mm, mm/m64*	RM	V/V	MMX	Multiply the packed signed word integers in *mm1* register and *mm2/m64*, and store the high 16 bits of the results in *mm1*.
66 0F E5 /r PMULHW *xmm1*, *xmm2/m128*	RM	V/V	SSE2	Multiply the packed signed word integers in *xmm1* and *xmm2/m128*, and store the high 16 bits of the results in *xmm1*.
VEX.NDS.128.66.0F.WIG E5 /r VPMULHW *xmm1, xmm2, xmm3/m128*	RVM	V/V	AVX	Multiply the packed signed word integers in *xmm2* and *xmm3/m128*, and store the high 16 bits of the results in *xmm1*.
VEX.NDS.256.66.0F.WIG E5 /r VPMULHW *ymm1, ymm2, ymm3/m256*	RVM	V/V	AVX2	Multiply the packed signed word integers in *ymm2* and *ymm3/m256*, and store the high 16 bits of the results in *ymm1*.

NOTES:

1. See note in Section 2.4, “Instruction Exception Specification” in the *Intel® 64 and IA-32 Architectures Software Developer’s Manual, Volume 2A* and Section 22.25.3, “Exception Conditions of Legacy SIMD Instructions Operating on MMX Registers” in the *Intel® 64 and IA-32 Architectures Software Developer’s Manual, Volume 3A*.

Instruction Operand Encoding

Op/En	Operand 1	Operand 2	Operand 3	Operand 4
RM	ModRM:reg (r, w)	ModRM:r/m (r)	NA	NA
RVM	ModRM:reg (w)	VEX.vvvv (r)	ModRM:r/m (r)	NA

Description

Performs a SIMD signed multiply of the packed signed word integers in the destination operand (first operand) and the source operand (second operand), and stores the high 16 bits of each intermediate 32-bit result in the destination operand. (Figure 4-8 shows this operation when using 64-bit operands.)

n 64-bit mode, using a REX prefix in the form of REX.R permits this instruction to access additional registers (XMM8-XMM15).

Legacy SSE version: The source operand can be an MMX technology register or a 64-bit memory location. The destination operand is an MMX technology register.

128-bit Legacy SSE version: The first source and destination operands are XMM registers. The second source operand is an XMM register or a 128-bit memory location. Bits (VLMAX-1:128) of the corresponding YMM destination register remain unchanged.

VEX.128 encoded version: The first source and destination operands are XMM registers. The second source operand is an XMM register or a 128-bit memory location. Bits (VLMAX-1:128) of the destination YMM register are zeroed. VEX.L must be 0, otherwise the instruction will #UD.

VEX.256 encoded version: The second source operand can be an YMM register or a 256-bit memory location. The first source and destination operands are YMM registers.

Operation

PMULHW (with 64-bit operands)

```
TEMP0[31:0] ← DEST[15:0] * SRC[15:0]; (* Signed multiplication *)
TEMP1[31:0] ← DEST[31:16] * SRC[31:16];
TEMP2[31:0] ← DEST[47:32] * SRC[47:32];
TEMP3[31:0] ← DEST[63:48] * SRC[63:48];
DEST[15:0] ← TEMP0[31:16];
DEST[31:16] ← TEMP1[31:16];
DEST[47:32] ← TEMP2[31:16];
DEST[63:48] ← TEMP3[31:16];
```

PMULHW (with 128-bit operands)

```
TEMP0[31:0] ← DEST[15:0] * SRC[15:0]; (* Signed multiplication *)
TEMP1[31:0] ← DEST[31:16] * SRC[31:16];
TEMP2[31:0] ← DEST[47:32] * SRC[47:32];
TEMP3[31:0] ← DEST[63:48] * SRC[63:48];
TEMP4[31:0] ← DEST[79:64] * SRC[79:64];
TEMP5[31:0] ← DEST[95:80] * SRC[95:80];
TEMP6[31:0] ← DEST[111:96] * SRC[111:96];
TEMP7[31:0] ← DEST[127:112] * SRC[127:112];
DEST[15:0] ← TEMP0[31:16];
DEST[31:16] ← TEMP1[31:16];
DEST[47:32] ← TEMP2[31:16];
DEST[63:48] ← TEMP3[31:16];
DEST[79:64] ← TEMP4[31:16];
DEST[95:80] ← TEMP5[31:16];
DEST[111:96] ← TEMP6[31:16];
DEST[127:112] ← TEMP7[31:16];
```

VPMULHW (VEX.128 encoded version)

```
TEMP0[31:0] ← SRC1[15:0] * SRC2[15:0] (*Signed Multiplication*)
TEMP1[31:0] ← SRC1[31:16] * SRC2[31:16]
TEMP2[31:0] ← SRC1[47:32] * SRC2[47:32]
TEMP3[31:0] ← SRC1[63:48] * SRC2[63:48]
TEMP4[31:0] ← SRC1[79:64] * SRC2[79:64]
TEMP5[31:0] ← SRC1[95:80] * SRC2[95:80]
TEMP6[31:0] ← SRC1[111:96] * SRC2[111:96]
TEMP7[31:0] ← SRC1[127:112] * SRC2[127:112]
DEST[15:0] ← TEMP0[31:16]
DEST[31:16] ← TEMP1[31:16]
DEST[47:32] ← TEMP2[31:16]
DEST[63:48] ← TEMP3[31:16]
DEST[79:64] ← TEMP4[31:16]
DEST[95:80] ← TEMP5[31:16]
DEST[111:96] ← TEMP6[31:16]
DEST[127:112] ← TEMP7[31:16]
DEST[VLMAX-1:128] ← 0
```

PMULHW (VEX.256 encoded version)

```
TEMP0[31:0] ← SRC1[15:0] * SRC2[15:0] (*Signed Multiplication*)
```

TEMP1[31:0] ← SRC1[31:16] * SRC2[31:16]
TEMP2[31:0] ← SRC1[47:32] * SRC2[47:32]
TEMP3[31:0] ← SRC1[63:48] * SRC2[63:48]
TEMP4[31:0] ← SRC1[79:64] * SRC2[79:64]
TEMP5[31:0] ← SRC1[95:80] * SRC2[95:80]
TEMP6[31:0] ← SRC1[111:96] * SRC2[111:96]
TEMP7[31:0] ← SRC1[127:112] * SRC2[127:112]
TEMP8[31:0] ← SRC1[143:128] * SRC2[143:128]
TEMP9[31:0] ← SRC1[159:144] * SRC2[159:144]
TEMP10[31:0] ← SRC1[175:160] * SRC2[175:160]
TEMP11[31:0] ← SRC1[191:176] * SRC2[191:176]
TEMP12[31:0] ← SRC1[207:192] * SRC2[207:192]
TEMP13[31:0] ← SRC1[223:208] * SRC2[223:208]
TEMP14[31:0] ← SRC1[239:224] * SRC2[239:224]
TEMP15[31:0] ← SRC1[255:240] * SRC2[255:240]
DEST[15:0] ← TEMP0[31:16]
DEST[31:16] ← TEMP1[31:16]
DEST[47:32] ← TEMP2[31:16]
DEST[63:48] ← TEMP3[31:16]
DEST[79:64] ← TEMP4[31:16]
DEST[95:80] ← TEMP5[31:16]
DEST[111:96] ← TEMP6[31:16]
DEST[127:112] ← TEMP7[31:16]
DEST[143:128] ← TEMP8[31:16]
DEST[159:144] ← TEMP9[31:16]
DEST[175:160] ← TEMP10[31:16]
DEST[191:176] ← TEMP11[31:16]
DEST[207:192] ← TEMP12[31:16]
DEST[223:208] ← TEMP13[31:16]
DEST[239:224] ← TEMP14[31:16]
DEST[255:240] ← TEMP15[31:16]

Intel C/C++ Compiler Intrinsic Equivalent

PMULHW: __m64 _mm_mulhi_pi16 (__m64 m1, __m64 m2)

(V)PMULHW: __m128i _mm_mulhi_epi16 (__m128i a, __m128i b)

VPMULHW: __m256i _mm256_mulhi_epi16 (__m256i a, __m256i b)

Flags Affected

None.

SIMD Floating-Point Exceptions

None.

Other Exceptions

See Exceptions Type 4; additionally

#UD	If VEX.L = 1.

...

PMULLD — Multiply Packed Signed Dword Integers and Store Low Result

Opcode/ Instruction	Op/ En	64/32 bit Mode Support	CPUID Feature Flag	Description
66 0F 38 40 /r PMULLD *xmm1*, *xmm2/m128*	RM	V/V	SSE4_1	Multiply the packed dword signed integers in *xmm1* and *xmm2/m128* and store the low 32 bits of each product in *xmm1*.
VEX.NDS.128.66.0F38.WIG 40 /r VPMULLD *xmm1*, *xmm2*, *xmm3/m128*	RVM	V/V	AVX	Multiply the packed dword signed integers in *xmm2* and *xmm3/m128* and store the low 32 bits of each product in *xmm1*.
VEX.NDS.256.66.0F38.WIG 40 /r VPMULLD *ymm1*, *ymm2*, *ymm3/m256*	RVM	V/V	AVX2	Multiply the packed dword signed integers in *ymm2* and *ymm3/m256* and store the low 32 bits of each product in *ymm1*.

Instruction Operand Encoding

Op/En	Operand 1	Operand 2	Operand 3	Operand 4
RM	ModRM:reg (r, w)	ModRM:r/m (r)	NA	NA
RVM	ModRM:reg (w)	VEX.vvvv (r)	ModRM:r/m (r)	NA

Description

Performs four signed multiplications from four pairs of signed dword integers and stores the lower 32 bits of the four 64-bit products in the destination operand (first operand). Each dword element in the destination operand is multiplied with the corresponding dword element of the source operand (second operand) to obtain a 64-bit intermediate product.

128-bit Legacy SSE version: The first source and destination operands are XMM registers. The second source operand is an XMM register or a 128-bit memory location. Bits (VLMAX-1:128) of the corresponding YMM destination register remain unchanged.

VEX.128 encoded version: The first source and destination operands are XMM registers. The second source operand is an XMM register or a 128-bit memory location. Bits (VLMAX-1:128) of the destination YMM register are zeroed.

VEX.256 encoded version: The second source operand can be an YMM register or a 256-bit memory location. The first source and destination operands are YMM registers.

Note: VEX.L must be 0, otherwise the instruction will #UD.

Operation

```
Temp0[63:0] ← DEST[31:0] * SRC[31:0];
Temp1[63:0] ← DEST[63:32] * SRC[63:32];
Temp2[63:0] ← DEST[95:64] * SRC[95:64];
Temp3[63:0] ← DEST[127:96] * SRC[127:96];
DEST[31:0] ← Temp0[31:0];
DEST[63:32] ← Temp1[31:0];
DEST[95:64] ← Temp2[31:0];
DEST[127:96] ← Temp3[31:0];
```

VPMULLD (VEX.128 encoded version)

```
Temp0[63:0] ← SRC1[31:0] * SRC2[31:0]
Temp1[63:0] ← SRC1[63:32] * SRC2[63:32]
Temp2[63:0] ← SRC1[95:64] * SRC2[95:64]
Temp3[63:0] ← SRC1[127:96] * SRC2[127:96]
DEST[31:0] ← Temp0[31:0]
DEST[63:32] ← Temp1[31:0]
DEST[95:64] ← Temp2[31:0]
DEST[127:96] ← Temp3[31:0]
DEST[VLMAX-1:128] ← 0
```

VPMULLD (VEX.256 encoded version)

```
Temp0[63:0] ← SRC1[31:0] * SRC2[31:0]
Temp1[63:0] ← SRC1[63:32] * SRC2[63:32]
Temp2[63:0] ← SRC1[95:64] * SRC2[95:64]
Temp3[63:0] ← SRC1[127:96] * SRC2[127:96]
Temp4[63:0] ← SRC1[159:128] * SRC2[159:128]
Temp5[63:0] ← SRC1[191:160] * SRC2[191:160]
Temp6[63:0] ← SRC1[223:192] * SRC2[223:192]
Temp7[63:0] ← SRC1[255:224] * SRC2[255:224]
```

Intel C/C++ Compiler Intrinsic Equivalent

(V)PMULLUD: __m128i _mm_mullo_epi32(__m128i a, __m128i b);

VPMULLD: __m256i _mm256_mullo_epi32(__m256i a, __m256i b);

Flags Affected

None.

SIMD Floating-Point Exceptions

None.

Other Exceptions

See Exceptions Type 4; additionally

#UD	If VEX.L = 1.

...

PMULLW—Multiply Packed Signed Integers and Store Low Result

Opcode/ Instruction	Op/ En	64/32 bit Mode Support	CPUID Feature Flag	Description
0F D5 /r[1] PMULLW *mm, mm/m64*	RM	V/V	MMX	Multiply the packed signed word integers in *mm1* register and *mm2/m64*, and store the low 16 bits of the results in *mm1*.
66 0F D5 /r PMULLW *xmm1*, *xmm2/m128*	RM	V/V	SSE2	Multiply the packed signed word integers in *xmm1* and *xmm2/m128*, and store the low 16 bits of the results in *xmm1*.
VEX.NDS.128.66.0F.WIG D5 /r VPMULLW *xmm1, xmm2, xmm3/m128*	RVM	V/V	AVX	Multiply the packed dword signed integers in *xmm2* and *xmm3/m128* and store the low 32 bits of each product in *xmm1*.
VEX.NDS.256.66.0F.WIG D5 /r VPMULLW *ymm1, ymm2, ymm3/m256*	RVM	V/V	AVX2	Multiply the packed signed word integers in *ymm2* and *ymm3/m256*, and store the low 16 bits of the results in *ymm1*.

NOTES:

1. See note in Section 2.4, “Instruction Exception Specification” in the *Intel® 64 and IA-32 Architectures Software Developer’s Manual, Volume 2A* and Section 22.25.3, “Exception Conditions of Legacy SIMD Instructions Operating on MMX Registers” in the *Intel® 64 and IA-32 Architectures Software Developer’s Manual, Volume 3A*.

Instruction Operand Encoding

Op/En	Operand 1	Operand 2	Operand 3	Operand 4
RM	ModRM:reg (r, w)	ModRM:r/m (r)	NA	NA
RVM	ModRM:reg (w)	VEX.vvvv (r)	ModRM:r/m (r)	NA

Description

Performs a SIMD signed multiply of the packed signed word integers in the destination operand (first operand) and the source operand (second operand), and stores the low 16 bits of each intermediate 32-bit result in the destination operand. (Figure 4-8 shows this operation when using 64-bit operands.)

In 64-bit mode, using a REX prefix in the form of REX.R permits this instruction to access additional registers (XMM8-XMM15).

Legacy SSE version: The source operand can be an MMX technology register or a 64-bit memory location. The destination operand is an MMX technology register.

128-bit Legacy SSE version: The first source and destination operands are XMM registers. The second source operand is an XMM register or a 128-bit memory location. Bits (VLMAX-1:128) of the corresponding YMM destination register remain unchanged.

VEX.128 encoded version: The first source and destination operands are XMM registers. The second source operand is an XMM register or a 128-bit memory location. Bits (VLMAX-1:128) of the destination YMM register are zeroed. VEX.L must be 0, otherwise the instruction will #UD.

VEX.256 encoded version: The second source operand can be an YMM register or a 256-bit memory location. The first source and destination operands are YMM registers.

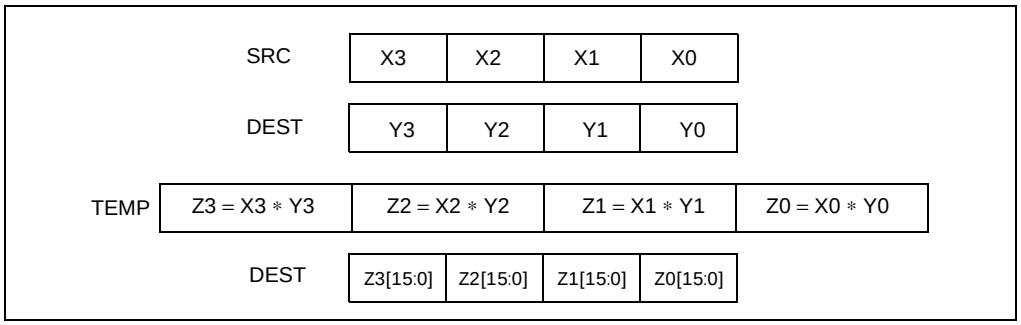

Figure 4-9 PMULLU Instruction Operation Using 64-bit Operands

Operation

PMULLW (with 64-bit operands)

```
TEMP0[31:0] ← DEST[15:0] * SRC[15:0]; (* Signed multiplication *)
TEMP1[31:0] ← DEST[31:16] * SRC[31:16];
TEMP2[31:0] ← DEST[47:32] * SRC[47:32];
TEMP3[31:0] ← DEST[63:48] * SRC[63:48];
DEST[15:0] ← TEMP0[15:0];
DEST[31:16] ← TEMP1[15:0];
DEST[47:32] ← TEMP2[15:0];
DEST[63:48] ← TEMP3[15:0];
```

PMULLW (with 128-bit operands)

```
TEMP0[31:0] ← DEST[15:0] * SRC[15:0]; (* Signed multiplication *)
TEMP1[31:0] ← DEST[31:16] * SRC[31:16];
TEMP2[31:0] ← DEST[47:32] * SRC[47:32];
TEMP3[31:0] ← DEST[63:48] * SRC[63:48];
TEMP4[31:0] ← DEST[79:64] * SRC[79:64];
TEMP5[31:0] ← DEST[95:80] * SRC[95:80];
TEMP6[31:0] ← DEST[111:96] * SRC[111:96];
TEMP7[31:0] ← DEST[127:112] * SRC[127:112];
DEST[15:0] ← TEMP0[15:0];
DEST[31:16] ← TEMP1[15:0];
DEST[47:32] ← TEMP2[15:0];
DEST[63:48] ← TEMP3[15:0];
DEST[79:64] ← TEMP4[15:0];
DEST[95:80] ← TEMP5[15:0];
DEST[111:96] ← TEMP6[15:0];
DEST[127:112] ← TEMP7[15:0];
```

VPMULLW (VEX.128 encoded version)

```
Temp0[31:0] ← SRC1[15:0] * SRC2[15:0]
Temp1[31:0] ← SRC1[31:16] * SRC2[31:16]
Temp2[31:0] ← SRC1[47:32] * SRC2[47:32]
Temp3[31:0] ← SRC1[63:48] * SRC2[63:48]
Temp4[31:0] ← SRC1[79:64] * SRC2[79:64]
Temp5[31:0] ← SRC1[95:80] * SRC2[95:80]
Temp6[31:0] ← SRC1[111:96] * SRC2[111:96]
```

Temp7[31:0] ← SRC1[127:112] * SRC2[127:112]
DEST[15:0] ← Temp0[15:0]
DEST[31:16] ← Temp1[15:0]
DEST[47:32] ← Temp2[15:0]
DEST[63:48] ← Temp3[15:0]
DEST[79:64] ← Temp4[15:0]
DEST[95:80] ← Temp5[15:0]
DEST[111:96] ← Temp6[15:0]
DEST[127:112] ← Temp7[15:0]
DEST[VLMAX-1:128] ← 0

VPMULLD (VEX.256 encoded version)
Temp0[63:0] ← SRC1[31:0] * SRC2[31:0]
Temp1[63:0] ← SRC1[63:32] * SRC2[63:32]
Temp2[63:0] ← SRC1[95:64] * SRC2[95:64]
Temp3[63:0] ← SRC1[127:96] * SRC2[127:96]
Temp4[63:0] ← SRC1[159:128] * SRC2[159:128]
Temp5[63:0] ← SRC1[191:160] * SRC2[191:160]
Temp6[63:0] ← SRC1[223:192] * SRC2[223:192]
Temp7[63:0] ← SRC1[255:224] * SRC2[255:224]

DEST[31:0] ← Temp0[31:0]
DEST[63:32] ← Temp1[31:0]
DEST[95:64] ← Temp2[31:0]
DEST[127:96] ← Temp3[31:0]
DEST[159:128] ← Temp4[31:0]
DEST[191:160] ← Temp5[31:0]
DEST[223:192] ← Temp6[31:0]
DEST[255:224] ← Temp7[31:0]

Intel C/C++ Compiler Intrinsic Equivalent

PMULLW: __m64 _mm_mullo_pi16(__m64 m1, __m64 m2)

(V)PMULLW: __m128i _mm_mullo_epi16 (__m128i a, __m128i b)

VPMULLW: __m256i _mm256_mullo_epi16 (__m256i a, __m256i b);

Flags Affected

None.

SIMD Floating-Point Exceptions

None.

Other Exceptions

See Exceptions Type 4; additionally

#UD	If VEX.L = 1.

...

PMULUDQ—Multiply Packed Unsigned Doubleword Integers

Opcode/ Instruction	Op/ En	64/32 bit Mode Support	CPUID Feature Flag	Description
0F F4 /r[1] PMULUDQ *mm1*, *mm2/m64*	RM	V/V	SSE2	Multiply unsigned doubleword integer in *mm1* by unsigned doubleword integer in *mm2/m64*, and store the quadword result in *mm1*.
66 0F F4 /r PMULUDQ *xmm1*, *xmm2/m128*	RM	V/V	SSE2	Multiply packed unsigned doubleword integers in *xmm1* by packed unsigned doubleword integers in *xmm2/m128*, and store the quadword results in *xmm1*.
VEX.NDS.128.66.0F.WIG F4 /r VPMULUDQ *xmm1, xmm2, xmm3/m128*	RVM	V/V	AVX	Multiply packed unsigned doubleword integers in *xmm2* by packed unsigned doubleword integers in *xmm3/m128*, and store the quadword results in *xmm1*.
VEX.NDS.256.66.0F.WIG F4 /r VPMULUDQ *ymm1, ymm2, ymm3/m256*	RVM	V/V	AVX2	Multiply packed unsigned doubleword integers in *ymm2* by packed unsigned doubleword integers in *ymm3/m256*, and store the quadword results in *ymm1*.

NOTES:

1. See note in Section 2.4, “Instruction Exception Specification” in the *Intel® 64 and IA-32 Architectures Software Developer’s Manual, Volume 2A* and Section 22.25.3, “Exception Conditions of Legacy SIMD Instructions Operating on MMX Registers” in the *Intel® 64 and IA-32 Architectures Software Developer’s Manual, Volume 3A*.

Instruction Operand Encoding

Op/En	Operand 1	Operand 2	Operand 3	Operand 4
RM	ModRM:reg (r, w)	ModRM:r/m (r)	NA	NA
RVM	ModRM:reg (w)	VEX.vvvv (r)	ModRM:r/m (r)	NA

Description

Multiplies the first operand (destination operand) by the second operand (source operand) and stores the result in the destination operand.

In 64-bit mode, using a REX prefix in the form of REX.R permits this instruction to access additional registers (XMM8-XMM15).

Legacy SSE version: The source operand can be an unsigned doubleword integer stored in the low doubleword of an MMX technology register or a 64-bit memory location. The destination operand can be an unsigned doubleword integer stored in the low doubleword an MMX technology register. The result is an unsigned quadword integer stored in the destination an MMX technology register. When a quadword result is too large to be represented in 64 bits (overflow), the result is wrapped around and the low 64 bits are written to the destination element (that is, the carry is ignored).

For 64-bit memory operands, 64 bits are fetched from memory, but only the low doubleword is used in the computation.

128-bit Legacy SSE version: The second source operand is two packed unsigned doubleword integers stored in the first (low) and third doublewords of an XMM register or a 128-bit memory location. For 128-bit memory operands, 128 bits are fetched from memory, but only the first and third doublewords are used in the computation.The first source operand is two packed unsigned doubleword integers stored in the first and third doublewords of an

XMM register. The destination contains two packed unsigned quadword integers stored in an XMM register. Bits (VLMAX-1:128) of the corresponding YMM destination register remain unchanged.

VEX.128 encoded version: The second source operand is two packed unsigned doubleword integers stored in the first (low) and third doublewords of an XMM register or a 128-bit memory location. For 128-bit memory operands, 128 bits are fetched from memory, but only the first and third doublewords are used in the computation.The first source operand is two packed unsigned doubleword integers stored in the first and third doublewords of an XMM register. The destination contains two packed unsigned quadword integers stored in an XMM register. Bits (VLMAX-1:128) of the destination YMM register are zeroed.

VEX.256 encoded version: The second source operand is four packed unsigned doubleword integers stored in the first (low), third, fifth and seventh doublewords of a YMM register or a 256-bit memory location. For 256-bit memory operands, 256 bits are fetched from memory, but only the first, third, fifth and seventh doublewords are used in the computation.The first source operand is four packed unsigned doubleword integers stored in the first, third, fifth and seventh doublewords of an YMM register. The destination contains four packed unaligned quad-word integers stored in an YMM register.

Note: VEX.L must be 0, otherwise the instruction will #UD.

Operation

PMULUDQ (with 64-Bit operands)

```
DEST[63:0] ← DEST[31:0] * SRC[31:0];
```

PMULUDQ (with 128-Bit operands)

```
DEST[63:0] ← DEST[31:0] * SRC[31:0];
DEST[127:64] ← DEST[95:64] * SRC[95:64];
```

VPMULUDQ (VEX.128 encoded version)

```
DEST[63:0] ← SRC1[31:0] * SRC2[31:0]
DEST[127:64] ← SRC1[95:64] * SRC2[95:64]
DEST[VLMAX-1:128] ← 0
```

VPMULUDQ (VEX.256 encoded version)

```
DEST[63:0] ← SRC1[31:0] * SRC2[31:0]
DEST[127:64] ← SRC1[95:64] * SRC2[95:64
DEST[191:128] ← SRC1[159:128] * SRC2[159:128]
DEST[255:192] ← SRC1[223:192] * SRC2[223:192]
```

Intel C/C++ Compiler Intrinsic Equivalent

PMULUDQ: __m64 _mm_mul_su32 (__m64 a, __m64 b)

(V)PMULUDQ: __m128i _mm_mul_epu32 (__m128i a, __m128i b)

VPMULUDQ: __m256i _mm256_mul_epu32(__m256i a, __m256i b);

Flags Affected

None.

SIMD Floating-Point Exceptions

None.

Other Exceptions

See Exceptions Type 4; additionally

#UD	If VEX.L = 1.

...

POR—Bitwise Logical OR

Opcode/ Instruction	Op/ En	64/32 bit Mode Support	CPUID Feature Flag	Description
0F EB /r[1] POR *mm, mm/m64*	RM	V/V	MMX	Bitwise OR of *mm/m64* and *mm*.
66 0F EB /r POR *xmm1*, *xmm2/m128*	RM	V/V	SSE2	Bitwise OR of *xmm2/m128* and *xmm1*.
VEX.NDS.128.66.0F.WIG EB /r VPOR *xmm1*, *xmm2*, *xmm3/m128*	RVM	V/V	AVX	Bitwise OR of *xmm2/m128* and *xmm3*.
VEX.NDS.256.66.0F.WIG EB /r VPOR *ymm1*, *ymm2*, *ymm3/m256*	RVM	V/V	AVX2	Bitwise OR of *ymm2/m256* and *ymm3*.

NOTES:

1. See note in Section 2.4, “Instruction Exception Specification” in the *Intel® 64 and IA-32 Architectures Software Developer’s Manual, Volume 2A* and Section 22.25.3, “Exception Conditions of Legacy SIMD Instructions Operating on MMX Registers” in the *Intel® 64 and IA-32 Architectures Software Developer’s Manual, Volume 3A*.

Instruction Operand Encoding

Op/En	Operand 1	Operand 2	Operand 3	Operand 4
RM	ModRM:reg (r, w)	ModRM:r/m (r)	NA	NA
RVM	ModRM:reg (w)	VEX.vvvv (r)	ModRM:r/m (r)	NA

Description

Performs a bitwise logical OR operation on the source operand (second operand) and the destination operand (first operand) and stores the result in the destination operand. Each bit of the result is set to 1 if either or both of the corresponding bits of the first and second operands are 1; otherwise, it is set to 0.

In 64-bit mode, using a REX prefix in the form of REX.R permits this instruction to access additional registers (XMM8-XMM15).

Legacy SSE version: The source operand can be an MMX technology register or a 64-bit memory location. The destination operand is an MMX technology register.

128-bit Legacy SSE version: The second source operand is an XMM register or a 128-bit memory location. The first source and destination operands can be XMM registers. Bits (VLMAX-1:128) of the corresponding YMM destination register remain unchanged.

VEX.128 encoded version: The second source operand is an XMM register or a 128-bit memory location. The first source and destination operands can be XMM registers. Bits (VLMAX-1:128) of the destination YMM register are zeroed.

VEX.256 encoded version: The second source operand is an YMM register or a 256-bit memory location. The first source and destination operands can be YMM registers.

Note: VEX.L must be 0, otherwise the instruction will #UD.

Operation

POR (128-bit Legacy SSE version)
DEST ← DEST OR SRC
DEST[VLMAX-1:128] (Unmodified)

VPOR (VEX.128 encoded version)
DEST ← SRC1 OR SRC2
DEST[VLMAX-1:128] ← 0

VPOR (VEX.256 encoded version)
DEST ← SRC1 OR SRC2

Intel C/C++ Compiler Intrinsic Equivalent

POR: __m64 _mm_or_si64(__m64 m1, __m64 m2)

(V)POR: __m128i _mm_or_si128(__m128i m1, __m128i m2)

VPOR: __m256i _mm256_or_si256 (__m256i a, __m256i b)

Flags Affected

None.

SIMD Floating-Point Exceptions

None.

Other Exceptions

See Exceptions Type 4; additionally

#UD	If VEX.L = 1.

...

PSADBW—Compute Sum of Absolute Differences

Opcode/ Instruction	Op/ En	64/32 bit Mode Support	CPUID Feature Flag	Description
0F F6 /r[1] PSADBW *mm1, mm2/m64*	RM	V/V	SSE	Computes the absolute differences of the packed unsigned byte integers from *mm2 /m64* and *mm1*; differences are then summed to produce an unsigned word integer result.
66 0F F6 /r PSADBW *xmm1*, *xmm2/m128*	RM	V/V	SSE2	Computes the absolute differences of the packed unsigned byte integers from *xmm2 /m128* and *xmm1*; the 8 low differences and 8 high differences are then summed separately to produce two unsigned word integer results.
VEX.NDS.128.66.0F.WIG F6 /r VPSADBW *xmm1, xmm2, xmm3/m128*	RVM	V/V	AVX	Computes the absolute differences of the packed unsigned byte integers from *xmm3 /m128* and *xmm2*; the 8 low differences and 8 high differences are then summed separately to produce two unsigned word integer results.
VEX.NDS.256.66.0F.WIG F6 /r VPSADBW *ymm1, ymm2, ymm3/m256*	RVM	V/V	AVX2	Computes the absolute differences of the packed unsigned byte integers from *ymm3 /m256* and *ymm2*; then each consecutive 8 differences are summed separately to produce four unsigned word integer results.

NOTES:

1. See note in Section 2.4, “Instruction Exception Specification” in the *Intel® 64 and IA-32 Architectures Software Developer’s Manual, Volume 2A* and Section 22.25.3, “Exception Conditions of Legacy SIMD Instructions Operating on MMX Registers” in the *Intel® 64 and IA-32 Architectures Software Developer’s Manual, Volume 3A*.

Instruction Operand Encoding

Op/En	Operand 1	Operand 2	Operand 3	Operand 4
RM	ModRM:reg (r, w)	ModRM:r/m (r)	NA	NA
RVM	ModRM:reg (w)	VEX.vvvv (r)	ModRM:r/m (r)	NA

Description

Computes the absolute value of the difference of 8 unsigned byte integers from the source operand (second operand) and from the destination operand (first operand). These 8 differences are then summed to produce an unsigned word integer result that is stored in the destination operand. Figure 4-10 shows the operation of the PSADBW instruction when using 64-bit operands.

When operating on 64-bit operands, the word integer result is stored in the low word of the destination operand, and the remaining bytes in the destination operand are cleared to all 0s.

When operating on 128-bit operands, two packed results are computed. Here, the 8 low-order bytes of the source and destination operands are operated on to produce a word result that is stored in the low word of the destination operand, and the 8 high-order bytes are operated on to produce a word result that is stored in bits 64 through 79 of the destination operand. The remaining bytes of the destination operand are cleared.

In 64-bit mode, using a REX prefix in the form of REX.R permits this instruction to access additional registers (XMM8-XMM15).

Legacy SSE version: The source operand can be an MMX technology register or a 64-bit memory location. The destination operand is an MMX technology register.

128-bit Legacy SSE version: The first source operand and destination register are XMM registers. The second source operand is an XMM register or a 128-bit memory location. Bits (VLMAX-1:128) of the corresponding YMM destination register remain unchanged.

VEX.128 encoded version: The first source operand and destination register are XMM registers. The second source operand is an XMM register or a 128-bit memory location. Bits (VLMAX-1:128) of the destination YMM register are zeroed.

VEX.256 encoded version: The first source operand and destination register are YMM registers. The second source operand is an YMM register or a 256-bit memory location.

Note: VEX.L must be 0, otherwise the instruction will #UD.

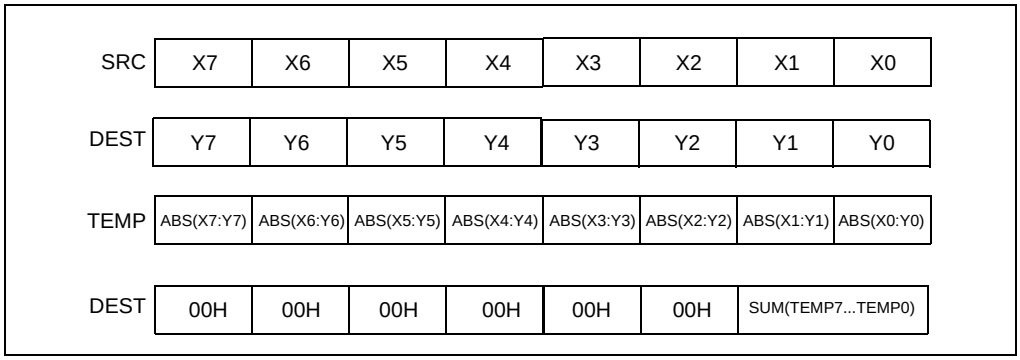

Figure 4-10 PSADBW Instruction Operation Using 64-bit Operands

Operation

PSADBW (when using 64-bit operands)

```
TEMP0 ← ABS(DEST[7:0] – SRC[7:0]);
(* Repeat operation for bytes 2 through 6 *)
TEMP7 ← ABS(DEST[63:56] – SRC[63:56]);
DEST[15:0] ← SUM(TEMP0:TEMP7);
DEST[63:16] ← 000000000000H;
```

PSADBW (when using 128-bit operands)

```
TEMP0 ← ABS(DEST[7:0] – SRC[7:0]);
(* Repeat operation for bytes 2 through 14 *)
TEMP15 ← ABS(DEST[127:120] – SRC[127:120]);
DEST[15:0] ← SUM(TEMP0:TEMP7);
DEST[63:16] ← 000000000000H;
DEST[79:64] ← SUM(TEMP8:TEMP15);
DEST[127:80] ← 000000000000H;
DEST[VLMAX-1:128] (Unmodified)
```

VPSADBW (VEX.128 encoded version)

```
TEMP0 ← ABS(SRC1[7:0] - SRC2[7:0])
(* Repeat operation for bytes 2 through 14 *)
TEMP15 ← ABS(SRC1[127:120] - SRC2[127:120])
DEST[15:0] ←SUM(TEMP0:TEMP7)
DEST[63:16] ← 000000000000H
```

DEST[79:64] ← SUM(TEMP8:TEMP15)
DEST[127:80] ← 00000000000
DEST[VLMAX-1:128] ← 0

VPSADBW (VEX.256 encoded version)
TEMP0 ← ABS(SRC1[7:0] - SRC2[7:0])
(* Repeat operation for bytes 2 through 30*)
TEMP31 ← ABS(SRC1[255:248] - SRC2[255:248])
DEST[15:0] ←SUM(TEMP0:TEMP7)
DEST[63:16] ← 000000000000H
DEST[79:64] ← SUM(TEMP8:TEMP15)
DEST[127:80] ← 00000000000H
DEST[143:128] ←SUM(TEMP16:TEMP23)
DEST[191:144] ← 000000000000H
DEST[207:192] ← SUM(TEMP24:TEMP31)
DEST[223:208] ← 00000000000H

Intel C/C++ Compiler Intrinsic Equivalent

PSADBW: __m64 _mm_sad_pu8(__m64 a,__m64 b)

(V)PSADBW: __m128i _mm_sad_epu8(__m128i a, __m128i b)

VPSADBW: __m256i _mm256_sad_epu8(__m256i a, __m256i b)

Flags Affected

None.

SIMD Floating-Point Exceptions

None.

Other Exceptions

See Exceptions Type 4; additionally

#UD	If VEX.L = 1.

...

PSHUFB — Packed Shuffle Bytes

Opcode/ Instruction	Op/ En	64/32 bit Mode Support	CPUID Feature Flag	Description
0F 38 00 /r[1] PSHUFB *mm1, mm2/m64*	RM	V/V	SSSE3	Shuffle bytes in *mm1* according to contents of *mm2/m64*.
66 0F 38 00 /r PSHUFB *xmm1, xmm2/m128*	RM	V/V	SSSE3	Shuffle bytes in *xmm1* according to contents of *xmm2/m128*.
VEX.NDS.128.66.0F38.WIG 00 /r VPSHUFB *xmm1, xmm2, xmm3/m128*	RVM	V/V	AVX	Shuffle bytes in *xmm2* according to contents of *xmm3/m128*.
VEX.NDS.256.66.0F38.WIG 00 /r VPSHUFB *ymm1, ymm2, ymm3/m256*	RVM	V/V	AVX2	Shuffle bytes in *ymm2* according to contents of *ymm3/m256*.

NOTES:

1. See note in Section 2.4, “Instruction Exception Specification” in the *Intel® 64 and IA-32 Architectures Software Developer’s Manual, Volume 2A* and Section 22.25.3, “Exception Conditions of Legacy SIMD Instructions Operating on MMX Registers” in the *Intel® 64 and IA-32 Architectures Software Developer’s Manual, Volume 3A*.

Instruction Operand Encoding

Op/En	Operand 1	Operand 2	Operand 3	Operand 4
RM	ModRM:reg (r, w)	ModRM:r/m (r)	NA	NA
RVM	ModRM:reg (w)	VEX.vvvv (r)	ModRM:r/m (r)	NA

Description

PSHUFB performs in-place shuffles of bytes in the destination operand (the first operand) according to the shuffle control mask in the source operand (the second operand). The instruction permutes the data in the destination operand, leaving the shuffle mask unaffected. If the most significant bit (bit[7]) of each byte of the shuffle control mask is set, then constant zero is written in the result byte. Each byte in the shuffle control mask forms an index to permute the corresponding byte in the destination operand. The value of each index is the least significant 4 bits (128-bit operation) or 3 bits (64-bit operation) of the shuffle control byte. When the source operand is a 128-bit memory operand, the operand must be aligned on a 16-byte boundary or a general-protection exception (#GP) will be generated.

In 64-bit mode, use the REX prefix to access additional registers.

Legacy SSE version: Both operands can be MMX registers.

128-bit Legacy SSE version: The first source operand and the destination operand are the same. Bits (VLMAX-1:128) of the corresponding YMM destination register remain unchanged.

VEX.128 encoded version: The destination operand is the first operand, the first source operand is the second operand, the second source operand is the third operand. Bits (VLMAX-1:128) of the destination YMM register are zeroed.

VEX.256 encoded version: Bits (255:128) of the destination YMM register stores the 16-byte shuffle result of the upper 16 bytes of the first source operand, using the upper 16-bytes of the second source operand as control mask. The value of each index is for the high 128-bit lane is the least significant 4 bits of the respective shuffle control byte. The index value selects a source data element within each 128-bit lane.

Note: VEX.L must be 0, otherwise the instruction will #UD.

Operation

PSHUFB (with 64 bit operands)

```
    for i = 0 to 7 {
        if (SRC[(i * 8)+7] = 1 ) then
            DEST[(i*8)+7...(i*8)+0] ← 0;
        else
            index[2..0] ← SRC[(i*8)+2 .. (i*8)+0];
            DEST[(i*8)+7...(i*8)+0] ← DEST[(index*8+7)..(index*8+0)];
        endif;
    }
```

PSHUFB (with 128 bit operands)

```
    for i = 0 to 15 {
        if (SRC[(i * 8)+7] = 1 ) then
            DEST[(i*8)+7..(i*8)+0] ← 0;
         else
            index[3..0] ← SRC[(i*8)+3 .. (i*8)+0];
            DEST[(i*8)+7..(i*8)+0] ← DEST[(index*8+7)..(index*8+0)];
        endif
    }
DEST[VLMAX-1:128] ← 0
```

VPSHUFB (VEX.128 encoded version)

```
for i = 0 to 15 {
    if (SRC2[(i * 8)+7] = 1) then
        DEST[(i*8)+7..(i*8)+0] ← 0;
        else
        index[3..0] ← SRC2[(i*8)+3 .. (i*8)+0];
        DEST[(i*8)+7..(i*8)+0] ← SRC1[(index*8+7)..(index*8+0)];
    endif
}
DEST[VLMAX-1:128] ← 0
```

VPSHUFB (VEX.256 encoded version)

```
for i = 0 to 15 {
    if (SRC2[(i * 8)+7] == 1 ) then
        DEST[(i*8)+7..(i*8)+0] ← 0;
        else
        index[3..0] ← SRC2[(i*8)+3 .. (i*8)+0];
        DEST[(i*8)+7..(i*8)+0] ← SRC1[(index*8+7)..(index*8+0)];
    endif
    if (SRC2[128 + (i * 8)+7] == 1 ) then
        DEST[128 + (i*8)+7..(i*8)+0] ← 0;
        else
        index[3..0] ← SRC2[128 + (i*8)+3 .. (i*8)+0];
        DEST[128 + (i*8)+7..(i*8)+0] ← SRC1[128 + (index*8+7)..(index*8+0)];
    endif
}
```

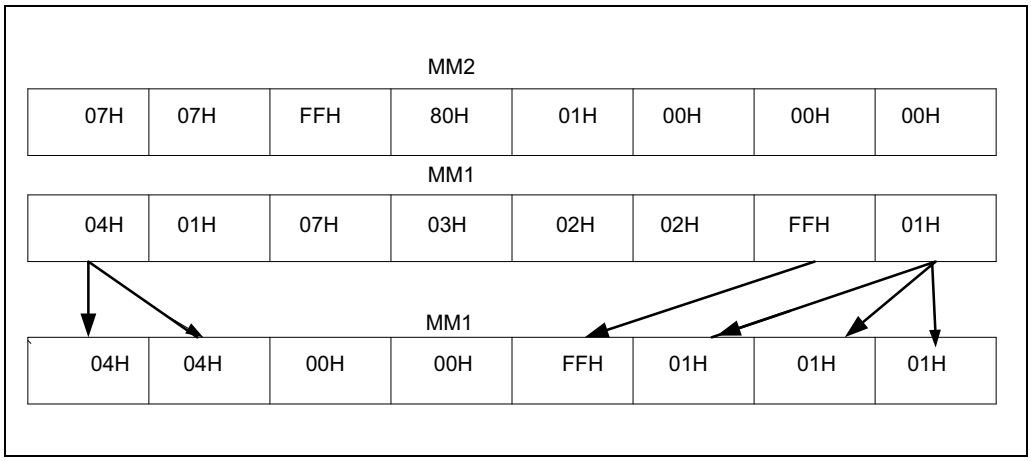

Figure 4-11 PSHUB with 64-Bit Operands

Intel C/C++ Compiler Intrinsic Equivalent

PSHUFB: __m64 _mm_shuffle_pi8 (__m64 a, __m64 b)

(V)PSHUFB: __m128i _mm_shuffle_epi8 (__m128i a, __m128i b)

VPSHUFB: __m256i _mm256_shuffle_epi8(__m256i a, __m256i b)

SIMD Floating-Point Exceptions

None.

Other Exceptions

See Exceptions Type 4; additionally

#UD If VEX.L = 1.

...

PSHUFD—Shuffle Packed Doublewords

Opcode/ Instruction	Op/ En	64/32 bit Mode Support	CPUID Feature Flag	Description
66 0F 70 /r ib PSHUFD *xmm1*, *xmm2/m128*, *imm8*	RMI	V/V	SSE2	Shuffle the doublewords in *xmm2/m128* based on the encoding in *imm8* and store the result in *xmm1*.
VEX.128.66.0F.WIG 70 /r ib VPSHUFD *xmm1*, *xmm2/m128*, *imm8*	RMI	V/V	AVX	Shuffle the doublewords in *xmm2/m128* based on the encoding in *imm8* and store the result in *xmm1*.
VEX.256.66.0F.WIG 70 /r ib VPSHUFD *ymm1*, *ymm2/m256*, *imm8*	RMI	V/V	AVX2	Shuffle the doublewords in *ymm2/m256* based on the encoding in *imm8* and store the result in *ymm1*.

Instruction Operand Encoding

Op/En	Operand 1	Operand 2	Operand 3	Operand 4
RMI	ModRM:reg (w)	ModRM:r/m (r)	imm8	NA

Description

Copies doublewords from source operand (second operand) and inserts them in the destination operand (first operand) at the locations selected with the order operand (third operand). Figure 4-12 shows the operation of the 256-bit VPSHUFD instruction and the encoding of the order operand. Each 2-bit field in the order operand selects the contents of one doubleword location within a 128-bit lane and copy to the target element in the destination operand. For example, bits 0 and 1 of the order operand targets the first doubleword element in the low and high 128-bit lane of the destination operand for 256-bit VPSHUFD. The encoded value of bits 1:0 of the order operand (see the field encoding in Figure 4-12) determines which doubleword element (from the respective 128-bit lane) of the source operand will be copied to doubleword 0 of the destination operand.

For 128-bit operation, only the low 128-bit lane are operative. The source operand can be an XMM register or a 128-bit memory location. The destination operand is an XMM register. The order operand is an 8-bit immediate. Note that this instruction permits a doubleword in the source operand to be copied to more than one doubleword location in the destination operand.

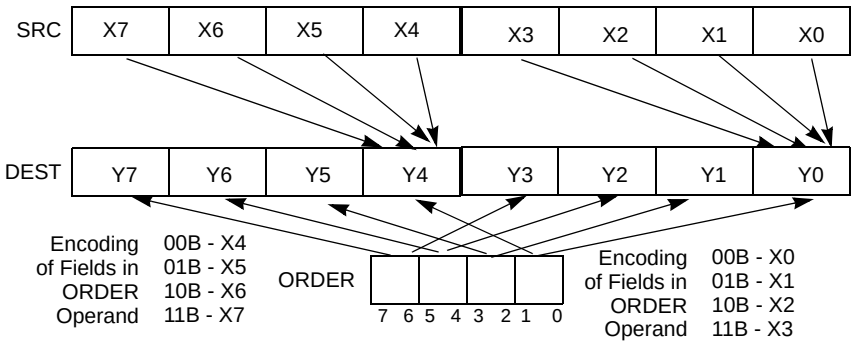

Figure 4-12 256-bit VPSHUFD Instruction Operation

The source operand can be an XMM register or a 128-bit memory location. The destination operand is an XMM register. The order operand is an 8-bit immediate. Note that this instruction permits a doubleword in the source operand to be copied to more than one doubleword location in the destination operand.

Legacy SSE instructions: In 64-bit mode using a REX prefix in the form of REX.R permits this instruction to access additional registers (XMM8-XMM15).

128-bit Legacy SSE version: Bits (VLMAX-1:128) of the corresponding YMM destination register remain unchanged.

VEX.128 encoded version: Bits (VLMAX-1:128) of the destination YMM register are zeroed.

VEX.256 encoded version: Bits (255:128) of the destination stores the shuffled results of the upper 16 bytes of the source operand using the immediate byte as the order operand.

Note: VEX.vvvv is reserved and must be 1111b, VEX.L must be 0, otherwise the instruction will #UD.

Operation

PSHUFD (128-bit Legacy SSE version)

```
DEST[31:0] ← (SRC >> (ORDER[1:0] * 32))[31:0];
DEST[63:32] ← (SRC >> (ORDER[3:2] * 32))[31:0];
DEST[95:64] ← (SRC >> (ORDER[5:4] * 32))[31:0];
DEST[127:96] ← (SRC >> (ORDER[7:6] * 32))[31:0];
DEST[VLMAX-1:128] (Unmodified)
```

VPSHUFD (VEX.128 encoded version)

```
DEST[31:0] ← (SRC >> (ORDER[1:0] * 32))[31:0];
DEST[63:32] ← (SRC >> (ORDER[3:2] * 32))[31:0];
DEST[95:64] ← (SRC >> (ORDER[5:4] * 32))[31:0];
DEST[127:96] ← (SRC >> (ORDER[7:6] * 32))[31:0];
DEST[VLMAX-1:128] ← 0
```

VPSHUFD (VEX.256 encoded version)

```
DEST[31:0] ← (SRC[127:0] >> (ORDER[1:0] * 32))[31:0];
DEST[63:32] ← (SRC[127:0] >> (ORDER[3:2] * 32))[31:0];
DEST[95:64] ← (SRC[127:0] >> (ORDER[5:4] * 32))[31:0];
DEST[127:96] ← (SRC[127:0] >> (ORDER[7:6] * 32))[31:0];
DEST[159:128] ← (SRC[255:128] >> (ORDER[1:0] * 32))[31:0];
DEST[191:160] ← (SRC[255:128] >> (ORDER[3:2] * 32))[31:0];
DEST[223:192] ← (SRC[255:128] >> (ORDER[5:4] * 32))[31:0];
DEST[255:224] ← (SRC[255:128] >> (ORDER[7:6] * 32))[31:0];
```

Intel C/C++ Compiler Intrinsic Equivalent

(V)PSHUFD: __m128i _mm_shuffle_epi32(__m128i a, int n)

VPSHUFD: __m256i _mm256_shuffle_epi32(__m256i a, const int n)

Flags Affected

None.

SIMD Floating-Point Exceptions

None.

Other Exceptions

See Exceptions Type 4; additionally

#UD	If VEX.L = 1.
	If VEX.vvvv != 1111B.

...

PSHUFHW—Shuffle Packed High Words

Opcode/ Instruction	Op/ En	64/32 bit Mode Support	CPUID Feature Flag	Description
F3 0F 70 /*r* ib PSHUFHW *xmm1*, *xmm2/m128*, *imm8*	RMI	V/V	SSE2	Shuffle the high words in *xmm2/m128* based on the encoding in *imm8* and store the result in *xmm1*.
VEX.128.F3.0F.WIG 70 /r ib VPSHUFHW *xmm1*, *xmm2/m128*, *imm8*	RMI	V/V	AVX	Shuffle the high words in *xmm2/m128* based on the encoding in *imm8* and store the result in *xmm1*.
VEX.256.F3.0F.WIG 70 /r ib VPSHUFHW *ymm1*, *ymm2/m256*, *imm8*	RMI	V/V	AVX2	Shuffle the high words in *ymm2/m256* based on the encoding in *imm8* and store the result in *ymm1*.

Instruction Operand Encoding

Op/En	Operand 1	Operand 2	Operand 3	Operand 4
RMI	ModRM:reg (w)	ModRM:r/m (r)	imm8	NA

Description

Copies words from the high quadword of a 128-bit lane of the source operand and inserts them in the high quadword of the destination operand at word locations (of the respective lane) selected with the immediate operand . This 256-bit operation is similar to the in-lane operation used by the 256-bit VPSHUFD instruction, which is illustrated in Figure 4-12. For 128-bit operation, only the low 128-bit lane is operative. Each 2-bit field in the immediate operand selects the contents of one word location in the high quadword of the destination operand. The binary encodings of the immediate operand fields select words (0, 1, 2 or 3, 4) from the high quadword of the source operand to be copied to the destination operand. The low quadword of the source operand is copied to the low quadword of the destination operand, for each 128-bit lane.

Note that this instruction permits a word in the high quadword of the source operand to be copied to more than one word location in the high quadword of the destination operand.

In 64-bit mode, using a REX prefix in the form of REX.R permits this instruction to access additional registers (XMM8-XMM15).

128-bit Legacy SSE version: The destination operand is an XMM register. The source operand can be an XMM register or a 128-bit memory location. Bits (VLMAX-1:128) of the corresponding YMM destination register remain unchanged.

VEX.128 encoded version: The destination operand is an XMM register. The source operand can be an XMM register or a 128-bit memory location. Bits (VLMAX-1:128) of the destination YMM register are zeroed. VEX.vvvv is reserved and must be 1111b, VEX.L must be 0, otherwise the instruction will #UD.

VEX.256 encoded version: The destination operand is an YMM register. The source operand can be an YMM register or a 256-bit memory location.

Note: In VEX encoded versions VEX.vvvv is reserved and must be 1111b otherwise instructions will #UD.

Operation

PSHUFHW (128-bit Legacy SSE version)

```
DEST[63:0] ← SRC[63:0]
DEST[79:64] ← (SRC >> (imm[1:0] *16))[79:64]
DEST[95:80] ← (SRC >> (imm[3:2] * 16))[79:64]
DEST[111:96] ← (SRC >> (imm[5:4] * 16))[79:64]
```

DEST[127:112] ← (SRC >> (imm[7:6] * 16))[79:64]
DEST[VLMAX-1:128] (Unmodified)

VPSHUFHW (VEX.128 encoded version)
DEST[63:0] ← SRC1[63:0]
DEST[79:64] ← (SRC1 >> (imm[1:0] *16))[79:64]
DEST[95:80] ← (SRC1 >> (imm[3:2] * 16))[79:64]
DEST[111:96] ← (SRC1 >> (imm[5:4] * 16))[79:64]
DEST[127:112] ← (SRC1 >> (imm[7:6] * 16))[79:64]
DEST[VLMAX-1:128] ← 0

VPSHUFHW (VEX.256 encoded version)
DEST[63:0] ← SRC1[63:0]
DEST[79:64] ← (SRC1 >> (imm[1:0] *16))[79:64]
DEST[95:80] ← (SRC1 >> (imm[3:2] * 16))[79:64]
DEST[111:96] ← (SRC1 >> (imm[5:4] * 16))[79:64]
DEST[127:112] ← (SRC1 >> (imm[7:6] * 16))[79:64]
DEST[191:128] ← SRC1[191:128]
DEST[207192] ← (SRC1 >> (imm[1:0] *16))[207:192]
DEST[223:208] ← (SRC1 >> (imm[3:2] * 16))[207:192]
DEST[239:224] ← (SRC1 >> (imm[5:4] * 16))[207:192]
DEST[255:240] ← (SRC1 >> (imm[7:6] * 16))[207:192]

Intel C/C++ Compiler Intrinsic Equivalent

(V)PSHUFHW: __m128i _mm_shufflehi_epi16(__m128i a, int n)

VPSHUFHW: __m256i _mm256_shufflehi_epi16(__m256i a, const int n)

Flags Affected

None.

SIMD Floating-Point Exceptions

None.

Other Exceptions

See Exceptions Type 4; additionally

#UD	If VEX.L = 1.
	If VEX.vvvv != 1111B.

...

PSHUFLW—Shuffle Packed Low Words

Opcode/ Instruction	Op/ En	64/32 bit Mode Support	CPUID Feature Flag	Description
F2 0F 70 /*r* ib PSHUFLW *xmm1*, *xmm2/m128*, *imm8*	RMI	V/V	SSE2	Shuffle the low words in *xmm2/m128* based on the encoding in *imm8* and store the result in *xmm1*.
VEX.128.F2.0F.WIG 70 /r ib VPSHUFLW *xmm1*, *xmm2/m128*, *imm8*	RMI	V/V	AVX	Shuffle the low words in *xmm2/m128* based on the encoding in *imm8* and store the result in *xmm1*.
VEX.256.F2.0F.WIG 70 /r ib VPSHUFLW *ymm1*, *ymm2/m256*, *imm8*	RMI	V/V	AVX2	Shuffle the low words in *ymm2/m256* based on the encoding in *imm8* and store the result in *ymm1*.

Instruction Operand Encoding

Op/En	Operand 1	Operand 2	Operand 3	Operand 4
RMI	ModRM:reg (w)	ModRM:r/m (r)	imm8	NA

Description

Copies words from the low quadword of a 128-bit lane of the source operand and inserts them in the low quadword of the destination operand at word locations (of the respective lane) selected with the immediate operand. The 256-bit operation is similar to the in-lane operation used by the 256-bit VPSHUFD instruction, which is illustrated in Figure 4-12. For 128-bit operation, only the low 128-bit lane is operative. Each 2-bit field in the immediate operand selects the contents of one word location in the low quadword of the destination operand. The binary encodings of the immediate operand fields select words (0, 1, 2 or 3) from the low quadword of the source operand to be copied to the destination operand. The high quadword of the source operand is copied to the high quadword of the destination operand, for each 128-bit lane.

Note that this instruction permits a word in the low quadword of the source operand to be copied to more than one word location in the low quadword of the destination operand.

In 64-bit mode, using a REX prefix in the form of REX.R permits this instruction to access additional registers (XMM8-XMM15).

128-bit Legacy SSE version: The destination operand is an XMM register. The source operand can be an XMM register or a 128-bit memory location. Bits (VLMAX-1:128) of the corresponding YMM destination register remain unchanged.

VEX.128 encoded version: The destination operand is an XMM register. The source operand can be an XMM register or a 128-bit memory location. Bits (VLMAX-1:128) of the destination YMM register are zeroed.

VEX.256 encoded version: The destination operand is an YMM register. The source operand can be an YMM register or a 256-bit memory location.

Note: VEX.vvvv is reserved and must be 1111b, VEX.L must be 0, otherwise instructions will #UD.

Operation

PSHUFLW (128-bit Legacy SSE version)

```
DEST[15:0] ← (SRC >> (imm[1:0] *16))[15:0]
DEST[31:16] ← (SRC >> (imm[3:2] * 16))[15:0]
DEST[47:32] ← (SRC >> (imm[5:4] * 16))[15:0]
DEST[63:48] ← (SRC >> (imm[7:6] * 16))[15:0]
```

DEST[127:64] ← SRC[127:64]
DEST[VLMAX-1:128] (Unmodified)

VPSHUFLW (VEX.128 encoded version)
DEST[15:0] ← (SRC1 >> (imm[1:0] *16))[15:0]
DEST[31:16] ← (SRC1 >> (imm[3:2] * 16))[15:0]
DEST[47:32] ← (SRC1 >> (imm[5:4] * 16))[15:0]
DEST[63:48] ← (SRC1 >> (imm[7:6] * 16))[15:0]
DEST[127:64] ← SRC[127:64]
DEST[VLMAX-1:128] ← 0

VPSHUFLW (VEX.256 encoded version)
DEST[15:0] ← (SRC1 >> (imm[1:0] *16))[15:0]
DEST[31:16] ← (SRC1 >> (imm[3:2] * 16))[15:0]
DEST[47:32] ← (SRC1 >> (imm[5:4] * 16))[15:0]
DEST[63:48] ← (SRC1 >> (imm[7:6] * 16))[15:0]
DEST[127:64] ← SRC1[127:64]
DEST[143:128] ← (SRC1 >> (imm[1:0] *16))[143:128]
DEST[159:144] ← (SRC1 >> (imm[3:2] * 16))[143:128]
DEST[175:160] ← (SRC1 >> (imm[5:4] * 16))[143:128]
DEST[191:176] ← (SRC1 >> (imm[7:6] * 16))[143:128]
DEST[255:192] ← SRC1[255:192]

Intel C/C++ Compiler Intrinsic Equivalent

(V)PSHUFLW: __m128i _mm_shufflelo_epi16(__m128i a, int n)

VPSHUFLW: __m256i _mm256_shufflelo_epi16(__m256i a, const int n)

Flags Affected

None.

SIMD Floating-Point Exceptions

None.

Other Exceptions

See Exceptions Type 4; additionally

#UD	If VEX.L = 1.
	If VEX.vvvv != 1111B.

...

PSIGNB/PSIGNW/PSIGND — Packed SIGN

Opcode/ Instruction	Op/ En	64/32 bit Mode Support	CPUID Feature Flag	Description
0F 38 08 /r[1] PSIGNB *mm1*, *mm2/m64*	RM	V/V	SSSE3	Negate/zero/preserve packed byte integers in *mm1* depending on the corresponding sign in *mm2/m64*.
66 0F 38 08 /r PSIGNB *xmm1*, *xmm2/m128*	RM	V/V	SSSE3	Negate/zero/preserve packed byte integers in *xmm1* depending on the corresponding sign in *xmm2/m128*.
0F 38 09 /r[1] PSIGNW *mm1*, *mm2/m64*	RM	V/V	SSSE3	Negate/zero/preserve packed word integers in *mm1* depending on the corresponding sign in *mm2/m128*.
66 0F 38 09 /r PSIGNW *xmm1*, *xmm2/m128*	RM	V/V	SSSE3	Negate/zero/preserve packed word integers in *xmm1* depending on the corresponding sign in *xmm2/m128*.
0F 38 0A /r[1] PSIGND *mm1*, *mm2/m64*	RM	V/V	SSSE3	Negate/zero/preserve packed doubleword integers in *mm1* depending on the corresponding sign in *mm2/m128*.
66 0F 38 0A /r PSIGND *xmm1*, *xmm2/m128*	RM	V/V	SSSE3	Negate/zero/preserve packed doubleword integers in *xmm1* depending on the corresponding sign in *xmm2/m128*.
VEX.NDS.128.66.0F38.WIG 08 /r VPSIGNB *xmm1*, *xmm2*, *xmm3/m128*	RVM	V/V	AVX	Negate/zero/preserve packed byte integers in *xmm2* depending on the corresponding sign in *xmm3/m128*.
VEX.NDS.128.66.0F38.WIG 09 /r VPSIGNW *xmm1*, *xmm2*, *xmm3/m128*	RVM	V/V	AVX	Negate/zero/preserve packed word integers in *xmm2* depending on the corresponding sign in *xmm3/m128*.
VEX.NDS.128.66.0F38.WIG 0A /r VPSIGND *xmm1*, *xmm2*, *xmm3/m128*	RVM	V/V	AVX	Negate/zero/preserve packed doubleword integers in *xmm2* depending on the corresponding sign in *xmm3/m128*.
VEX.NDS.256.66.0F38.WIG 08 /r VPSIGNB *ymm1*, *ymm2*, *ymm3/m256*	RVM	V/V	AVX2	Negate packed byte integers in *ymm2* if the corresponding sign in *ymm3/m256* is less than zero.
VEX.NDS.256.66.0F38.WIG 09 /r VPSIGNW *ymm1*, *ymm2*, *ymm3/m256*	RVM	V/V	AVX2	Negate packed 16-bit integers in *ymm2* if the corresponding sign in *ymm3/m256* is less than zero.
VEX.NDS.256.66.0F38.WIG 0A /r VPSIGND *ymm1*, *ymm2*, *ymm3/m256*	RVM	V/V	AVX2	Negate packed doubleword integers in *ymm2* if the corresponding sign in *ymm3/m256* is less than zero.

NOTES:

1. See note in Section 2.4, “Instruction Exception Specification” in the *Intel® 64 and IA-32 Architectures Software Developer’s Manual, Volume 2A* and Section 22.25.3, “Exception Conditions of Legacy SIMD Instructions Operating on MMX Registers” in the *Intel® 64 and IA-32 Architectures Software Developer’s Manual, Volume 3A*.

Instruction Operand Encoding

Op/En	Operand 1	Operand 2	Operand 3	Operand 4
RM	ModRM:reg (r, w)	ModRM:r/m (r)	NA	NA
RVM	ModRM:reg (w)	VEX.vvvv (r)	ModRM:r/m (r)	NA

Description

(V)PSIGNB/(V)PSIGNW/(V)PSIGND negates each data element of the destination operand (the first operand) if the signed integer value of the corresponding data element in the source operand (the second operand) is less than zero. If the signed integer value of a data element in the source operand is positive, the corresponding data element in the destination operand is unchanged. If a data element in the source operand is zero, the corresponding data element in the destination operand is set to zero.

(V)PSIGNB operates on signed bytes. (V)PSIGNW operates on 16-bit signed words. (V)PSIGND operates on signed 32-bit integers. When the source operand is a 128bit memory operand, the operand must be aligned on a 16-byte boundary or a general-protection exception (#GP) will be generated.

Legacy SSE instructions: Both operands can be MMX registers. In 64-bit mode, use the REX prefix to access additional registers.

128-bit Legacy SSE version: The first source and destination operands are XMM registers. The second source operand is an XMM register or a 128-bit memory location. Bits (VLMAX-1:128) of the corresponding YMM destination register remain unchanged.

VEX.128 encoded version: The first source and destination operands are XMM registers. The second source operand is an XMM register or a 128-bit memory location. Bits (VLMAX-1:128) of the destination YMM register are zeroed. VEX.L must be 0, otherwise instructions will #UD.

VEX.256 encoded version: The first source and destination operands are YMM registers. The second source operand is an YMM register or a 256-bit memory location.

Operation

PSIGNB (with 64 bit operands)

```
IF (SRC[7:0] < 0 )
    DEST[7:0] ← Neg(DEST[7:0])
ELSEIF (SRC[7:0] = 0 )
    DEST[7:0] ← 0
ELSEIF (SRC[7:0] > 0 )
    DEST[7:0] ← DEST[7:0]
Repeat operation for 2nd through 7th bytes

IF (SRC[63:56] < 0 )
    DEST[63:56] ← Neg(DEST[63:56])
ELSEIF (SRC[63:56] = 0 )
    DEST[63:56] ← 0
ELSEIF (SRC[63:56] > 0 )
    DEST[63:56] ← DEST[63:56]
```

PSIGNB (with 128 bit operands)

```
IF (SRC[7:0] < 0 )
    DEST[7:0] ← Neg(DEST[7:0])
ELSEIF (SRC[7:0] = 0 )
    DEST[7:0] ← 0
ELSEIF (SRC[7:0] > 0 )
```

```
        DEST[7:0] ← DEST[7:0]
    Repeat operation for 2nd through 15th bytes
    IF (SRC[127:120] < 0 )
        DEST[127:120] ← Neg(DEST[127:120])
    ELSEIF (SRC[127:120] = 0 )
        DEST[127:120] ← 0
    ELSEIF (SRC[127:120] > 0 )
        DEST[127:120] ← DEST[127:120]
```

VPSIGNB (VEX.128 encoded version)

```
DEST[127:0] ←BYTE_SIGN(SRC1, SRC2)
DEST[VLMAX-1:128] ← 0
```

VPSIGNB (VEX.256 encoded version)

```
DEST[255:0] ←BYTE_SIGN_256b(SRC1, SRC2)
```

PSIGNW (with 64 bit operands)

```
    IF (SRC[15:0] < 0 )
        DEST[15:0] ← Neg(DEST[15:0])
    ELSEIF (SRC[15:0] = 0 )
        DEST[15:0] ← 0
    ELSEIF (SRC[15:0] > 0 )
        DEST[15:0] ← DEST[15:0]
Repeat operation for 2nd through 3rd words
    IF (SRC[63:48] < 0 )
        DEST[63:48] ← Neg(DEST[63:48])
    ELSEIF (SRC[63:48] = 0 )
        DEST[63:48] ← 0
    ELSEIF (SRC[63:48] > 0 )
        DEST[63:48] ← DEST[63:48]
```

PSIGNW (with 128 bit operands)

```
    IF (SRC[15:0] < 0 )
        DEST[15:0] ← Neg(DEST[15:0])
    ELSEIF (SRC[15:0] = 0 )
        DEST[15:0] ← 0
    ELSEIF (SRC[15:0] > 0 )
        DEST[15:0] ← DEST[15:0]
    Repeat operation for 2nd through 7th words
    IF (SRC[127:112] < 0 )
        DEST[127:112] ← Neg(DEST[127:112])
    ELSEIF (SRC[127:112] = 0 )
        DEST[127:112] ← 0
    ELSEIF (SRC[127:112] > 0 )
        DEST[127:112] ← DEST[127:112]
```

VPSIGNW (VEX.128 encoded version)

```
DEST[127:0] ←WORD_SIGN(SRC1, SRC2)
DEST[VLMAX-1:128] ← 0
```

VPSIGNW (VEX.256 encoded version)

```
DEST[255:0] ←WORD_SIGN(SRC1, SRC2)
```

PSIGND (with 64 bit operands)

```
IF (SRC[31:0] < 0 )
    DEST[31:0] ← Neg(DEST[31:0])
ELSEIF (SRC[31:0] = 0 )
    DEST[31:0] ← 0
ELSEIF (SRC[31:0] > 0 )
    DEST[31:0] ← DEST[31:0]
IF (SRC[63:32] < 0 )
    DEST[63:32] ← Neg(DEST[63:32])
ELSEIF (SRC[63:32] = 0 )
    DEST[63:32] ← 0
ELSEIF (SRC[63:32] > 0 )
    DEST[63:32] ← DEST[63:32]
```

PSIGND (with 128 bit operands)

```
IF (SRC[31:0] < 0 )
    DEST[31:0] ← Neg(DEST[31:0])
ELSEIF (SRC[31:0] = 0 )
    DEST[31:0] ← 0
ELSEIF (SRC[31:0] > 0 )
    DEST[31:0] ← DEST[31:0]
Repeat operation for 2nd through 3rd double words
IF (SRC[127:96] < 0 )
    DEST[127:96] ← Neg(DEST[127:96])
ELSEIF (SRC[127:96] = 0 )
    DEST[127:96] ← 0
ELSEIF (SRC[127:96] > 0 )
    DEST[127:96] ← DEST[127:96]
```

VPSIGND (VEX.128 encoded version)

```
DEST[127:0] ←DWORD_SIGN(SRC1, SRC2)
DEST[VLMAX-1:128] ← 0
```

VPSIGND (VEX.256 encoded version)

```
DEST[255:0] ←DWORD_SIGN(SRC1, SRC2)
```

Intel C/C++ Compiler Intrinsic Equivalent

PSIGNB: __m64 _mm_sign_pi8 (__m64 a, __m64 b)

(V)PSIGNB: __m128i _mm_sign_epi8 (__m128i a, __m128i b)

VPSIGNB: __m256i _mm256_sign_epi8 (__m256i a, __m256i b)

PSIGNW: __m64 _mm_sign_pi16 (__m64 a, __m64 b)

(V)PSIGNW: __m128i _mm_sign_epi16 (__m128i a, __m128i b)

VPSIGNW: __m256i _mm256_sign_epi16 (__m256i a, __m256i b)

PSIGND: __m64 _mm_sign_pi32 (__m64 a, __m64 b)

(V)PSIGND: __m128i _mm_sign_epi32 (__m128i a, __m128i b)

VPSIGND: __m256i _mm256_sign_epi32 (__m256i a, __m256i b)

SIMD Floating-Point Exceptions

None.

Other Exceptions

See Exceptions Type 4; additionally

#UD	If VEX.L = 1.

...

PSLLDQ—Shift Double Quadword Left Logical

Opcode/ Instruction	Op/ En	64/32 bit Mode Support	CPUID Feature Flag	Description
66 0F 73 /7 ib PSLLDQ *xmm1*, *imm8*	MI	V/V	SSE2	Shift *xmm1* left by *imm8* bytes while shifting in 0s.
VEX.NDD.128.66.0F.WIG 73 /7 ib VPSLLDQ *xmm1*, *xmm2*, *imm8*	VMI	V/V	AVX	Shift *xmm2* left by *imm8* bytes while shifting in 0s and store result in *xmm1*.
VEX.NDD.256.66.0F.WIG 73 /7 ib VPSLLDQ *ymm1*, *ymm2*, *imm8*	VMI	V/V	AVX2	Shift *ymm2* left by *imm8* bytes while shifting in 0s and store result in *ymm1*.

Instruction Operand Encoding

Op/En	Operand 1	Operand 2	Operand 3	Operand 4
MI	ModRM:r/m (r, w)	imm8	NA	NA
VMI	VEX.vvvv (w)	ModRM:r/m (r)	imm8	NA

Description

Shifts the destination operand (first operand) to the left by the number of bytes specified in the count operand (second operand). The empty low-order bytes are cleared (set to all 0s). If the value specified by the count operand is greater than 15, the destination operand is set to all 0s. The count operand is an 8-bit immediate.

128-bit Legacy SSE version: The source and destination operands are the same. Bits (VLMAX-1:128) of the corresponding YMM destination register remain unchanged.

VEX.128 encoded version: The source and destination operands are XMM registers. Bits (VLMAX-1:128) of the destination YMM register are zeroed.

VEX.256 encoded version: The source operand is a YMM register. The destination operand is a YMM register. The count operand applies to both the low and high 128-bit lanes.

Note: VEX.vvvv encodes the destination register, and VEX.B + ModRM.r/m encodes the source register. VEX.L must be 0, otherwise instructions will #UD.

Operation

PSLLDQ(128-bit Legacy SSE version)

```
TEMP ← COUNT
IF (TEMP > 15) THEN TEMP ← 16; FI
DEST ← DEST << (TEMP * 8)
DEST[VLMAX-1:128] (Unmodified)
```

VPSLLDQ (VEX.128 encoded version)

```
TEMP ← COUNT
IF (TEMP > 15) THEN TEMP ← 16; FI
DEST ← SRC << (TEMP * 8)
DEST[VLMAX-1:128] ← 0
```

VPSLLDQ (VEX.256 encoded version)
TEMP ← COUNT
IF (TEMP > 15) THEN TEMP **?** 16; FI
DEST[127:0] ← SRC[127:0] << (TEMP * 8)
DEST[255:128] ← SRC[255:128] << (TEMP * 8)

Intel C/C++ Compiler Intrinsic Equivalent

(V)PSLLDQ: __m128i _mm_slli_si128 (__m128i a, int imm)

VPSLLDQ: __m256i _mm256_slli_si256 (__m256i a, const int imm)

Flags Affected

None.

Numeric Exceptions

None.

Other Exceptions

See Exceptions Type 7; additionally

#UD	If VEX.L = 1.

...

PSLLW/PSLLD/PSLLQ—Shift Packed Data Left Logical

Opcode/ Instruction	Op/ En	64/32 bit Mode Support	CPUID Feature Flag	Description
0F F1 /r[1] PSLLW *mm, mm/m64*	RM	V/V	MMX	Shift words in *mm* left *mm/m64* while shifting in 0s.
66 0F F1 /r PSLLW *xmm1*, *xmm2/m128*	RM	V/V	SSE2	Shift words in *xmm1* left by *xmm2/m128* while shifting in 0s.
0F 71 /6 ib PSLLW *mm1*, *imm8*	MI	V/V	MMX	Shift words in *mm* left by *imm8* while shifting in 0s.
66 0F 71 /6 ib PSLLW *xmm1*, *imm8*	MI	V/V	SSE2	Shift words in *xmm1* left by *imm8* while shifting in 0s.
0F F2 /r[1] PSLLD *mm, mm/m64*	RM	V/V	MMX	Shift doublewords in *mm* left by *mm/m64* while shifting in 0s.
66 0F F2 /r PSLLD *xmm1*, *xmm2/m128*	RM	V/V	SSE2	Shift doublewords in *xmm1* left by *xmm2/m128* while shifting in 0s.
0F 72 /6 ib[1] PSLLD *mm, imm8*	MI	V/V	MMX	Shift doublewords in *mm* left by *imm8* while shifting in 0s.
66 0F 72 /6 ib PSLLD *xmm1*, *imm8*	MI	V/V	SSE2	Shift doublewords in *xmm1* left by *imm8* while shifting in 0s.
0F F3 /r[1] PSLLQ *mm, mm/m64*	RM	V/V	MMX	Shift quadword in *mm* left by *mm/m64* while shifting in 0s.
66 0F F3 /r PSLLQ *xmm1*, *xmm2/m128*	RM	V/V	SSE2	Shift quadwords in *xmm1* left by *xmm2/m128* while shifting in 0s.
0F 73 /6 ib[1] PSLLQ *mm, imm8*	MI	V/V	MMX	Shift quadword in *mm* left by *imm8* while shifting in 0s.
66 0F 73 /6 ib PSLLQ *xmm1*, *imm8*	MI	V/V	SSE2	Shift quadwords in *xmm1* left by *imm8* while shifting in 0s.
VEX.NDS.128.66.0F.WIG F1 /r VPSLLW *xmm1, xmm2, xmm3/m128*	RVM	V/V	AVX	Shift words in *xmm2* left by amount specified in *xmm3/m128* while shifting in 0s.
VEX.NDD.128.66.0F.WIG 71 /6 ib VPSLLW *xmm1, xmm2, imm8*	VMI	V/V	AVX	Shift words in *xmm2* left by *imm8* while shifting in 0s.
VEX.NDS.128.66.0F.WIG F2 /r VPSLLD *xmm1, xmm2, xmm3/m128*	RVM	V/V	AVX	Shift doublewords in *xmm2* left by amount specified in *xmm3/m128* while shifting in 0s.
VEX.NDD.128.66.0F.WIG 72 /6 ib VPSLLD *xmm1, xmm2, imm8*	VMI	V/V	AVX	Shift doublewords in *xmm2* left by *imm8* while shifting in 0s.
VEX.NDS.128.66.0F.WIG F3 /r VPSLLQ *xmm1, xmm2, xmm3/m128*	RVM	V/V	AVX	Shift quadwords in *xmm2* left by amount specified in *xmm3/m128* while shifting in 0s.
VEX.NDD.128.66.0F.WIG 73 /6 ib VPSLLQ *xmm1, xmm2, imm8*	VMI	V/V	AVX	Shift quadwords in *xmm2* left by *imm8* while shifting in 0s.

VEX.NDS.256.66.0F.WIG F1 /r VPSLLW *ymm1, ymm2, xmm3/m128*	RVM	V/V	AVX2	Shift words in *ymm2* left by amount specified in *xmm3/m128* while shifting in 0s.
VEX.NDD.256.66.0F.WIG 71 /6 ib VPSLLW *ymm1, ymm2, imm8*	VMI	V/V	AVX2	Shift words in *ymm2* left by *imm8* while shifting in 0s.
VEX.NDS.256.66.0F.WIG F2 /r VPSLLD *ymm1, ymm2, xmm3/m128*	RVM	V/V	AVX2	Shift doublewords in *ymm2* left by amount specified in *xmm3/m128* while shifting in 0s.
VEX.NDD.256.66.0F.WIG 72 /6 ib VPSLLD *ymm1, ymm2, imm8*	VMI	V/V	AVX2	Shift doublewords in *ymm2* left by *imm8* while shifting in 0s.
VEX.NDS.256.66.0F.WIG F3 /r VPSLLQ *ymm1, ymm2, xmm3/m128*	RVM	V/V	AVX2	Shift quadwords in *ymm2* left by amount specified in *xmm3/m128* while shifting in 0s.
VEX.NDD.256.66.0F.WIG 73 /6 ib VPSLLQ *ymm1, ymm2, imm8*	VMI	V/V	AVX2	Shift quadwords in *ymm2* left by *imm8* while shifting in 0s.

NOTES:

1. See note in Section 2.4, “Instruction Exception Specification” in the *Intel® 64 and IA-32 Architectures Software Developer’s Manual, Volume 2A* and Section 22.25.3, “Exception Conditions of Legacy SIMD Instructions Operating on MMX Registers” in the *Intel® 64 and IA-32 Architectures Software Developer’s Manual, Volume 3A*.

Instruction Operand Encoding

Op/En	Operand 1	Operand 2	Operand 3	Operand 4
RM	ModRM:reg (r, w)	ModRM:r/m (r)	NA	NA
MI	ModRM:r/m (r, w)	imm8	NA	NA
RVM	ModRM:reg (w)	VEX.vvvv (r)	ModRM:r/m (r)	NA
VMI	VEX.vvvv (w)	ModRM:r/m (r)	imm8	NA

Description

Shifts the bits in the individual data elements (words, doublewords, or quadword) in the destination operand (first operand) to the left by the number of bits specified in the count operand (second operand). As the bits in the data elements are shifted left, the empty low-order bits are cleared (set to 0). If the value specified by the count operand is greater than 15 (for words), 31 (for doublewords), or 63 (for a quadword), then the destination operand is set to all 0s. Figure 4-13 gives an example of shifting words in a 64-bit operand.

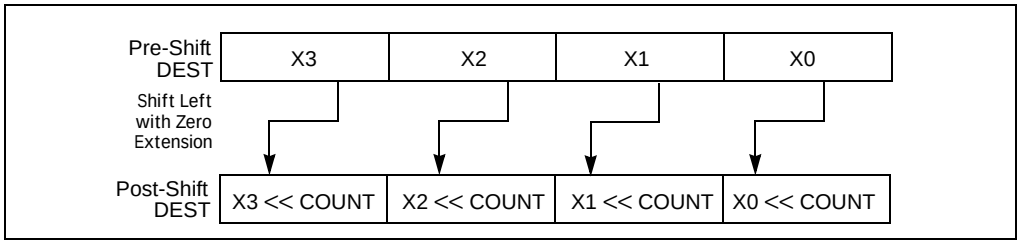

Figure 4-13 PSLLW, PSLLD, and PSLLQ Instruction Operation Using 64-bit Operand

The (V)PSLLW instruction shifts each of the words in the destination operand to the left by the number of bits specified in the count operand; the (V)PSLLD instruction shifts each of the doublewords in the destination operand; and the (V)PSLLQ instruction shifts the quadword (or quadwords) in the destination operand.

In 64-bit mode, using a REX prefix in the form of REX.R permits this instruction to access additional registers (XMM8-XMM15).

Legacy SSE instructions: The destination operand is an MMX technology register; the count operand can be either an MMX technology register or an 64-bit memory location.

128-bit Legacy SSE version: The destination and first source operands are XMM registers. Bits (VLMAX-1:128) of the corresponding YMM destination register remain unchanged. The count operand can be either an XMM register or a 128-bit memory location or an 8-bit immediate. If the count operand is a memory address, 128 bits are loaded but the upper 64 bits are ignored.

VEX.128 encoded version: The destination and first source operands are XMM registers. Bits (VLMAX-1:128) of the destination YMM register are zeroed. The count operand can be either an XMM register or a 128-bit memory location or an 8-bit immediate. If the count operand is a memory address, 128 bits are loaded but the upper 64 bits are ignored.

VEX.256 encoded version: The destination and first source operands are YMM registers. The count operand can be either an XMM register or a 128-bit memory location or an 8-bit immediate.

Note: For shifts with an immediate count (VEX.128.66.0F 71-73 /6), VEX.vvvv encodes the destination register, and VEX.B + ModRM.r/m encodes the source register. VEX.L must be 0, otherwise instructions will #UD.

Operation

PSLLW (with 64-bit operand)

```
IF (COUNT > 15)
THEN
    DEST[64:0] ← 0000000000000000H;
ELSE
    DEST[15:0] ← ZeroExtend(DEST[15:0] << COUNT);
    (* Repeat shift operation for 2nd and 3rd words *)
    DEST[63:48] ← ZeroExtend(DEST[63:48] << COUNT);
FI;
```

PSLLD (with 64-bit operand)

```
IF (COUNT > 31)
THEN
    DEST[64:0] ← 0000000000000000H;
ELSE
    DEST[31:0] ← ZeroExtend(DEST[31:0] << COUNT);
    DEST[63:32] ← ZeroExtend(DEST[63:32] << COUNT);
FI;
```

PSLLQ (with 64-bit operand)

```
IF (COUNT > 63)
THEN
    DEST[64:0] ← 0000000000000000H;
ELSE
    DEST ← ZeroExtend(DEST << COUNT);
FI;
```

PSLLW (with 128-bit operand)

```
COUNT ← COUNT_SOURCE[63:0];
IF (COUNT > 15)
THEN
    DEST[128:0] ← 00000000000000000000000000000000H;
```

```
    ELSE
        DEST[15:0] ← ZeroExtend(DEST[15:0] << COUNT);
        (* Repeat shift operation for 2nd through 7th words *)
        DEST[127:112] ← ZeroExtend(DEST[127:112] << COUNT);
    FI;
```

PSLLD (with 128-bit operand)

```
    COUNT ← COUNT_SOURCE[63:0];
    IF (COUNT > 31)
    THEN
        DEST[128:0] ← 00000000000000000000000000000000H;
    ELSE
        DEST[31:0] ← ZeroExtend(DEST[31:0] << COUNT);
        (* Repeat shift operation for 2nd and 3rd doublewords *)
        DEST[127:96] ← ZeroExtend(DEST[127:96] << COUNT);
    FI;
```

PSLLQ (with 128-bit operand)

```
    COUNT ← COUNT_SOURCE[63:0];
    IF (COUNT > 63)
    THEN
        DEST[128:0] ← 00000000000000000000000000000000H;
    ELSE
        DEST[63:0] ← ZeroExtend(DEST[63:0] << COUNT);
        DEST[127:64] ← ZeroExtend(DEST[127:64] << COUNT);
    FI;
```

PSLLW (xmm, xmm, xmm/m128)

```
DEST[127:0] ← LOGICAL_LEFT_SHIFT_WORDS(DEST, SRC)
DEST[VLMAX-1:128] (Unmodified)
```

PSLLW (xmm, imm8)

```
DEST[127:0] ← LOGICAL_LEFT_SHIFT_WORDS(DEST, imm8)
DEST[VLMAX-1:128] (Unmodified)
```

VPSLLD (xmm, xmm, xmm/m128)

```
DEST[127:0] ← LOGICAL_LEFT_SHIFT_DWORDS(SRC1, SRC2)
DEST[VLMAX-1:128] ← 0
```

VPSLLD (xmm, imm8)

```
DEST[127:0] ← LOGICAL_LEFT_SHIFT_DWORDS(SRC1, imm8)
DEST[VLMAX-1:128] ← 0
```

PSLLD (xmm, xmm, xmm/m128)

```
DEST[127:0] ← LOGICAL_LEFT_SHIFT_DWORDS(DEST, SRC)
DEST[VLMAX-1:128] (Unmodified)
```

PSLLD (xmm, imm8)

```
DEST[127:0] ← LOGICAL_LEFT_SHIFT_DWORDS(DEST, imm8)
DEST[VLMAX-1:128] (Unmodified)
```

VPSLLQ (xmm, xmm, xmm/m128)
DEST[127:0] ← LOGICAL_LEFT_SHIFT_QWORDS(SRC1, SRC2)
DEST[VLMAX-1:128] ← 0

VPSLLQ (xmm, imm8)
DEST[127:0] ← LOGICAL_LEFT_SHIFT_QWORDS(SRC1, imm8)
DEST[VLMAX-1:128] ← 0

PSLLQ (xmm, xmm, xmm/m128)
DEST[127:0] ← LOGICAL_LEFT_SHIFT_QWORDS(DEST, SRC)
DEST[VLMAX-1:128] (Unmodified)

PSLLQ (xmm, imm8)
DEST[127:0] ← LOGICAL_LEFT_SHIFT_QWORDS(DEST, imm8)
DEST[VLMAX-1:128] (Unmodified)

VPSLLW (xmm, xmm, xmm/m128)
DEST[127:0] ← LOGICAL_LEFT_SHIFT_WORDS(SRC1, SRC2)
DEST[VLMAX-1:128] ← 0

VPSLLW (xmm, imm8)
DEST[127:0] ← LOGICAL_LEFT_SHIFT_WORDS(SRC1, imm8)
DEST[VLMAX-1:128] ← 0

PSLLW (xmm, xmm, xmm/m128)
DEST[127:0] ← LOGICAL_LEFT_SHIFT_WORDS(DEST, SRC)
DEST[VLMAX-1:128] (Unmodified)

PSLLW (xmm, imm8)
DEST[127:0] ← LOGICAL_LEFT_SHIFT_WORDS(DEST, imm8)
DEST[VLMAX-1:128] (Unmodified)

VPSLLD (xmm, xmm, xmm/m128)
DEST[127:0] ← LOGICAL_LEFT_SHIFT_DWORDS(SRC1, SRC2)
DEST[VLMAX-1:128] ← 0

VPSLLD (xmm, imm8)
DEST[127:0] ← LOGICAL_LEFT_SHIFT_DWORDS(SRC1, imm8)
DEST[VLMAX-1:128] ← 0

VPSLLW (ymm, ymm, xmm/m128)
DEST[255:0] ← LOGICAL_LEFT_SHIFT_WORDS_256b(SRC1, SRC2)

VPSLLW (ymm, imm8)
DEST[255:0] ← LOGICAL_LEFT_SHIFT_WORD_256bS(SRC1, imm8)

VPSLLD (ymm, ymm, xmm/m128)
DEST[255:0] ← LOGICAL_LEFT_SHIFT_DWORDS_256b(SRC1, SRC2)

VPSLLD (ymm, imm8)
DEST[127:0] ← LOGICAL_LEFT_SHIFT_DWORDS_256b(SRC1, imm8)

VPSLLQ (ymm, ymm, xmm/m128)
DEST[255:0] ← LOGICAL_LEFT_SHIFT_QWORDS_256b(SRC1, SRC2)

VPSLLQ (ymm, imm8)
DEST[255:0] ← LOGICAL_LEFT_SHIFT_QWORDS_256b(SRC1, imm8)

Intel C/C++ Compiler Intrinsic Equivalents

PSLLW: __m64 _mm_slli_pi16 (__m64 m, int count)

PSLLW: __m64 _mm_sll_pi16(__m64 m, __m64 count)

(V)PSLLW: __m128i _mm_slli_pi16(__m64 m, int count)

(V)PSLLW: __m128i _mm_slli_pi16(__m128i m, __m128i count)

VPSLLW: __m256i _mm256_slli_epi16 (__m256i m, int count)

VPSLLW: __m256i _mm256_sll_epi16 (__m256i m, __m128i count)

PSLLD: __m64 _mm_slli_pi32(__m64 m, int count)

PSLLD: __m64 _mm_sll_pi32(__m64 m, __m64 count)

(V)PSLLD: __m128i _mm_slli_epi32(__m128i m, int count)

(V)PSLLD: __m128i _mm_sll_epi32(__m128i m, __m128i count)

VPSLLD: __m256i _mm256_slli_epi32 (__m256i m, int count)

VPSLLD: __m256i _mm256_sll_epi32 (__m256i m, __m128i count)

PSLLQ: __m64 _mm_slli_si64(__m64 m, int count)

PSLLQ: __m64 _mm_sll_si64(__m64 m, __m64 count)

(V)PSLLQ: __m128i _mm_slli_epi64(__m128i m, int count)

(V)PSLLQ: __m128i _mm_sll_epi64(__m128i m, __m128i count)

VPSLLQ: __m256i _mm256_slli_epi64 (__m256i m, int count)

VPSLLQ: __m256i _mm256_sll_epi64 (__m256i m, __m128i count)

Flags Affected

None.

Numeric Exceptions

None.

Other Exceptions

See Exceptions Type 4 and 7 for non-VEX-encoded instructions; additionally

#UD	If VEX.L = 1.

...

PSRAW/PSRAD—Shift Packed Data Right Arithmetic

Opcode/ Instruction	Op/ En	64/32 bit Mode Support	CPUID Feature Flag	Description
0F E1 /r[1] PSRAW *mm, mm/m64*	RM	V/V	MMX	Shift words in *mm* right by *mm/m64* while shifting in sign bits.
66 0F E1 /r PSRAW *xmm1*, *xmm2/m128*	RM	V/V	SSE2	Shift words in *xmm1* right by *xmm2/m128* while shifting in sign bits.
0F 71 /4 ib[1] PSRAW *mm, imm8*	MI	V/V	MMX	Shift words in *mm* right by *imm8* while shifting in sign bits
66 0F 71 /4 ib PSRAW *xmm1*, imm8	MI	V/V	SSE2	Shift words in *xmm1* right by imm8 while shifting in sign bits
0F E2 /r[1] PSRAD *mm, mm/m64*	RM	V/V	MMX	Shift doublewords in *mm* right by *mm/m64* while shifting in sign bits.
66 0F E2 /r PSRAD *xmm1*, *xmm2/m128*	RM	V/V	SSE2	Shift doubleword in *xmm1* right by *xmm2 /m128* while shifting in sign bits.
0F 72 /4 ib[1] PSRAD *mm, imm8*	MI	V/V	MMX	Shift doublewords in *mm* right by *imm8* while shifting in sign bits.
66 0F 72 /4 ib PSRAD *xmm1*, imm8	MI	V/V	SSE2	Shift doublewords in *xmm1* right by *imm8* while shifting in sign bits.
VEX.NDS.128.66.0F.WIG E1 /r VPSRAW *xmm1, xmm2, xmm3/m128*	RVM	V/V	AVX	Shift words in *xmm2* right by amount specified in *xmm3/m128* while shifting in sign bits.
VEX.NDD.128.66.0F.WIG 71 /4 ib VPSRAW *xmm1, xmm2, imm8*	VMI	V/V	AVX	Shift words in *xmm2* right by *imm8* while shifting in sign bits.
VEX.NDS.128.66.0F.WIG E2 /r VPSRAD *xmm1, xmm2, xmm3/m128*	RVM	V/V	AVX	Shift doublewords in *xmm2* right by amount specified in *xmm3/m128* while shifting in sign bits.
VEX.NDD.128.66.0F.WIG 72 /4 ib VPSRAD *xmm1, xmm2, imm8*	VMI	V/V	AVX	Shift doublewords in *xmm2* right by *imm8* while shifting in sign bits.
VEX.NDS.256.66.0F.WIG E1 /r VPSRAW *ymm1, ymm2, xmm3/m128*	RVM	V/V	AVX2	Shift words in *ymm2* right by amount specified in *xmm3/m128* while shifting in sign bits.
VEX.NDD.256.66.0F.WIG 71 /4 ib VPSRAW *ymm1, ymm2, imm8*	VMI	V/V	AVX2	Shift words in *ymm2* right by *imm8* while shifting in sign bits.
VEX.NDS.256.66.0F.WIG E2 /r VPSRAD *ymm1, ymm2, xmm3/m128*	RVM	V/V	AVX2	Shift doublewords in *ymm2* right by amount specified in *xmm3/m128* while shifting in sign bits.
VEX.NDD.256.66.0F.WIG 72 /4 ib VPSRAD *ymm1, ymm2, imm8*	VMI	V/V	AVX2	Shift doublewords in *ymm2* right by *imm8* while shifting in sign bits.

NOTES:

1. See note in Section 2.4, “Instruction Exception Specification” in the *Intel® 64 and IA-32 Architectures Software Developer’s Manual, Volume 2A* and Section 22.25.3, “Exception Conditions of Legacy SIMD Instructions Operating on MMX Registers” in the *Intel® 64 and IA-32 Architectures Software Developer’s Manual, Volume 3A*.

Instruction Operand Encoding

Op/En	Operand 1	Operand 2	Operand 3	Operand 4
RM	ModRM:reg (r, w)	ModRM:r/m (r)	NA	NA
MI	ModRM:r/m (r, w)	imm8	NA	NA
RVM	ModRM:reg (w)	VEX.vvvv (r)	ModRM:r/m (r)	NA
VMI	VEX.vvvv (w)	ModRM:r/m (r)	imm8	NA

Description

Shifts the bits in the individual data elements (words or doublewords) in the destination operand (first operand) to the right by the number of bits specified in the count operand (second operand). As the bits in the data elements are shifted right, the empty high-order bits are filled with the initial value of the sign bit of the data element. If the value specified by the count operand is greater than 15 (for words) or 31 (for doublewords), each destination data element is filled with the initial value of the sign bit of the element. (Figure 4-14 gives an example of shifting words in a 64-bit operand.)

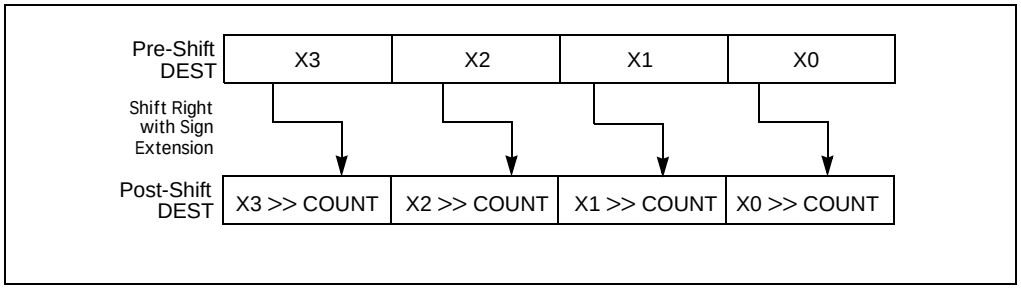

Figure 4-14 PSRAW and PSRAD Instruction Operation Using a 64-bit Operand

Note that only the first 64-bits of a 128-bit count operand are checked to compute the count. If the second source operand is a memory address, 128 bits are loaded.

The (V)PSRAW instruction shifts each of the words in the destination operand to the right by the number of bits specified in the count operand, and the (V)PSRAD instruction shifts each of the doublewords in the destination operand.

In 64-bit mode, using a REX prefix in the form of REX.R permits this instruction to access additional registers (XMM8-XMM15).

Legacy SSE instructions: The destination operand is an MMX technology register; the count operand can be either an MMX technology register or an 64-bit memory location.

128-bit Legacy SSE version: The destination and first source operands are XMM registers. Bits (VLMAX-1:128) of the corresponding YMM destination register remain unchanged. The count operand can be either an XMM register or a 128-bit memory location or an 8-bit immediate. If the count operand is a memory address, 128 bits are loaded but the upper 64 bits are ignored.

VEX.128 encoded version: The destination and first source operands are XMM registers. Bits (VLMAX-1:128) of the destination YMM register are zeroed. The count operand can be either an XMM register or a 128-bit memory location or an 8-bit immediate. If the count operand is a memory address, 128 bits are loaded but the upper 64 bits are ignored.

VEX.256 encoded version: The destination and first source operands are YMM registers. The count operand can be either an XMM register or a 128-bit memory location or an 8-bit immediate.

Note: For shifts with an immediate count (VEX.128.66.0F 71-73 /4), VEX.vvvv encodes the destination register, and VEX.B + ModRM.r/m encodes the source register. VEX.L must be 0, otherwise instructions will #UD.

Operation

PSRAW (with 64-bit operand)

```
IF (COUNT > 15)
    THEN COUNT ← 16;
FI;
DEST[15:0] ← SignExtend(DEST[15:0] >> COUNT);
(* Repeat shift operation for 2nd and 3rd words *)
DEST[63:48] ← SignExtend(DEST[63:48] >> COUNT);
```

PSRAD (with 64-bit operand)

```
IF (COUNT > 31)
    THEN COUNT ← 32;
FI;
DEST[31:0] ← SignExtend(DEST[31:0] >> COUNT);
DEST[63:32] ← SignExtend(DEST[63:32] >> COUNT);
```

PSRAW (with 128-bit operand)

```
COUNT ← COUNT_SOURCE[63:0];
IF (COUNT > 15)
    THEN COUNT ← 16;
FI;
DEST[15:0]  ← SignExtend(DEST[15:0] >> COUNT);
(* Repeat shift operation for 2nd through 7th words *)
DEST[127:112] ← SignExtend(DEST[127:112] >> COUNT);
```

PSRAD (with 128-bit operand)

```
COUNT ← COUNT_SOURCE[63:0];
IF (COUNT > 31)
    THEN COUNT ← 32;
FI;
DEST[31:0]  ← SignExtend(DEST[31:0] >> COUNT);
(* Repeat shift operation for 2nd and 3rd doublewords *)
DEST[127:96] ← SignExtend(DEST[127:96] >>COUNT);
```

PSRAW (xmm, xmm, xmm/m128)

```
DEST[127:0] ← ARITHMETIC_RIGHT_SHIFT_WORDS(DEST, SRC)
DEST[VLMAX-1:128] (Unmodified)
```

PSRAW (xmm, imm8)

```
DEST[127:0] ← ARITHMETIC_RIGHT_SHIFT_WORDS(DEST, imm8)
DEST[VLMAX-1:128] (Unmodified)
```

VPSRAW (xmm, xmm, xmm/m128)

```
DEST[127:0] ← ARITHMETIC_RIGHT_SHIFT_WORDS(SRC1, SRC2)
DEST[VLMAX-1:128] ← 0
```

VPSRAW (xmm, imm8)
DEST[127:0] ← ARITHMETIC_RIGHT_SHIFT_WORDS(SRC1, imm8)
DEST[VLMAX-1:128] ← 0
PSRAD (xmm, xmm, xmm/m128)
DEST[127:0] ← ARITHMETIC_RIGHT_SHIFT_DWORDS(DEST, SRC)
DEST[VLMAX-1:128] (Unmodified)

PSRAD (xmm, imm8)
DEST[127:0] ← ARITHMETIC_RIGHT_SHIFT_DWORDS(DEST, imm8)
DEST[VLMAX-1:128] (Unmodified)

VPSRAD (xmm, xmm, xmm/m128)
DEST[127:0] ← ARITHMETIC_RIGHT_SHIFT_DWORDS(SRC1, SRC2)
DEST[VLMAX-1:128] ← 0

VPSRAD (xmm, imm8)
DEST[127:0] ← ARITHMETIC_RIGHT_SHIFT_DWORDS(SRC1, imm8)
DEST[VLMAX-1:128] ← 0

VPSRAW (ymm, ymm, xmm/m128)
DEST[255:0] ← ARITHMETIC_RIGHT_SHIFT_WORDS_256b(SRC1, SRC2)

VPSRAW (ymm, imm8)
DEST[255:0] ← ARITHMETIC_RIGHT_SHIFT_WORDS_256b(SRC1, imm8)

VPSRAD (ymm, ymm, xmm/m128)
DEST[255:0] ← ARITHMETIC_RIGHT_SHIFT_DWORDS_256b(SRC1, SRC2)

VPSRAD (ymm, imm8)
DEST[255:0] ← ARITHMETIC_RIGHT_SHIFT_DWORDS_256b(SRC1, imm8)

Intel C/C++ Compiler Intrinsic Equivalents

PSRAW: __m64 _mm_srai_pi16 (__m64 m, int count)

PSRAW: __m64 _mm_sra_pi16 (__m64 m, __m64 count)

(V)PSRAW: __m128i _mm_srai_epi16(__m128i m, int count)

(V)PSRAW: __m128i _mm_sra_epi16(__m128i m, __m128i count)

VPSRAW: __m256i _mm256_srai_epi16 (__m256i m, int count)

VPSRAW: __m256i _mm256_sra_epi16 (__m256i m, __m128i count)

PSRAD: __m64 _mm_srai_pi32 (__m64 m, int count)

PSRAD: __m64 _mm_sra_pi32 (__m64 m, __m64 count)

(V)PSRAD: __m128i _mm_srai_epi32 (__m128i m, int count)

(V)PSRAD: __m128i _mm_sra_epi32 (__m128i m, __m128i count)

VPSRAD: __m256i _mm256_srai_epi32 (__m256i m, int count)

VPSRAD: __m256i _mm256_sra_epi32 (__m256i m, __m128i count)

Flags Affected

None.

Numeric Exceptions

None.

Other Exceptions

See Exceptions Type 4 and 7 for non-VEX-encoded instructions; additionally

#UD	If VEX.L = 1.

...

PSRLDQ—Shift Double Quadword Right Logical

Opcode/ Instruction	Op/ En	64/32 bit Mode Support	CPUID Feature Flag	Description
66 0F 73 /3 ib PSRLDQ *xmm1*, *imm8*	MI	V/V	SSE2	Shift *xmm1* right by *imm8* while shifting in 0s.
VEX.NDD.128.66.0F.WIG 73 /3 ib VPSRLDQ *xmm1*, *xmm2*, *imm8*	VMI	V/V	AVX	Shift *xmm2* right by *imm8* bytes while shifting in 0s.
VEX.NDD.256.66.0F.WIG 73 /3 ib VPSRLDQ *ymm1*, *ymm2*, *imm8*	VMI	V/V	AVX2	Shift *ymm1* right by *imm8* bytes while shifting in 0s.

Instruction Operand Encoding

Op/En	Operand 1	Operand 2	Operand 3	Operand 4
MI	ModRM:r/m (r, w)	imm8	NA	NA
VMI	VEX.vvvv (w)	ModRM:r/m (r)	imm8	NA

Description

Shifts the destination operand (first operand) to the right by the number of bytes specified in the count operand (second operand). The empty high-order bytes are cleared (set to all 0s). If the value specified by the count operand is greater than 15, the destination operand is set to all 0s. The count operand is an 8-bit immediate.

In 64-bit mode, using a REX prefix in the form of REX.R permits this instruction to access additional registers (XMM8-XMM15).

128-bit Legacy SSE version: The source and destination operands are the same. Bits (VLMAX-1:128) of the corresponding YMM destination register remain unchanged.

VEX.128 encoded version: The source and destination operands are XMM registers. Bits (VLMAX-1:128) of the destination YMM register are zeroed.

VEX.256 encoded version: The source operand is a YMM register. The destination operand is a YMM register. The count operand applies to both the low and high 128-bit lanes.

Note: VEX.vvvv encodes the destination register, and VEX.B + ModRM.r/m encodes the source register. VEX.L must be 0, otherwise instructions will #UD.

Operation

PSRLDQ(128-bit Legacy SSE version)

```
TEMP ← COUNT
IF (TEMP > 15) THEN TEMP ← 16; FI
DEST ← DEST >> (TEMP * 8)
DEST[VLMAX-1:128] (Unmodified)
```

VPSRLDQ (VEX.128 encoded version)

```
TEMP ← COUNT
IF (TEMP > 15) THEN TEMP ← 16; FI
DEST ← SRC >> (TEMP * 8)
DEST[VLMAX-1:128] ← 0
```

VPSRLDQ (VEX.256 encoded version)
TEMP ← COUNT
IF (TEMP > 15) THEN TEMP ← 16; FI
DEST[127:0] ← SRC[127:0] >> (TEMP * 8)
DEST[255:128] ← SRC[255:128] >> (TEMP * 8)

Intel C/C++ Compiler Intrinsic Equivalents

(V)PSRLDQ: __m128i _mm_srli_si128 (__m128i a, int imm)

VPSRLDQ: __m256i _mm256_srli_si256 (__m256i a, const int imm)

Flags Affected

None.

Numeric Exceptions

None.

Other Exceptions

See Exceptions Type 7; additionally

#UD	If VEX.L = 1.

...

PSRLW/PSRLD/PSRLQ—Shift Packed Data Right Logical

Opcode/ Instruction	Op/ En	64/32 bit Mode Support	CPUID Feature Flag	Description
0F D1 /r[1] PSRLW *mm, mm/m64*	RM	V/V	MMX	Shift words in *mm* right by amount specified in *mm/m64* while shifting in 0s.
66 0F D1 /r PSRLW *xmm1*, *xmm2/m128*	RM	V/V	SSE2	Shift words in *xmm1* right by amount specified in *xmm2/m128* while shifting in 0s.
0F 71 /2 ib[1] PSRLW *mm, imm8*	MI	V/V	MMX	Shift words in *mm* right by *imm8* while shifting in 0s.
66 0F 71 /2 ib PSRLW *xmm1*, *imm8*	MI	V/V	SSE2	Shift words in *xmm1* right by *imm8* while shifting in 0s.
0F D2 /r[1] PSRLD *mm, mm/m64*	RM	V/V	MMX	Shift doublewords in *mm* right by amount specified in *mm/m64* while shifting in 0s.
66 0F D2 /r PSRLD *xmm1*, *xmm2/m128*	RM	V/V	SSE2	Shift doublewords in *xmm1* right by amount specified in *xmm2 /m128* while shifting in 0s.
0F 72 /2 ib[1] PSRLD *mm, imm8*	MI	V/V	MMX	Shift doublewords in *mm* right by *imm8* while shifting in 0s.
66 0F 72 /2 ib PSRLD *xmm1*, imm8	MI	V/V	SSE2	Shift doublewords in *xmm1* right by *imm8* while shifting in 0s.
0F D3 /r[1] PSRLQ *mm, mm/m64*	RM	V/V	MMX	Shift *mm* right by amount specified in *mm/m64* while shifting in 0s.
66 0F D3 /r PSRLQ *xmm1*, *xmm2/m128*	RM	V/V	SSE2	Shift quadwords in *xmm1* right by amount specified in *xmm2/m128* while shifting in 0s.
0F 73 /2 ib[1] PSRLQ *mm, imm8*	MI	V/V	MMX	Shift *mm* right by *imm8* while shifting in 0s.
66 0F 73 /2 ib PSRLQ *xmm1*, *imm8*	MI	V/V	SSE2	Shift quadwords in *xmm1* right by *imm8* while shifting in 0s.
VEX.NDS.128.66.0F.WIG D1 /r VPSRLW *xmm1, xmm2, xmm3/m128*	RVM	V/V	AVX	Shift words in *xmm2* right by amount specified in *xmm3/m128* while shifting in 0s.
VEX.NDD.128.66.0F.WIG 71 /2 ib VPSRLW *xmm1, xmm2, imm8*	VMI	V/V	AVX	Shift words in *xmm2* right by *imm8* while shifting in 0s.
VEX.NDS.128.66.0F.WIG D2 /r VPSRLD *xmm1, xmm2, xmm3/m128*	RVM	V/V	AVX	Shift doublewords in *xmm2* right by amount specified in *xmm3/m128* while shifting in 0s.
VEX.NDD.128.66.0F.WIG 72 /2 ib VPSRLD *xmm1, xmm2, imm8*	VMI	V/V	AVX	Shift doublewords in *xmm2* right by *imm8* while shifting in 0s.
VEX.NDS.128.66.0F.WIG D3 /r VPSRLQ *xmm1, xmm2, xmm3/m128*	RVM	V/V	AVX	Shift quadwords in *xmm2* right by amount specified in *xmm3/m128* while shifting in 0s.
VEX.NDD.128.66.0F.WIG 73 /2 ib VPSRLQ *xmm1, xmm2, imm8*	VMI	V/V	AVX	Shift quadwords in *xmm2* right by *imm8* while shifting in 0s.
VEX.NDS.256.66.0F.WIG D1 /r VPSRLW *ymm1, ymm2, xmm3/m128*	RVM	V/V	AVX2	Shift words in *ymm2* right by amount specified in *xmm3/m128* while shifting in 0s.

VEX.NDD.256.66.0F.WIG 71 /2 ib VPSRLW *ymm1, ymm2, imm8*	VMI	V/V	AVX2	Shift words in *ymm2* right by *imm8* while shifting in 0s.
VEX.NDS.256.66.0F.WIG D2 /r VPSRLD *ymm1, ymm2, xmm3/m128*	RVM	V/V	AVX2	Shift doublewords in *ymm2* right by amount specified in *xmm3/m128* while shifting in 0s.
VEX.NDD.256.66.0F.WIG 72 /2 ib VPSRLD *ymm1, ymm2, imm8*	VMI	V/V	AVX2	Shift doublewords in *ymm2* right by *imm8* while shifting in 0s.
VEX.NDS.256.66.0F.WIG D3 /r VPSRLQ *ymm1, ymm2, xmm3/m128*	RVM	V/V	AVX2	Shift quadwords in *ymm2* right by amount specified in *xmm3/m128* while shifting in 0s.
VEX.NDD.256.66.0F.WIG 73 /2 ib VPSRLQ *ymm1, ymm2, imm8*	VMI	V/V	AVX2	Shift quadwords in *ymm2* right by *imm8* while shifting in 0s.

NOTES:

1. See note in Section 2.4, “Instruction Exception Specification” in the *Intel® 64 and IA-32 Architectures Software Developer’s Manual, Volume 2A* and Section 22.25.3, “Exception Conditions of Legacy SIMD Instructions Operating on MMX Registers” in the *Intel® 64 and IA-32 Architectures Software Developer’s Manual, Volume 3A*.

Instruction Operand Encoding

Op/En	Operand 1	Operand 2	Operand 3	Operand 4
RM	ModRM:reg (r, w)	ModRM:r/m (r)	NA	NA
MI	ModRM:r/m (r, w)	imm8	NA	NA
RVM	ModRM:reg (w)	VEX.vvvv (r)	ModRM:r/m (r)	NA
VMI	VEX.vvvv (w)	ModRM:r/m (r)	imm8	NA

Description

Shifts the bits in the individual data elements (words, doublewords, or quadword) in the destination operand (first operand) to the right by the number of bits specified in the count operand (second operand). As the bits in the data elements are shifted right, the empty high-order bits are cleared (set to 0). If the value specified by the count operand is greater than 15 (for words), 31 (for doublewords), or 63 (for a quadword), then the destination operand is set to all 0s. Figure 4-15 gives an example of shifting words in a 64-bit operand.

Note that only the first 64-bits of a 128-bit count operand are checked to compute the count.

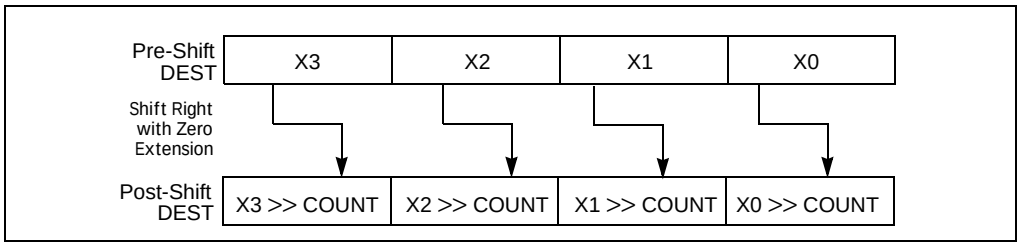

Figure 4-15 PSRLW, PSRLD, and PSRLQ Instruction Operation Using 64-bit Operand

The (V)PSRLW instruction shifts each of the words in the destination operand to the right by the number of bits specified in the count operand; the (V)PSRLD instruction shifts each of the doublewords in the destination operand; and the PSRLQ instruction shifts the quadword (or quadwords) in the destination operand.

In 64-bit mode, using a REX prefix in the form of REX.R permits this instruction to access additional registers (XMM8-XMM15).

Legacy SSE instructions: The destination operand is an MMX technology register; the count operand can be either an MMX technology register or an 64-bit memory location.

128-bit Legacy SSE version: The destination operand is an XMM register; the count operand can be either an XMM register or a 128-bit memory location, or an 8-bit immediate. If the count operand is a memory address, 128 bits are loaded but the upper 64 bits are ignored. Bits (VLMAX-1:128) of the corresponding YMM destination register remain unchanged.

VEX.128 encoded version: The destination operand is an XMM register; the count operand can be either an XMM register or a 128-bit memory location, or an 8-bit immediate. If the count operand is a memory address, 128 bits are loaded but the upper 64 bits are ignored. Bits (VLMAX-1:128) of the destination YMM register are zeroed.

VEX.256 encoded version: The destination and first source operands are YMM registers. The count operand can be either an YMM register or a 128-bit memory location or an 8-bit immediate.

Note: For shifts with an immediate count (VEX.128.66.0F 71-73 /2), VEX.vvvv encodes the destination register, and VEX.B + ModRM.r/m encodes the source register. VEX.L must be 0, otherwise instructions will #UD.

Operation

PSRLW (with 64-bit operand)

```
IF (COUNT > 15)
THEN
    DEST[64:0] ← 0000000000000000H
ELSE
    DEST[15:0] ← ZeroExtend(DEST[15:0] >> COUNT);
    (* Repeat shift operation for 2nd and 3rd words *)
    DEST[63:48] ← ZeroExtend(DEST[63:48] >> COUNT);
FI;
```

PSRLD (with 64-bit operand)

```
IF (COUNT > 31)
THEN
    DEST[64:0] ← 0000000000000000H
ELSE
    DEST[31:0] ← ZeroExtend(DEST[31:0] >> COUNT);
    DEST[63:32] ← ZeroExtend(DEST[63:32] >> COUNT);
FI;
```

PSRLQ (with 64-bit operand)

```
IF (COUNT > 63)
THEN
    DEST[64:0] ← 0000000000000000H
ELSE
    DEST ← ZeroExtend(DEST >> COUNT);
FI;
```

PSRLW (with 128-bit operand)

```
COUNT ← COUNT_SOURCE[63:0];
IF (COUNT > 15)
THEN
    DEST[128:0] ← 00000000000000000000000000000000H
ELSE
```

```
        DEST[15:0] ← ZeroExtend(DEST[15:0] >> COUNT);
        (* Repeat shift operation for 2nd through 7th words *)
        DEST[127:112] ← ZeroExtend(DEST[127:112] >> COUNT);
    FI;
```

PSRLD (with 128-bit operand)

```
    COUNT ← COUNT_SOURCE[63:0];
    IF (COUNT > 31)
    THEN
        DEST[128:0] ← 00000000000000000000000000000000H
    ELSE
        DEST[31:0] ← ZeroExtend(DEST[31:0] >> COUNT);
        (* Repeat shift operation for 2nd and 3rd doublewords *)
        DEST[127:96] ← ZeroExtend(DEST[127:96] >> COUNT);
    FI;
```

PSRLQ (with 128-bit operand)

```
    COUNT ← COUNT_SOURCE[63:0];
    IF (COUNT > 15)
    THEN
        DEST[128:0] ← 00000000000000000000000000000000H
    ELSE
        DEST[63:0] ← ZeroExtend(DEST[63:0] >> COUNT);
        DEST[127:64] ← ZeroExtend(DEST[127:64] >> COUNT);
    FI;
```

PSRLW (xmm, xmm, xmm/m128)

```
DEST[127:0] ← LOGICAL_RIGHT_SHIFT_WORDS(DEST, SRC)
DEST[VLMAX-1:128] (Unmodified)
```

PSRLW (xmm, imm8)

```
DEST[127:0] ← LOGICAL_RIGHT_SHIFT_WORDS(DEST, imm8)
DEST[VLMAX-1:128] (Unmodified)
```

VPSRLW (xmm, xmm, xmm/m128)

```
DEST[127:0] ← LOGICAL_RIGHT_SHIFT_WORDS(SRC1, SRC2)
DEST[VLMAX-1:128] ← 0
```

VPSRLW (xmm, imm8)

```
DEST[127:0] ← LOGICAL_RIGHT_SHIFT_WORDS(SRC1, imm8)
DEST[VLMAX-1:128] ← 0
```

PSRLD (xmm, xmm, xmm/m128)

```
DEST[127:0] ← LOGICAL_RIGHT_SHIFT_DWORDS(DEST, SRC)
DEST[VLMAX-1:128] (Unmodified)
```

PSRLD (xmm, imm8)

```
DEST[127:0] ← LOGICAL_RIGHT_SHIFT_DWORDS(DEST, imm8)
DEST[VLMAX-1:128] (Unmodified)
```

VPSRLD (xmm, xmm, xmm/m128)
DEST[127:0] ← LOGICAL_RIGHT_SHIFT_DWORDS(SRC1, SRC2)
DEST[VLMAX-1:128] ← 0

VPSRLD (xmm, imm8)
DEST[127:0] ← LOGICAL_RIGHT_SHIFT_DWORDS(SRC1, imm8)
DEST[VLMAX-1:128] ← 0

PSRLQ (xmm, xmm, xmm/m128)
DEST[127:0] ← LOGICAL_RIGHT_SHIFT_QWORDS(DEST, SRC)
DEST[VLMAX-1:128] (Unmodified)

PSRLQ (xmm, imm8)
DEST[127:0] ← LOGICAL_RIGHT_SHIFT_QWORDS(DEST, imm8)
DEST[VLMAX-1:128] (Unmodified)

VPSRLQ (xmm, xmm, xmm/m128)
DEST[127:0] ← LOGICAL_RIGHT_SHIFT_QWORDS(SRC1, SRC2)
DEST[VLMAX-1:128] ← 0

VPSRLQ (xmm, imm8)
DEST[127:0] ← LOGICAL_RIGHT_SHIFT_QWORDS(SRC1, imm8)
DEST[VLMAX-1:128] ← 0

VPSRLW (ymm, ymm, xmm/m128)
DEST[255:0] ← LOGICAL_RIGHT_SHIFT_WORDS_256b(SRC1, SRC2)

VPSRLW (ymm, imm8)
DEST[255:0] ← LOGICAL_RIGHT_SHIFT_WORDS_256b(SRC1, imm8)

VPSRLD (ymm, ymm, xmm/m128)
DEST[255:0] ← LOGICAL_RIGHT_SHIFT_DWORDS_256b(SRC1, SRC2)

VPSRLD (ymm, imm8)
DEST[255:0] ← LOGICAL_RIGHT_SHIFT_DWORDS_256b(SRC1, imm8)

VPSRLQ (ymm, ymm, xmm/m128)
DEST[255:0] ← LOGICAL_RIGHT_SHIFT_QWORDS_256b(SRC1, SRC2)

VPSRLQ (ymm, imm8)
DEST[255:0] ← LOGICAL_RIGHT_SHIFT_QWORDS_256b(SRC1, imm8)

Intel C/C++ Compiler Intrinsic Equivalents

PSRLW: __m64 _mm_srli_pi16(__m64 m, int count)

PSRLW: __m64 _mm_srl_pi16 (__m64 m, __m64 count)

(V)PSRLW: __m128i _mm_srli_epi16 (__m128i m, int count)

(V)PSRLW: __m128i _mm_srl_epi16 (__m128i m, __m128i count)

VPSRLW: __m256i _mm256_srli_epi16 (__m256i m, int count)

VPSRLW: __m256i _mm256_srl_epi16 (__m256i m, __m128i count)

PSRLD: __m64 _mm_srli_pi32 (__m64 m, int count)

PSRLD: __m64 _mm_srl_pi32 (__m64 m, __m64 count)

(V)PSRLD: __m128i _mm_srli_epi32 (__m128i m, int count)

(V)PSRLD: __m128i _mm_srl_epi32 (__m128i m, __m128i count)

VPSRLD: __m256i _mm256_srli_epi32 (__m256i m, int count)

VPSRLD: __m256i _mm256_srl_epi32 (__m256i m, __m128i count)

PSRLQ: __m64 _mm_srli_si64 (__m64 m, int count)

PSRLQ: __m64 _mm_srl_si64 (__m64 m, __m64 count)

(V)PSRLQ: __m128i _mm_srli_epi64 (__m128i m, int count)

(V)PSRLQ: __m128i _mm_srl_epi64 (__m128i m, __m128i count)

VPSRLQ: __m256i _mm256_srli_epi64 (__m256i m, int count)

VPSRLQ: __m256i _mm256_srl_epi64 (__m256i m, __m128i count)

Flags Affected

None.

Numeric Exceptions

None.

Other Exceptions

See Exceptions Type 4 and 7 for non-VEX-encoded instructions; additionally

#UD	If VEX.L = 1.

...

PSUBB/PSUBW/PSUBD—Subtract Packed Integers

Opcode/ Instruction	Op/ En	64/32 bit Mode Support	CPUID Feature Flag	Description
0F F8 /r[1] PSUBB *mm, mm/m64*	RM	V/V	MMX	Subtract packed byte integers in *mm/m64* from packed byte integers in *mm*.
66 0F F8 /r PSUBB *xmm1*, *xmm2/m128*	RM	V/V	SSE2	Subtract packed byte integers in *xmm2/m128* from packed byte integers in *xmm1*.
0F F9 /r[1] PSUBW *mm, mm/m64*	RM	V/V	MMX	Subtract packed word integers in *mm/m64* from packed word integers in *mm*.
66 0F F9 /r PSUBW *xmm1*, *xmm2/m128*	RM	V/V	SSE2	Subtract packed word integers in *xmm2/m128* from packed word integers in *xmm1*.
0F FA /r[1] PSUBD *mm, mm/m64*	RM	V/V	MMX	Subtract packed doubleword integers in *mm/m64* from packed doubleword integers in *mm*.
66 0F FA /r PSUBD *xmm1*, *xmm2/m128*	RM	V/V	SSE2	Subtract packed doubleword integers in *xmm2/mem128* from packed doubleword integers in *xmm1*.
VEX.NDS.128.66.0F.WIG F8 /r VPSUBB *xmm1, xmm2, xmm3/m128*	RVM	V/V	AVX	Subtract packed byte integers in *xmm3/m128* from *xmm2*.
VEX.NDS.128.66.0F.WIG F9 /r VPSUBW *xmm1, xmm2, xmm3/m128*	RVM	V/V	AVX	Subtract packed word integers in *xmm3/m128* from *xmm2*.
VEX.NDS.128.66.0F.WIG FA /r VPSUBD *xmm1, xmm2, xmm3/m128*	RVM	V/V	AVX	Subtract packed doubleword integers in *xmm3/m128* from *xmm2*.
VEX.NDS.256.66.0F.WIG F8 /r VPSUBB *ymm1, ymm2, ymm3/m256*	RVM	V/V	AVX2	Subtract packed byte integers in *ymm3/m256* from *ymm2*.
VEX.NDS.256.66.0F.WIG F9 /r VPSUBW *ymm1, ymm2, ymm3/m256*	RVM	V/V	AVX2	Subtract packed word integers in *ymm3/m256* from *ymm2*.
VEX.NDS.256.66.0F.WIG FA /r VPSUBD *ymm1, ymm2, ymm3/m256*	RVM	V/V	AVX2	Subtract packed doubleword integers in *ymm3/m256* from *ymm2*.

NOTES:

1. See note in Section 2.4, “Instruction Exception Specification” in the *Intel® 64 and IA-32 Architectures Software Developer’s Manual, Volume 2A* and Section 22.25.3, “Exception Conditions of Legacy SIMD Instructions Operating on MMX Registers” in the *Intel® 64 and IA-32 Architectures Software Developer’s Manual, Volume 3A*.

Instruction Operand Encoding

Op/En	Operand 1	Operand 2	Operand 3	Operand 4
RM	ModRM:reg (r, w)	ModRM:r/m (r)	NA	NA
RVM	ModRM:reg (w)	VEX.vvvv (r)	ModRM:r/m (r)	NA

Description

Performs a SIMD subtract of the packed integers of the source operand (second operand) from the packed integers of the destination operand (first operand), and stores the packed integer results in the destination operand.

See Figure 9-4 in the *Intel® 64 and IA-32 Architectures Software Developer's Manual, Volume 1*, for an illustration of a SIMD operation. Overflow is handled with wraparound, as described in the following paragraphs.

The (V)PSUBB instruction subtracts packed byte integers. When an individual result is too large or too small to be represented in a byte, the result is wrapped around and the low 8 bits are written to the destination element.

The (V)PSUBW instruction subtracts packed word integers. When an individual result is too large or too small to be represented in a word, the result is wrapped around and the low 16 bits are written to the destination element.

The (V)PSUBD instruction subtracts packed doubleword integers. When an individual result is too large or too small to be represented in a doubleword, the result is wrapped around and the low 32 bits are written to the destination element.

Note that the (V)PSUBB, (V)PSUBW, and (V)PSUBD instructions can operate on either unsigned or signed (two's complement notation) packed integers; however, it does not set bits in the EFLAGS register to indicate overflow and/or a carry. To prevent undetected overflow conditions, software must control the ranges of values upon which it operates.

In 64-bit mode, using a REX prefix in the form of REX.R permits this instruction to access additional registers (XMM8-XMM15).

Legacy SSE version: When operating on 64-bit operands, the destination operand must be an MMX technology register and the source operand can be either an MMX technology register or a 64-bit memory location.

128-bit Legacy SSE version: The second source operand is an XMM register or a 128-bit memory location. The first source operand and destination operands are XMM registers. Bits (VLMAX-1:128) of the corresponding YMM destination register remain unchanged.

VEX.128 encoded version: The second source operand is an XMM register or a 128-bit memory location. The first source operand and destination operands are XMM registers. Bits (VLMAX-1:128) of the destination YMM register are zeroed.

VEX.256 encoded version: The second source operand is an YMM register or a 256-bit memory location. The first source operand and destination operands are YMM registers.

Note: VEX.L must be 0, otherwise instructions will #UD.

Operation

PSUBB (with 64-bit operands)

```
DEST[7:0] ← DEST[7:0] – SRC[7:0];
(* Repeat subtract operation for 2nd through 7th byte *)
DEST[63:56] ← DEST[63:56] – SRC[63:56];
```

PSUBB (with 128-bit operands)

```
DEST[7:0] ← DEST[7:0] – SRC[7:0];
(* Repeat subtract operation for 2nd through 14th byte *)
DEST[127:120] ← DEST[111:120] – SRC[127:120];
```

VPSUBB (VEX.128 encoded version)

```
DEST[7:0] ← SRC1[7:0]-SRC2[7:0]
DEST[15:8] ← SRC1[15:8]-SRC2[15:8]
DEST[23:16] ← SRC1[23:16]-SRC2[23:16]
DEST[31:24] ← SRC1[31:24]-SRC2[31:24]
DEST[39:32] ← SRC1[39:32]-SRC2[39:32]
DEST[47:40] ← SRC1[47:40]-SRC2[47:40]
DEST[55:48] ← SRC1[55:48]-SRC2[55:48]
DEST[63:56] ← SRC1[63:56]-SRC2[63:56]
DEST[71:64] ← SRC1[71:64]-SRC2[71:64]
```

DEST[79:72] ← SRC1[79:72]-SRC2[79:72]
DEST[87:80] ← SRC1[87:80]-SRC2[87:80]
DEST[95:88] ← SRC1[95:88]-SRC2[95:88]
DEST[103:96] ← SRC1[103:96]-SRC2[103:96]
DEST[111:104] ← SRC1[111:104]-SRC2[111:104]
DEST[119:112] ← SRC1[119:112]-SRC2[119:112]
DEST[127:120] ← SRC1[127:120]-SRC2[127:120]
DEST[VLMAX-1:128] ← 00

VPSUBB (VEX.256 encoded version)
DEST[7:0] ← SRC1[7:0]-SRC2[7:0]
DEST[15:8] ← SRC1[15:8]-SRC2[15:8]
DEST[23:16] ← SRC1[23:16]-SRC2[23:16]
DEST[31:24] ← SRC1[31:24]-SRC2[31:24]
DEST[39:32] ← SRC1[39:32]-SRC2[39:32]
DEST[47:40] ← SRC1[47:40]-SRC2[47:40]
DEST[55:48] ← SRC1[55:48]-SRC2[55:48]
DEST[63:56] ← SRC1[63:56]-SRC2[63:56]
DEST[71:64] ← SRC1[71:64]-SRC2[71:64]
DEST[79:72] ← SRC1[79:72]-SRC2[79:72]
DEST[87:80] ← SRC1[87:80]-SRC2[87:80]
DEST[95:88] ← SRC1[95:88]-SRC2[95:88]
DEST[103:96] ← SRC1[103:96]-SRC2[103:96]
DEST[111:104] ← SRC1[111:104]-SRC2[111:104]
DEST[119:112] ← SRC1[119:112]-SRC2[119:112]
DEST[127:120] ← SRC1[127:120]-SRC2[127:120]
DEST[135:128] ← SRC1[135:128]-SRC2[135:128]
DEST[143:136] ← SRC1[143:136]-SRC2[143:136]
DEST[151:144] ← SRC1[151:144]-SRC2[151:144]
DEST[159:152] ← SRC1[159:152]-SRC2[159:152]
DEST[167:160] ← SRC1[167:160]-SRC2[167:160]
DEST[175:168] ← SRC1[175:168]-SRC2[175:168]
DEST[183:176] ← SRC1[183:176]-SRC2[183:176]
DEST[191:184] ← SRC1[191:184]-SRC2[191:184]
DEST[199:192] ← SRC1[199:192]-SRC2[199:192]
DEST[207:200] ← SRC1[207:200]-SRC2[207:200]
DEST[215:208] ← SRC1[215:208]-SRC2[215:208]
DEST[223:216] ← SRC1[223:216]-SRC2[223:216]
DEST[231:224] ← SRC1[231:224]-SRC2[231:224]
DEST[239:232] ← SRC1[239:232]-SRC2[239:232]
DEST[247:240] ← SRC1[247:240]-SRC2[247:240]
DEST[255:248] ← SRC1[255:248]-SRC2[255:248]

PSUBW (with 64-bit operands)
DEST[15:0] ← DEST[15:0] – SRC[15:0];
(* Repeat subtract operation for 2nd and 3rd word *)
DEST[63:48] ← DEST[63:48] – SRC[63:48];

PSUBW (with 128-bit operands)
DEST[15:0] ← DEST[15:0] – SRC[15:0];

(* Repeat subtract operation for 2nd through 7th word *)
DEST[127:112] ← DEST[127:112] – SRC[127:112];

VPSUBW (VEX.128 encoded version)
DEST[15:0] ← SRC1[15:0]-SRC2[15:0]
DEST[31:16] ← SRC1[31:16]-SRC2[31:16]
DEST[47:32] ← SRC1[47:32]-SRC2[47:32]
DEST[63:48] ← SRC1[63:48]-SRC2[63:48]
DEST[79:64] ← SRC1[79:64]-SRC2[79:64]
DEST[95:80] ← SRC1[95:80]-SRC2[95:80]
DEST[111:96] ← SRC1[111:96]-SRC2[111:96]
DEST[127:112] ← SRC1[127:112]-SRC2[127:112]
DEST[VLMAX-1:128] ← 0

VPSUBW (VEX.256 encoded version)
DEST[15:0] ← SRC1[15:0]-SRC2[15:0]
DEST[31:16] ← SRC1[31:16]-SRC2[31:16]
DEST[47:32] ← SRC1[47:32]-SRC2[47:32]
DEST[63:48] ← SRC1[63:48]-SRC2[63:48]
DEST[79:64] ← SRC1[79:64]-SRC2[79:64]
DEST[95:80] ← SRC1[95:80]-SRC2[95:80]
DEST[111:96] ← SRC1[111:96]-SRC2[111:96]
DEST[127:112] ← SRC1[127:112]-SRC2[127:112]
DEST[143:128] ← SRC1[143:128]-SRC2[143:128]
DEST[159:144] ← SRC1[159:144]-SRC2[159:144]
DEST[175:160] ← SRC1[175:160]-SRC2[175:160]
DEST[191:176] ← SRC1[191:176]-SRC2[191:176]
DEST[207:192] ← SRC1207:192]-SRC2[207:192]
DEST[223:208] ← SRC1[223:208]-SRC2[223:208]
DEST[239:224] ← SRC1[239:224]-SRC2[239:224]
DEST[255:240] ← SRC1[255:240]-SRC2[255:240]

PSUBD (with 64-bit operands)
DEST[31:0] ← DEST[31:0] – SRC[31:0];
DEST[63:32] ← DEST[63:32] – SRC[63:32];

PSUBD (with 128-bit operands)
DEST[31:0] ← DEST[31:0] – SRC[31:0];
(* Repeat subtract operation for 2nd and 3rd doubleword *)
DEST[127:96] ← DEST[127:96] – SRC[127:96];

VPSUBD (VEX.128 encoded version)
DEST[31:0] ← SRC1[31:0]-SRC2[31:0]
DEST[63:32] ← SRC1[63:32]-SRC2[63:32]
DEST[95:64] ← SRC1[95:64]-SRC2[95:64]
DEST[127:96] ← SRC1[127:96]-SRC2[127:96]
DEST[VLMAX-1:128] ← 0

VPSUBD (VEX.256 encoded version)
DEST[31:0] ← SRC1[31:0]-SRC2[31:0]
DEST[63:32] ← SRC1[63:32]-SRC2[63:32]

DEST[95:64] ← SRC1[95:64]-SRC2[95:64]
DEST[127:96] ← SRC1[127:96]-SRC2[127:96]
DEST[159:128] ← SRC1[159:128]-SRC2[159:128]
DEST[191:160] ← SRC1[191:160]-SRC2[191:160]
DEST[223:192] ← SRC1[223:192]-SRC2[223:192]
DEST[255:224] ← SRC1[255:224]-SRC2[255:224]

Intel C/C++ Compiler Intrinsic Equivalents

PSUBB: __m64 _mm_sub_pi8(__m64 m1, __m64 m2)

(V)PSUBB: __m128i _mm_sub_epi8 (__m128i a, __m128i b)

VPSUBB: __m256i _mm256_sub_epi8 (__m256i a, __m256i b)

PSUBW: __m64 _mm_sub_pi16(__m64 m1, __m64 m2)

(V)PSUBW: __m128i _mm_sub_epi16 (__m128i a, __m128i b)

VPSUBW: __m256i _mm256_sub_epi16 (__m256i a, __m256i b)

PSUBD: __m64 _mm_sub_pi32(__m64 m1, __m64 m2)

(V)PSUBD: __m128i _mm_sub_epi32 (__m128i a, __m128i b)

VPSUBD: __m256i _mm256_sub_epi32 (__m256i a, __m256i b)

Flags Affected

None.

Numeric Exceptions

None.

Other Exceptions

See Exceptions Type 4; additionally

#UD	If VEX.L = 1.

...

PSUBQ—Subtract Packed Quadword Integers

Opcode/ Instruction	Op/ En	64/32 bit Mode Support	CPUID Feature Flag	Description
0F FB /r[1] PSUBQ *mm1*, *mm2/m64*	RM	V/V	SSE2	Subtract quadword integer in *mm1* from *mm2 /m64*.
66 0F FB /r PSUBQ *xmm1*, *xmm2/m128*	RM	V/V	SSE2	Subtract packed quadword integers in *xmm1* from *xmm2 /m128*.
VEX.NDS.128.66.0F.WIG FB/r VPSUBQ *xmm1, xmm2, xmm3/m128*	RVM	V/V	AVX	Subtract packed quadword integers in *xmm3/m128* from *xmm2*.
VEX.NDS.256.66.0F.WIG FB /r VPSUBQ *ymm1, ymm2, ymm3/m256*	RVM	V/V	AVX2	Subtract packed quadword integers in *ymm3/m256* from *ymm2*.

NOTES:

1. See note in Section 2.4, “Instruction Exception Specification” in the *Intel® 64 and IA-32 Architectures Software Developer’s Manual, Volume 2A* and Section 22.25.3, “Exception Conditions of Legacy SIMD Instructions Operating on MMX Registers” in the *Intel® 64 and IA-32 Architectures Software Developer’s Manual, Volume 3A*.

Instruction Operand Encoding

Op/En	Operand 1	Operand 2	Operand 3	Operand 4
RM	ModRM:reg (r, w)	ModRM:r/m (r)	NA	NA
RVM	ModRM:reg (w)	VEX.vvvv (r)	ModRM:r/m (r)	NA

Description

Subtracts the second operand (source operand) from the first operand (destination operand) and stores the result in the destination operand. When packed quadword operands are used, a SIMD subtract is performed. When a quadword result is too large to be represented in 64 bits (overflow), the result is wrapped around and the low 64 bits are written to the destination element (that is, the carry is ignored).

Note that the (V)PSUBQ instruction can operate on either unsigned or signed (two’s complement notation) integers; however, it does not set bits in the EFLAGS register to indicate overflow and/or a carry. To prevent undetected overflow conditions, software must control the ranges of the values upon which it operates.

In 64-bit mode, using a REX prefix in the form of REX.R permits this instruction to access additional registers (XMM8-XMM15).

Legacy SSE version: The source operand can be a quadword integer stored in an MMX technology register or a 64-bit memory location.

128-bit Legacy SSE version: The second source operand is an XMM register or a 128-bit memory location. The first source operand and destination operands are XMM registers. Bits (VLMAX-1:128) of the corresponding YMM destination register remain unchanged.

VEX.128 encoded version: The second source operand is an XMM register or a 128-bit memory location. The first source operand and destination operands are XMM registers. Bits (VLMAX-1:128) of the destination YMM register are zeroed.

VEX.256 encoded version: The second source operand is an YMM register or a 256-bit memory location. The first source operand and destination operands are YMM registers.

Note: VEX.L must be 0, otherwise instructions will #UD.

Operation

PSUBQ (with 64-Bit operands)

```
DEST[63:0] ← DEST[63:0] – SRC[63:0];
```

PSUBQ (with 128-Bit operands)

```
DEST[63:0] ← DEST[63:0] – SRC[63:0];
DEST[127:64] ← DEST[127:64] – SRC[127:64];
```

VPSUBQ (VEX.128 encoded version)

```
DEST[63:0] ← SRC1[63:0]-SRC2[63:0]
DEST[127:64] ← SRC1[127:64]-SRC2[127:64]
DEST[VLMAX-1:128] ← 0
```

VPSUBQ (VEX.256 encoded version)

```
DEST[63:0] ← SRC1[63:0]-SRC2[63:0]
DEST[127:64] ← SRC1[127:64]-SRC2[127:64]
DEST[191:128] ← SRC1[191:128]-SRC2[191:128]
DEST[255:192] ← SRC1[255:192]-SRC2[255:192]
```

Intel C/C++ Compiler Intrinsic Equivalents

PSUBQ: __m64 _mm_sub_si64(__m64 m1, __m64 m2)

(V)PSUBQ: __m128i _mm_sub_epi64(__m128i m1, __m128i m2)

VPSUBQ: __m256i _mm256_sub_epi64(__m256i m1, __m256i m2)

Flags Affected

None.

Numeric Exceptions

None.

Other Exceptions

See Exceptions Type 4; additionally

#UD	If VEX.L = 1.

...

PSUBSB/PSUBSW—Subtract Packed Signed Integers with Signed Saturation

Opcode/ Instruction	Op/ En	64/32 bit Mode Support	CPUID Feature Flag	Description
0F E8 /r[1] PSUBSB *mm, mm/m64*	RM	V/V	MMX	Subtract signed packed bytes in *mm/m64* from signed packed bytes in *mm* and saturate results.
66 0F E8 /r PSUBSB *xmm1*, *xmm2/m128*	RM	V/V	SSE2	Subtract packed signed byte integers in *xmm2/m128* from packed signed byte integers in *xmm1* and saturate results.
0F E9 /r[1] PSUBSW *mm, mm/m64*	RM	V/V	MMX	Subtract signed packed words in *mm/m64* from signed packed words in *mm* and saturate results.
66 0F E9 /r PSUBSW *xmm1*, *xmm2/m128*	RM	V/V	SSE2	Subtract packed signed word integers in *xmm2/m128* from packed signed word integers in *xmm1* and saturate results.
VEX.NDS.128.66.0F.WIG E8 /r VPSUBSB *xmm1, xmm2, xmm3/m128*	RVM	V/V	AVX	Subtract packed signed byte integers in *xmm3/m128* from packed signed byte integers in *xmm2* and saturate results.
VEX.NDS.128.66.0F.WIG E9 /r VPSUBSW *xmm1, xmm2, xmm3/m128*	RVM	V/V	AVX	Subtract packed signed word integers in *xmm3/m128* from packed signed word integers in *xmm2* and saturate results.
VEX.NDS.256.66.0F.WIG E8 /r VPSUBSB *ymm1, ymm2, ymm3/m256*	RVM	V/V	AVX2	Subtract packed signed byte integers in *ymm3/m256* from packed signed byte integers in *ymm2* and saturate results.
VEX.NDS.256.66.0F.WIG E9 /r VPSUBSW *ymm1, ymm2, ymm3/m256*	RVM	V/V	AVX2	Subtract packed signed word integers in *ymm3/m256* from packed signed word integers in *ymm2* and saturate results.

NOTES:

1. See note in Section 2.4, “Instruction Exception Specification” in the *Intel® 64 and IA-32 Architectures Software Developer’s Manual, Volume 2A* and Section 22.25.3, “Exception Conditions of Legacy SIMD Instructions Operating on MMX Registers” in the *Intel® 64 and IA-32 Architectures Software Developer’s Manual, Volume 3A*.

Instruction Operand Encoding

Op/En	Operand 1	Operand 2	Operand 3	Operand 4
RM	ModRM:reg (r, w)	ModRM:r/m (r)	NA	NA
RVM	ModRM:reg (w)	VEX.vvvv (r)	ModRM:r/m (r)	NA

Description

Performs a SIMD subtract of the packed signed integers of the source operand (second operand) from the packed signed integers of the destination operand (first operand), and stores the packed integer results in the destination operand. See Figure 9-4 in the *Intel® 64 and IA-32 Architectures Software Developer’s Manual, Volume 1*, for an illustration of a SIMD operation. Overflow is handled with signed saturation, as described in the following paragraphs.

The (V)PSUBSB instruction subtracts packed signed byte integers. When an individual byte result is beyond the range of a signed byte integer (that is, greater than 7FH or less than 80H), the saturated value of 7FH or 80H, respectively, is written to the destination operand.

The (V)PSUBSW instruction subtracts packed signed word integers. When an individual word result is beyond the range of a signed word integer (that is, greater than 7FFFH or less than 8000H), the saturated value of 7FFFH or 8000H, respectively, is written to the destination operand.

In 64-bit mode, using a REX prefix in the form of REX.R permits this instruction to access additional registers (XMM8-XMM15).

Legacy SSE version: When operating on 64-bit operands, the destination operand must be an MMX technology register and the source operand can be either an MMX technology register or a 64-bit memory location.

128-bit Legacy SSE version: The second source operand is an XMM register or a 128-bit memory location. The first source operand and destination operands are XMM registers. Bits (VLMAX-1:128) of the corresponding YMM destination register remain unchanged.

VEX.128 encoded version: The second source operand is an XMM register or a 128-bit memory location. The first source operand and destination operands are XMM registers. Bits (VLMAX-1:128) of the destination YMM register are zeroed.

VEX.256 encoded version: The second source operand is an YMM register or a 256-bit memory location. The first source operand and destination operands are YMM registers.

Note: VEX.L must be 0, otherwise instructions will #UD.

Operation

PSUBSB (with 64-bit operands)

```
DEST[7:0] ← SaturateToSignedByte (DEST[7:0] – SRC (7:0]);
(* Repeat subtract operation for 2nd through 7th bytes *)
DEST[63:56] ← SaturateToSignedByte (DEST[63:56] – SRC[63:56] );
```

PSUBSB (with 128-bit operands)

```
DEST[7:0] ← SaturateToSignedByte (DEST[7:0] – SRC[7:0]);
(* Repeat subtract operation for 2nd through 14th bytes *)
DEST[127:120] ← SaturateToSignedByte (DEST[127:120] – SRC[127:120]);
```

VPSUBSB (VEX.128 encoded version)

```
DEST[7:0] ← SaturateToSignedByte (SRC1[7:0] - SRC2[7:0]);
(* Repeat subtract operation for 2nd through 14th bytes *)
DEST[127:120] ← SaturateToSignedByte (SRC1[127:120] - SRC2[127:120]);
DEST[VLMAX-1:128] ← 0
```

VPSUBSB (VEX.256 encoded version)

```
DEST[7:0] ← SaturateToSignedByte (SRC1[7:0] - SRC2[7:0]);
(* Repeat subtract operation for 2nd through 31th bytes *)
DEST[255:248] ← SaturateToSignedByte (SRC1[255:248] - SRC2[255:248]);
```

PSUBSW (with 64-bit operands)

```
DEST[15:0] ← SaturateToSignedWord (DEST[15:0] – SRC[15:0] );
(* Repeat subtract operation for 2nd and 7th words *)
DEST[63:48] ← SaturateToSignedWord (DEST[63:48] – SRC[63:48] );
```

PSUBSW (with 128-bit operands)

```
DEST[15:0]  ← SaturateToSignedWord (DEST[15:0] – SRC[15:0]);
(* Repeat subtract operation for 2nd through 7th words *)
DEST[127:112] ← SaturateToSignedWord (DEST[127:112] – SRC[127:112]);
```

VPSUBSW (VEX.128 encoded version)

```
DEST[15:0] ← SaturateToSignedWord (SRC1[15:0] - SRC2[15:0]);
(* Repeat subtract operation for 2nd through 7th words *)
DEST[127:112] ← SaturateToSignedWord (SRC1[127:112] - SRC2[127:112]);
DEST[VLMAX-1:128] ← 0
```

VPSUBSW (VEX.256 encoded version)

```
DEST[15:0] ← SaturateToSignedWord (SRC1[15:0] - SRC2[15:0]);
(* Repeat subtract operation for 2nd through 15th words *)
DEST[255:240] ← SaturateToSignedWord (SRC1[255:240] - SRC2[255:240]);
```

Intel C/C++ Compiler Intrinsic Equivalents

PSUBSB: __m64 _mm_subs_pi8(__m64 m1, __m64 m2)

(V)PSUBSB: __m128i _mm_subs_epi8(__m128i m1, __m128i m2)

VPSUBSB: __m256i _mm256_subs_epi8(__m256i m1, __m256i m2)

PSUBSW: __m64 _mm_subs_pi16(__m64 m1, __m64 m2)

(V)PSUBSW: __m128i _mm_subs_epi16(__m128i m1, __m128i m2)

VPSUBSW: __m256i _mm256_subs_epi16(__m256i m1, __m256i m2)

Flags Affected

None.

Numeric Exceptions

None.

Other Exceptions

See Exceptions Type 4; additionally

#UD	If VEX.L = 1.

...

PSUBUSB/PSUBUSW—Subtract Packed Unsigned Integers with Unsigned Saturation

Opcode/ Instruction	Op/ En	64/32 bit Mode Support	CPUID Feature Flag	Description
0F D8 /r[1] PSUBUSB *mm, mm/m64*	RM	V/V	MMX	Subtract unsigned packed bytes in *mm/m64* from unsigned packed bytes in *mm* and saturate result.
66 0F D8 /r PSUBUSB *xmm1*, *xmm2/m128*	RM	V/V	SSE2	Subtract packed unsigned byte integers in *xmm2/m128* from packed unsigned byte integers in xmm1 and saturate result.
0F D9 /r[1] PSUBUSW *mm, mm/m64*	RM	V/V	MMX	Subtract unsigned packed words in *mm/m64* from unsigned packed words in *mm* and saturate result.
66 0F D9 /r PSUBUSW *xmm1*, *xmm2/m128*	RM	V/V	SSE2	Subtract packed unsigned word integers in *xmm2/m128* from packed unsigned word integers in *xmm1* and saturate result.
VEX.NDS.128.66.0F.WIG D8 /r VPSUBUSB *xmm1, xmm2, xmm3/m128*	RVM	V/V	AVX	Subtract packed unsigned byte integers in *xmm3/m128* from packed unsigned byte integers in *xmm2* and saturate result.
VEX.NDS.128.66.0F.WIG D9 /r VPSUBUSW *xmm1, xmm2, xmm3/m128*	RVM	V/V	AVX	Subtract packed unsigned word integers in *xmm3/m128* from packed unsigned word integers in *xmm2* and saturate result.
VEX.NDS.256.66.0F.WIG D8 /r VPSUBUSB *ymm1, ymm2, ymm3/m256*	RVM	V/V	AVX2	Subtract packed unsigned byte integers in *ymm3/m256* from packed unsigned byte integers in *ymm2* and saturate result.
VEX.NDS.256.66.0F.WIG D9 /r VPSUBUSW *ymm1, ymm2, ymm3/m256*	RVM	V/V	AVX2	Subtract packed unsigned word integers in *ymm3/m256* from packed unsigned word integers in *ymm2* and saturate result.

NOTES:

1. See note in Section 2.4, “Instruction Exception Specification” in the *Intel® 64 and IA-32 Architectures Software Developer’s Manual, Volume 2A* and Section 22.25.3, “Exception Conditions of Legacy SIMD Instructions Operating on MMX Registers” in the *Intel® 64 and IA-32 Architectures Software Developer’s Manual, Volume 3A*.

Instruction Operand Encoding

Op/En	Operand 1	Operand 2	Operand 3	Operand 4
RM	ModRM:reg (r, w)	ModRM:r/m (r)	NA	NA
RVM	ModRM:reg (w)	VEX.vvvv (r)	ModRM:r/m (r)	NA

Description

Performs a SIMD subtract of the packed unsigned integers of the source operand (second operand) from the packed unsigned integers of the destination operand (first operand), and stores the packed unsigned integer results in the destination operand. See Figure 9-4 in the *Intel® 64 and IA-32 Architectures Software Developer’s Manual, Volume 1*, for an illustration of a SIMD operation. Overflow is handled with unsigned saturation, as described in the following paragraphs.

These instructions can operate on either 64-bit or 128-bit operands.

The (V)PSUBUSB instruction subtracts packed unsigned byte integers. When an individual byte result is less than zero, the saturated value of 00H is written to the destination operand.

The (V)PSUBUSW instruction subtracts packed unsigned word integers. When an individual word result is less than zero, the saturated value of 0000H is written to the destination operand.

In 64-bit mode, using a REX prefix in the form of REX.R permits this instruction to access additional registers (XMM8-XMM15).

Legacy SSE version: When operating on 64-bit operands, the destination operand must be an MMX technology register and the source operand can be either an MMX technology register or a 64-bit memory location.

128-bit Legacy SSE version: The second source operand is an XMM register or a 128-bit memory location. The first source operand and destination operands are XMM registers. Bits (VLMAX-1:128) of the corresponding YMM destination register remain unchanged.

VEX.128 encoded version: The second source operand is an XMM register or a 128-bit memory location. The first source operand and destination operands are XMM registers. Bits (VLMAX-1:128) of the destination YMM register are zeroed.

VEX.256 encoded version: The second source operand is an YMM register or a 256-bit memory location. The first source operand and destination operands are YMM registers.

Note: VEX.L must be 0, otherwise instructions will #UD.

Operation

PSUBUSB (with 64-bit operands)

```
DEST[7:0] ← SaturateToUnsignedByte (DEST[7:0] – SRC (7:0] );
(* Repeat add operation for 2nd through 7th bytes *)
DEST[63:56] ← SaturateToUnsignedByte (DEST[63:56] – SRC[63:56];
```

PSUBUSB (with 128-bit operands)

```
DEST[7:0] ← SaturateToUnsignedByte (DEST[7:0] – SRC[7:0]);
(* Repeat add operation for 2nd through 14th bytes *)
DEST[127:120] ← SaturateToUnSignedByte (DEST[127:120] – SRC[127:120]);
```

VPSUBUSB (VEX.128 encoded version)

```
DEST[7:0] ← SaturateToUnsignedByte (SRC1[7:0] - SRC2[7:0]);
(* Repeat subtract operation for 2nd through 14th bytes *)
DEST[127:120] ← SaturateToUnsignedByte (SRC1[127:120] - SRC2[127:120]);
DEST[VLMAX-1:128] ← 0
```

VPSUBUSB (VEX.256 encoded version)

```
DEST[7:0] ← SaturateToUnsignedByte (SRC1[7:0] - SRC2[7:0]);
(* Repeat subtract operation for 2nd through 31st bytes *)
DEST[255:148] ← SaturateToUnsignedByte (SRC1[255:248] - SRC2[255:248]);
```

PSUBUSW (with 64-bit operands)

```
DEST[15:0] ← SaturateToUnsignedWord (DEST[15:0] – SRC[15:0] );
(* Repeat add operation for 2nd and 3rd words *)
DEST[63:48] ← SaturateToUnsignedWord (DEST[63:48] – SRC[63:48] );
```

PSUBUSW (with 128-bit operands)

```
DEST[15:0]  ← SaturateToUnsignedWord (DEST[15:0] – SRC[15:0]);
(* Repeat add operation for 2nd through 7th words *)
DEST[127:112] ← SaturateToUnSignedWord (DEST[127:112] – SRC[127:112]);
```

VPSUBUSW (VEX.128 encoded version)

```
DEST[15:0] ← SaturateToUnsignedWord (SRC1[15:0] - SRC2[15:0]);
(* Repeat subtract operation for 2nd through 7th words *)
DEST[127:112] ← SaturateToUnsignedWord (SRC1[127:112] - SRC2[127:112]);
DEST[VLMAX-1:128] ← 0
```

VPSUBUSW (VEX.256 encoded version)

```
DEST[15:0] ← SaturateToUnsignedWord (SRC1[15:0] - SRC2[15:0]);
(* Repeat subtract operation for 2nd through 15th words *)
DEST[255:240] ← SaturateToUnsignedWord (SRC1[255:240] - SRC2[255:240]);
```

Intel C/C++ Compiler Intrinsic Equivalents

PSUBUSB: __m64 _mm_subs_pu8(__m64 m1, __m64 m2)

(V)PSUBUSB: __m128i _mm_subs_epu8(__m128i m1, __m128i m2)

VPSUBUSB: __m256i _mm256_subs_epu8(__m256i m1, __m256i m2)

PSUBUSW: __m64 _mm_subs_pu16(__m64 m1, __m64 m2)

(V)PSUBUSW: __m128i _mm_subs_epu16(__m128i m1, __m128i m2)

VPSUBUSW: __m256i _mm256_subs_epu16(__m256i m1, __m256i m2)

Flags Affected

None.

Numeric Exceptions

None.

Other Exceptions

See Exceptions Type 4; additionally

#UD	If VEX.L = 1.

...

PUNPCKHBW/PUNPCKHWD/PUNPCKHDQ/PUNPCKHQDQ— Unpack High Data

Opcode/ Instruction	Op/ En	64/32 bit Mode Support	CPUID Feature Flag	Description
0F 68 /r[1] PUNPCKHBW *mm, mm/m64*	RM	V/V	MMX	Unpack and interleave high-order bytes from *mm* and *mm/m64* into *mm*.
66 0F 68 /r PUNPCKHBW *xmm1*, *xmm2/m128*	RM	V/V	SSE2	Unpack and interleave high-order bytes from *xmm1* and *xmm2/m128* into *xmm1*.
0F 69 /r[1] PUNPCKHWD *mm, mm/m64*	RM	V/V	MMX	Unpack and interleave high-order words from *mm* and *mm/m64* into *mm*.
66 0F 69 /r PUNPCKHWD *xmm1*, *xmm2/m128*	RM	V/V	SSE2	Unpack and interleave high-order words from *xmm1* and *xmm2/m128* into *xmm1*.
0F 6A /r[1] PUNPCKHDQ *mm, mm/m64*	RM	V/V	MMX	Unpack and interleave high-order doublewords from *mm* and *mm/m64* into *mm*.
66 0F 6A /r PUNPCKHDQ *xmm1*, *xmm2/m128*	RM	V/V	SSE2	Unpack and interleave high-order doublewords from *xmm1* and *xmm2/m128* into *xmm1*.
66 0F 6D /r PUNPCKHQDQ *xmm1*, *xmm2/m128*	RM	V/V	SSE2	Unpack and interleave high-order quadwords from *xmm1* and *xmm2/m128* into *xmm1*.
VEX.NDS.128.66.0F.WIG 68/r VPUNPCKHBW *xmm1,xmm2, xmm3/m128*	RVM	V/V	AVX	Interleave high-order bytes from *xmm2* and *xmm3/m128* into *xmm1*.
VEX.NDS.128.66.0F.WIG 69/r VPUNPCKHWD *xmm1,xmm2, xmm3/m128*	RVM	V/V	AVX	Interleave high-order words from *xmm2* and *xmm3/m128* into *xmm1*.
VEX.NDS.128.66.0F.WIG 6A/r VPUNPCKHDQ *xmm1, xmm2, xmm3/m128*	RVM	V/V	AVX	Interleave high-order doublewords from *xmm2* and *xmm3/m128* into *xmm1*.
VEX.NDS.128.66.0F.WIG 6D/r VPUNPCKHQDQ *xmm1, xmm2, xmm3/m128*	RVM	V/V	AVX	Interleave high-order quadword from *xmm2* and *xmm3/m128* into *xmm1* register.
VEX.NDS.256.66.0F.WIG 68 /r VPUNPCKHBW *ymm1, ymm2, ymm3/m256*	RVM	V/V	AVX2	Interleave high-order bytes from *ymm2* and *ymm3/m256* into *ymm1* register.
VEX.NDS.256.66.0F.WIG 69 /r VPUNPCKHWD *ymm1, ymm2, ymm3/m256*	RVM	V/V	AVX2	Interleave high-order words from *ymm2* and *ymm3/m256* into *ymm1* register.
VEX.NDS.256.66.0F.WIG 6A /r VPUNPCKHDQ *ymm1, ymm2, ymm3/m256*	RVM	V/V	AVX2	Interleave high-order doublewords from *ymm2* and *ymm3/m256* into *ymm1* register.
VEX.NDS.256.66.0F.WIG 6D /r VPUNPCKHQDQ *ymm1, ymm2, ymm3/m256*	RVM	V/V	AVX2	Interleave high-order quadword from *ymm2* and *ymm3/m256* into *ymm1* register.

NOTES:

1. See note in Section 2.4, “Instruction Exception Specification” in the *Intel® 64 and IA-32 Architectures Software Developer’s Manual, Volume 2A* and Section 22.25.3, “Exception Conditions of Legacy SIMD Instructions Operating on MMX Registers” in the *Intel® 64 and IA-32 Architectures Software Developer’s Manual, Volume 3A*.

Instruction Operand Encoding

Op/En	Operand 1	Operand 2	Operand 3	Operand 4
RM	ModRM:reg (r, w)	ModRM:r/m (r)	NA	NA

Op/En	Operand 1	Operand 2	Operand 3	Operand 4
RVM	ModRM:reg (w)	VEX.vvvv (r)	ModRM:r/m (r)	NA

Description

Unpacks and interleaves the high-order data elements (bytes, words, doublewords, or quadwords) of the destination operand (first operand) and source operand (second operand) into the destination operand. Figure 4-16 shows the unpack operation for bytes in 64-bit operands. The low-order data elements are ignored.

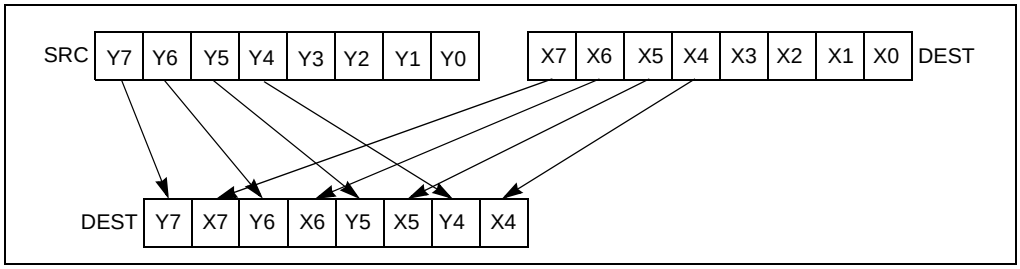

Figure 4-16 PUNPCKHBW Instruction Operation Using 64-bit Operands

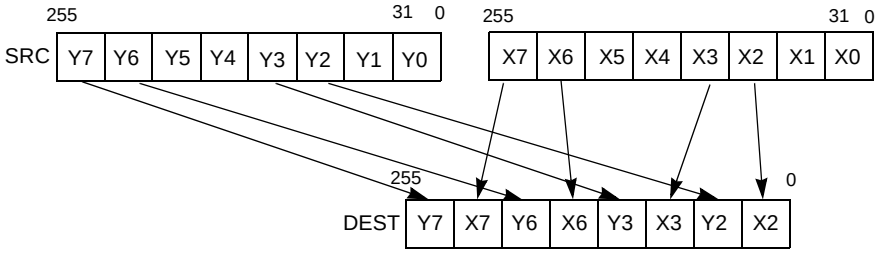

Figure 4-17 256-bit VPUNPCKHDQ Instruction Operation

When the source data comes from a 64-bit memory operand, the full 64-bit operand is accessed from memory, but the instruction uses only the high-order 32 bits. When the source data comes from a 128-bit memory operand, an implementation may fetch only the appropriate 64 bits; however, alignment to a 16-byte boundary and normal segment checking will still be enforced.

The (V)PUNPCKHBW instruction interleaves the high-order bytes of the source and destination operands, the (V)PUNPCKHWD instruction interleaves the high-order words of the source and destination operands, the (V)PUNPCKHDQ instruction interleaves the high-order doubleword (or doublewords) of the source and destination operands, and the (V)PUNPCKHQDQ instruction interleaves the high-order quadwords of the source and destination operands.

These instructions can be used to convert bytes to words, words to doublewords, doublewords to quadwords, and quadwords to double quadwords, respectively, by placing all 0s in the source operand. Here, if the source operand contains all 0s, the result (stored in the destination operand) contains zero extensions of the high-order data elements from the original value in the destination operand. For example, with the (V)PUNPCKHBW instruction the high-order bytes are zero extended (that is, unpacked into unsigned word integers), and with the (V)PUNPCKHWD instruction, the high-order words are zero extended (unpacked into unsigned doubleword integers).

In 64-bit mode, using a REX prefix in the form of REX.R permits this instruction to access additional registers (XMM8-XMM15).

Legacy SSE versions: The source operand can be an MMX technology register or a 64-bit memory location. The destination operand is an MMX technology register.

128-bit Legacy SSE versions: The second source operand is an XMM register or a 128-bit memory location. The first source operand and destination operands are XMM registers. Bits (VLMAX-1:128) of the corresponding YMM destination register remain unchanged.

VEX.128 encoded versions: The second source operand is an XMM register or a 128-bit memory location. The first source operand and destination operands are XMM registers. Bits (VLMAX-1:128) of the destination YMM register are zeroed.

VEX.256 encoded version: The second source operand is an YMM register or a 256-bit memory location. The first source operand and destination operands are YMM registers.

Note: VEX.L must be 0, otherwise instructions will #UD.

Operation

PUNPCKHBW instruction with 64-bit operands:

```
DEST[7:0] ← DEST[39:32];
DEST[15:8] ← SRC[39:32];
DEST[23:16] ← DEST[47:40];
DEST[31:24] ← SRC[47:40];
DEST[39:32] ← DEST[55:48];
DEST[47:40] ← SRC[55:48];
DEST[55:48] ← DEST[63:56];
DEST[63:56] ← SRC[63:56];
```

PUNPCKHW instruction with 64-bit operands:

```
DEST[15:0] ← DEST[47:32];
DEST[31:16] ← SRC[47:32];
DEST[47:32] ← DEST[63:48];
DEST[63:48] ← SRC[63:48];
```

PUNPCKHDQ instruction with 64-bit operands:

```
DEST[31:0] ← DEST[63:32];
DEST[63:32] ← SRC[63:32];
```

PUNPCKHBW instruction with 128-bit operands:

```
DEST[7:0]← DEST[71:64];
DEST[15:8]  ← SRC[71:64];
DEST[23:16] ← DEST[79:72];
DEST[31:24] ← SRC[79:72];
DEST[39:32] ← DEST[87:80];
DEST[47:40] ← SRC[87:80];
DEST[55:48] ← DEST[95:88];
DEST[63:56] ← SRC[95:88];
DEST[71:64] ← DEST[103:96];
DEST[79:72] ← SRC[103:96];
DEST[87:80] ← DEST[111:104];
DEST[95:88] ← SRC[111:104];
DEST[103:96]  ← DEST[119:112];
```

DEST[111:104] ← SRC[119:112];
DEST[119:112] ← DEST[127:120];
DEST[127:120] ← SRC[127:120];

PUNPCKHWD instruction with 128-bit operands:

DEST[15:0] ← DEST[79:64];
DEST[31:16] ← SRC[79:64];
DEST[47:32] ← DEST[95:80];
DEST[63:48] ← SRC[95:80];
DEST[79:64] ← DEST[111:96];
DEST[95:80] ← SRC[111:96];
DEST[111:96] ← DEST[127:112];
DEST[127:112] ← SRC[127:112];

PUNPCKHDQ instruction with 128-bit operands:

DEST[31:0] ← DEST[95:64];
DEST[63:32] ← SRC[95:64];
DEST[95:64] ← DEST[127:96];
DEST[127:96] ← SRC[127:96];

PUNPCKHQDQ instruction:

DEST[63:0] ← DEST[127:64];
DEST[127:64] ← SRC[127:64];

INTERLEAVE_HIGH_BYTES_256b (SRC1, SRC2)

DEST[7:0] ← SRC1[71:64]
DEST[15:8] ← SRC2[71:64]
DEST[23:16] ← SRC1[79:72]
DEST[31:24] ← SRC2[79:72]
DEST[39:32] ← SRC1[87:80]
DEST[47:40] ← SRC2[87:80]
DEST[55:48] ← SRC1[95:88]
DEST[63:56] ←SRC2[95:88]
DEST[71:64] ← SRC1[103:96]
DEST[79:72] ← SRC2[103:96]
DEST[87:80] ← SRC1[111:104]
DEST[95:88] ← SRC2[111:104]
DEST[103:96] ← SRC1[119:112]
DEST[111:104] ← SRC2[119:112]
DEST[119:112] ← SRC1[127:120]
DEST[127:120] ← SRC2[127:120]
DEST[135:128] ← SRC1[199:192]
DEST[143:136] ← SRC2[199:192]
DEST[151:144] ← SRC1[207:200]
DEST[159:152] ← SRC2[207:200]
DEST[167:160] ← SRC1[215:208]
DEST[175:168] ← SRC2[215:208]
DEST[183:176] ← SRC1[223:216]
DEST[191:184] ←SRC2[223:216]
DEST[199:192] ← SRC1[231:224]
DEST[207:200] ← SRC2[231:224]

DEST[215:208] ← SRC1[239:232]
DEST[223:216] ← SRC2[239:232]
DEST[231:224] ← SRC1[247:240]
DEST[239:232] ← SRC2[247:240]
DEST[247:240] ← SRC1[255:248]
DEST[255:248] ← SRC2[255:248]

INTERLEAVE_HIGH_BYTES (SRC1, SRC2)
DEST[7:0] ← SRC1[71:64]
DEST[15:8] ← SRC2[71:64]
DEST[23:16] ← SRC1[79:72]
DEST[31:24] ← SRC2[79:72]
DEST[39:32] ← SRC1[87:80]
DEST[47:40] ← SRC2[87:80]
DEST[55:48] ← SRC1[95:88]
DEST[63:56] ←SRC2[95:88]
DEST[71:64] ← SRC1[103:96]
DEST[79:72] ← SRC2[103:96]
DEST[87:80] ← SRC1[111:104]
DEST[95:88] ← SRC2[111:104]
DEST[103:96] ← SRC1[119:112]
DEST[111:104] ← SRC2[119:112]
DEST[119:112] ← SRC1[127:120]
DEST[127:120] ← SRC2[127:120]

INTERLEAVE_HIGH_WORDS_256b(SRC1, SRC2)
DEST[15:0] ← SRC1[79:64]
DEST[31:16] ← SRC2[79:64]
DEST[47:32] ← SRC1[95:80]
DEST[63:48] ← SRC2[95:80]
DEST[79:64] ← SRC1[111:96]
DEST[95:80] ← SRC2[111:96]
DEST[111:96] ← SRC1[127:112]
DEST[127:112] ← SRC2[127:112]
DEST[143:128] ← SRC1[207:192]
DEST[159:144] ← SRC2[207:192]
DEST[175:160] ← SRC1[223:208]
DEST[191:176] ← SRC2[223:208]
DEST[207:192] ← SRC1[239:224]
DEST[223:208] ← SRC2[239:224]
DEST[239:224] ← SRC1[255:240]
DEST[255:240] ← SRC2[255:240]

INTERLEAVE_HIGH_WORDS (SRC1, SRC2)
DEST[15:0] ← SRC1[79:64]
DEST[31:16] ← SRC2[79:64]
DEST[47:32] ← SRC1[95:80]
DEST[63:48] ← SRC2[95:80]
DEST[79:64] ← SRC1[111:96]
DEST[95:80] ← SRC2[111:96]

DEST[111:96] ←SRC1[127:112]
DEST[127:112] ← SRC2[127:112]

INTERLEAVE_HIGH_DWORDS_256b(SRC1, SRC2)
DEST[31:0] ← SRC1[95:64]
DEST[63:32] ← SRC2[95:64]
DEST[95:64] ← SRC1[127:96]
DEST[127:96] ← SRC2[127:96]
DEST[159:128] ← SRC1[223:192]
DEST[191:160] ← SRC2[223:192]
DEST[223:192] ← SRC1[255:224]
DEST[255:224] ← SRC2[255:224]

INTERLEAVE_HIGH_DWORDS(SRC1, SRC2)
DEST[31:0] ← SRC1[95:64]
DEST[63:32] ← SRC2[95:64]
DEST[95:64] ← SRC1[127:96]
DEST[127:96] ← SRC2[127:96]

INTERLEAVE_HIGH_QWORDS_256b(SRC1, SRC2)
DEST[63:0] ← SRC1[127:64]
DEST[127:64] ← SRC2[127:64]
DEST[191:128] ← SRC1[255:192]
DEST[255:192] ← SRC2[255:192]

INTERLEAVE_HIGH_QWORDS(SRC1, SRC2)
DEST[63:0] ← SRC1[127:64]
DEST[127:64] ← SRC2[127:64]

PUNPCKHBW (128-bit Legacy SSE Version)
DEST[127:0] ← INTERLEAVE_HIGH_BYTES(DEST, SRC)
DEST[VLMAX-1:128] (Unmodified)

VPUNPCKHBW (VEX.128 encoded version)
DEST[127:0] ← INTERLEAVE_HIGH_BYTES(SRC1, SRC2)
DEST[VLMAX-1:128] ← 0

VPUNPCKHBW (VEX.256 encoded version)
DEST[255:0] ← INTERLEAVE_HIGH_BYTES_256b(SRC1, SRC2)

PUNPCKHWD (128-bit Legacy SSE Version)
DEST[127:0] ← INTERLEAVE_HIGH_WORDS(DEST, SRC)
DEST[VLMAX-1:128] (Unmodified)

VPUNPCKHWD (VEX.128 encoded version)
DEST[127:0] ← INTERLEAVE_HIGH_WORDS(SRC1, SRC2)
DEST[VLMAX-1:128] ← 0

VPUNPCKHWD (VEX.256 encoded version)
DEST[255:0] ← INTERLEAVE_HIGH_WORDS_256b(SRC1, SRC2)

PUNPCKHDQ (128-bit Legacy SSE Version)
DEST[127:0] ← INTERLEAVE_HIGH_DWORDS(DEST, SRC)
DEST[VLMAX-1:128] (Unmodified)

VPUNPCKHDQ (VEX.128 encoded version)
DEST[127:0] ← INTERLEAVE_HIGH_DWORDS(SRC1, SRC2)
DEST[VLMAX-1:128] ← 0

VPUNPCKHDQ (VEX.256 encoded version)
DEST[255:0] ← INTERLEAVE_HIGH_DWORDS_256b(SRC1, SRC2)

PUNPCKHQDQ (128-bit Legacy SSE Version)
DEST[127:0] ← INTERLEAVE_HIGH_QWORDS(DEST, SRC)
DEST[255:127] (Unmodified)

VPUNPCKHQDQ (VEX.128 encoded version)
DEST[127:0] ← INTERLEAVE_HIGH_QWORDS(SRC1, SRC2)
DEST[255:127] ← 0

VPUNPCKHQDQ (VEX.256 encoded version)
DEST[255:0] ← INTERLEAVE_HIGH_QWORDS_256(SRC1, SRC2)

Intel C/C++ Compiler Intrinsic Equivalents

PUNPCKHBW: __m64 _mm_unpackhi_pi8(__m64 m1, __m64 m2)
(V)PUNPCKHBW: __m128i _mm_unpackhi_epi8(__m128i m1, __m128i m2)
VPUNPCKHBW: __m256i _mm256_unpackhi_epi8(__m256i m1, __m256i m2)
PUNPCKHWD: __m64 _mm_unpackhi_pi16(__m64 m1,__m64 m2)
(V)PUNPCKHWD: __m128i _mm_unpackhi_epi16(__m128i m1,__m128i m2)
VPUNPCKHWD: __m256i _mm256_unpackhi_epi16(__m256i m1,__m256i m2)
PUNPCKHDQ: __m64 _mm_unpackhi_pi32(__m64 m1, __m64 m2)
(V)PUNPCKHDQ: __m128i _mm_unpackhi_epi32(__m128i m1, __m128i m2)
VPUNPCKHDQ: __m256i _mm256_unpackhi_epi32(__m256i m1, __m256i m2)
(V)PUNPCKHQDQ: __m128i _mm_unpackhi_epi64 (__m128i a, __m128i b)
VPUNPCKHQDQ: __m256i _mm256_unpackhi_epi64 (__m256i a, __m256i b)

Flags Affected

None.

Numeric Exceptions

None.

Other Exceptions

See Exceptions Type 4; additionally

#UD	If VEX.L = 1.

…

PUNPCKLBW/PUNPCKLWD/PUNPCKLDQ/PUNPCKLQDQ—Unpack Low Data

Opcode/ Instruction	Op/ En	64/32 bit Mode Support	CPUID Feature Flag	Description
0F 60 /r[1] PUNPCKLBW *mm, mm/m32*	RM	V/V	MMX	Interleave low-order bytes from *mm* and *mm/m32* into *mm*.
66 0F 60 /r PUNPCKLBW *xmm1*, *xmm2/m128*	RM	V/V	SSE2	Interleave low-order bytes from *xmm1* and *xmm2/m128* into *xmm1*.
0F 61 /r[1] PUNPCKLWD *mm, mm/m32*	RM	V/V	MMX	Interleave low-order words from *mm* and *mm/m32* into *mm*.
66 0F 61 /r PUNPCKLWD *xmm1*, *xmm2/m128*	RM	V/V	SSE2	Interleave low-order words from *xmm1* and *xmm2/m128* into *xmm1*.
0F 62 /r[1] PUNPCKLDQ *mm, mm/m32*	RM	V/V	MMX	Interleave low-order doublewords from *mm* and *mm/m32* into *mm*.
66 0F 62 /r PUNPCKLDQ *xmm1*, *xmm2/m128*	RM	V/V	SSE2	Interleave low-order doublewords from *xmm1* and *xmm2/m128* into xmm1.
66 0F 6C /r PUNPCKLQDQ *xmm1*, *xmm2/m128*	RM	V/V	SSE2	Interleave low-order quadword from *xmm1* and *xmm2/m128* into *xmm1* register.
VEX.NDS.128.66.0F.WIG 60/r VPUNPCKLBW *xmm1,xmm2, xmm3/m128*	RVM	V/V	AVX	Interleave low-order bytes from *xmm2* and *xmm3/m128* into *xmm1*.
VEX.NDS.128.66.0F.WIG 61/r VPUNPCKLWD *xmm1,xmm2, xmm3/m128*	RVM	V/V	AVX	Interleave low-order words from *xmm2* and *xmm3/m128* into *xmm1*.
VEX.NDS.128.66.0F.WIG 62/r VPUNPCKLDQ *xmm1, xmm2, xmm3/m128*	RVM	V/V	AVX	Interleave low-order doublewords from *xmm2* and *xmm3/m128* into *xmm1*.
VEX.NDS.128.66.0F.WIG 6C/r VPUNPCKLQDQ *xmm1, xmm2, xmm3/m128*	RVM	V/V	AVX	Interleave low-order quadword from *xmm2* and *xmm3/m128* into *xmm1* register.
VEX.NDS.256.66.0F.WIG 60 /r VPUNPCKLBW *ymm1, ymm2, ymm3/m256*	RVM	V/V	AVX2	Interleave low-order bytes from *ymm2* and *ymm3/m256* into *ymm1* register.
VEX.NDS.256.66.0F.WIG 61 /r VPUNPCKLWD *ymm1, ymm2, ymm3/m256*	RVM	V/V	AVX2	Interleave low-order words from *ymm2* and *ymm3/m256* into *ymm1* register.
VEX.NDS.256.66.0F.WIG 62 /r VPUNPCKLDQ *ymm1, ymm2, ymm3/m256*	RVM	V/V	AVX2	Interleave low-order doublewords from *ymm2* and *ymm3/m256* into *ymm1* register.
VEX.NDS.256.66.0F.WIG 6C /r VPUNPCKLQDQ *ymm1, ymm2, ymm3/m256*	RVM	V/V	AVX2	Interleave low-order quadword from *ymm2* and *ymm3/m256* into *ymm1* register.

NOTES:

1. See note in Section 2.4, “Instruction Exception Specification” in the *Intel® 64 and IA-32 Architectures Software Developer’s Manual, Volume 2A* and Section 22.25.3, “Exception Conditions of Legacy SIMD Instructions Operating on MMX Registers” in the *Intel® 64 and IA-32 Architectures Software Developer’s Manual, Volume 3A*.

Instruction Operand Encoding

Op/En	Operand 1	Operand 2	Operand 3	Operand 4
RM	ModRM:reg (r, w)	ModRM:r/m (r)	NA	NA
RVM	ModRM:reg (w)	VEX.vvvv (r)	ModRM:r/m (r)	NA

Description

Unpacks and interleaves the low-order data elements (bytes, words, doublewords, and quadwords) of the destination operand (first operand) and source operand (second operand) into the destination operand. (Figure 4-18 shows the unpack operation for bytes in 64-bit operands.). The high-order data elements are ignored.

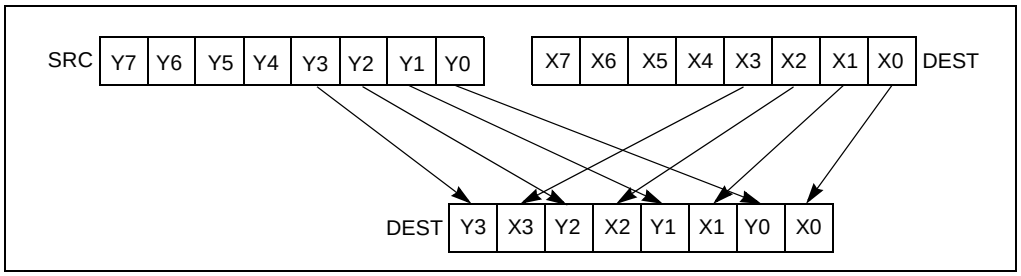

Figure 4-18 PUNPCKLBW Instruction Operation Using 64-bit Operands

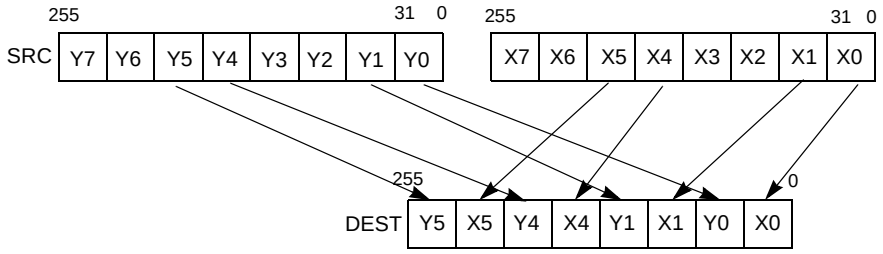

Figure 4-19 256-bit VPUNPCKLDQ Instruction Operation

When the source data comes from a 128-bit memory operand, an implementation may fetch only the appropriate 64 bits; however, alignment to a 16-byte boundary and normal segment checking will still be enforced.

The (V)PUNPCKLBW instruction interleaves the low-order bytes of the source and destination operands, the (V)PUNPCKLWD instruction interleaves the low-order words of the source and destination operands, the (V)PUNPCKLDQ instruction interleaves the low-order doubleword (or doublewords) of the source and destination operands, and the (V)PUNPCKLQDQ instruction interleaves the low-order quadwords of the source and destination operands.

These instructions can be used to convert bytes to words, words to doublewords, doublewords to quadwords, and quadwords to double quadwords, respectively, by placing all 0s in the source operand. Here, if the source operand contains all 0s, the result (stored in the destination operand) contains zero extensions of the high-order data elements from the original value in the destination operand. For example, with the (V)PUNPCKLBW instruction the high-order bytes are zero extended (that is, unpacked into unsigned word integers), and with the (V)PUNPCKLWD instruction, the high-order words are zero extended (unpacked into unsigned doubleword integers).

In 64-bit mode, using a REX prefix in the form of REX.R permits this instruction to access additional registers (XMM8-XMM15).

Legacy SSE versions: The source operand can be an MMX technology register or a 32-bit memory location. The destination operand is an MMX technology register.

128-bit Legacy SSE versions: The second source operand is an XMM register or a 128-bit memory location. The first source operand and destination operands are XMM registers. Bits (VLMAX-1:128) of the corresponding YMM destination register remain unchanged.

VEX.128 encoded versions: The second source operand is an XMM register or a 128-bit memory location. The first source operand and destination operands are XMM registers. Bits (VLMAX-1:128) of the destination YMM register are zeroed.

VEX.256 encoded version: The second source operand is an YMM register or a 256-bit memory location. The first source operand and destination operands are YMM registers.

Note: VEX.L must be 0, otherwise instructions will #UD.

Operation

PUNPCKLBW instruction with 64-bit operands:

```
DEST[63:56] ← SRC[31:24];
DEST[55:48] ← DEST[31:24];
DEST[47:40] ← SRC[23:16];
DEST[39:32] ← DEST[23:16];
DEST[31:24] ← SRC[15:8];
DEST[23:16] ← DEST[15:8];
DEST[15:8] ← SRC[7:0];
DEST[7:0] ← DEST[7:0];
```

PUNPCKLWD instruction with 64-bit operands:

```
DEST[63:48] ← SRC[31:16];
DEST[47:32] ← DEST[31:16];
DEST[31:16] ← SRC[15:0];
DEST[15:0] ← DEST[15:0];
```

PUNPCKLDQ instruction with 64-bit operands:

```
DEST[63:32] ← SRC[31:0];
DEST[31:0] ← DEST[31:0];
```

PUNPCKLBW instruction with 128-bit operands:

```
DEST[7:0]← DEST[7:0];
DEST[15:8]  ← SRC[7:0];
DEST[23:16] ← DEST[15:8];
DEST[31:24] ← SRC[15:8];
DEST[39:32] ← DEST[23:16];
DEST[47:40] ← SRC[23:16];
DEST[55:48] ← DEST[31:24];
DEST[63:56] ← SRC[31:24];
DEST[71:64] ← DEST[39:32];
DEST[79:72] ← SRC[39:32];
DEST[87:80] ← DEST[47:40];
DEST[95:88] ← SRC[47:40];
DEST[103:96]  ← DEST[55:48];
DEST[111:104] ← SRC[55:48];
```

DEST[119:112] ← DEST[63:56];
DEST[127:120] ← SRC[63:56];

PUNPCKLWD instruction with 128-bit operands:

DEST[15:0] ← DEST[15:0];
DEST[31:16] ← SRC[15:0];
DEST[47:32] ← DEST[31:16];
DEST[63:48] ← SRC[31:16];
DEST[79:64] ← DEST[47:32];
DEST[95:80] ← SRC[47:32];
DEST[111:96] ← DEST[63:48];
DEST[127:112] ← SRC[63:48];

PUNPCKLDQ instruction with 128-bit operands:

DEST[31:0] ← DEST[31:0];
DEST[63:32] ← SRC[31:0];
DEST[95:64] ← DEST[63:32];
DEST[127:96] ← SRC[63:32];

PUNPCKLQDQ

DEST[63:0] ← DEST[63:0];
DEST[127:64] ← SRC[63:0];

INTERLEAVE_BYTES_256b (SRC1, SRC2)

DEST[7:0] ← SRC1[7:0]
DEST[15:8] ← SRC2[7:0]
DEST[23:16] ← SRC1[15:8]
DEST[31:24] ← SRC2[15:8]
DEST[39:32] ← SRC1[23:16]
DEST[47:40] ← SRC2[23:16]
DEST[55:48] ← SRC1[31:24]
DEST[63:56] ←SRC2[31:24]
DEST[71:64] ← SRC1[39:32]
DEST[79:72] ← SRC2[39:32]
DEST[87:80] ← SRC1[47:40]
DEST[95:88] ← SRC2[47:40]
DEST[103:96] ← SRC1[55:48]
DEST[111:104] ← SRC2[55:48]
DEST[119:112] ← SRC1[63:56]
DEST[127:120] ← SRC2[63:56]
DEST[135:128] ← SRC1[135:128]
DEST[143:136] ← SRC2[135:128]
DEST[151:144] ← SRC1[143:136]
DEST[159:152] ← SRC2[143:136]
DEST[167:160] ← SRC1[151:144]
DEST[175:168] ← SRC2[151:144]
DEST[183:176] ← SRC1[159:152]
DEST[191:184] ←SRC2[159:152]
DEST[199:192] ← SRC1[167:160]
DEST[207:200] ← SRC2[167:160]
DEST[215:208] ← SRC1[175:168]

DEST[223:216] ← SRC2[175:168]
DEST[231:224] ← SRC1[183:176]
DEST[239:232] ← SRC2[183:176]
DEST[247:240] ← SRC1[191:184]
DEST[255:248] ← SRC2[191:184]

INTERLEAVE_BYTES (SRC1, SRC2)
DEST[7:0] ← SRC1[7:0]
DEST[15:8] ← SRC2[7:0]
DEST[23:16] ← SRC2[15:8]
DEST[31:24] ← SRC2[15:8]
DEST[39:32] ← SRC1[23:16]
DEST[47:40] ← SRC2[23:16]
DEST[55:48] ← SRC1[31:24]
DEST[63:56] ←SRC2[31:24]
DEST[71:64] ← SRC1[39:32]
DEST[79:72] ← SRC2[39:32]
DEST[87:80] ← SRC1[47:40]
DEST[95:88] ← SRC2[47:40]
DEST[103:96] ← SRC1[55:48]
DEST[111:104] ← SRC2[55:48]
DEST[119:112] ← SRC1[63:56]
DEST[127:120] ← SRC2[63:56]

INTERLEAVE_WORDS_256b(SRC1, SRC2)
DEST[15:0] ← SRC1[15:0]
DEST[31:16] ← SRC2[15:0]
DEST[47:32] ← SRC1[31:16]
DEST[63:48] ← SRC2[31:16]
DEST[79:64] ← SRC1[47:32]
DEST[95:80] ← SRC2[47:32]
DEST[111:96] ← SRC1[63:48]
DEST[127:112] ← SRC2[63:48]
DEST[143:128] ← SRC1[143:128]
DEST[159:144] ← SRC2[143:128]
DEST[175:160] ← SRC1[159:144]
DEST[191:176] ← SRC2[159:144]
DEST[207:192] ← SRC1[175:160]
DEST[223:208] ← SRC2[175:160]
DEST[239:224] ← SRC1[191:176]
DEST[255:240] ← SRC2[191:176]

INTERLEAVE_WORDS (SRC1, SRC2)
DEST[15:0] ← SRC1[15:0]
DEST[31:16] ← SRC2[15:0]
DEST[47:32] ← SRC1[31:16]
DEST[63:48] ← SRC2[31:16]
DEST[79:64] ← SRC1[47:32]
DEST[95:80] ← SRC2[47:32]
DEST[111:96] ← SRC1[63:48]

DEST[127:112] ← SRC2[63:48]

INTERLEAVE_DWORDS_256b(SRC1, SRC2)
DEST[31:0] ← SRC1[31:0]
DEST[63:32] ← SRC2[31:0]
DEST[95:64] ← SRC1[63:32]
DEST[127:96] ← SRC2[63:32]
DEST[159:128] ← SRC1[159:128]
DEST[191:160] ← SRC2[159:128]
DEST[223:192] ← SRC1[191:160]
DEST[255:224] ← SRC2[191:160]

INTERLEAVE_DWORDS(SRC1, SRC2)
DEST[31:0] ← SRC1[31:0]
DEST[63:32] ← SRC2[31:0]
DEST[95:64] ← SRC1[63:32]
DEST[127:96] ← SRC2[63:32]

INTERLEAVE_QWORDS_256b(SRC1, SRC2)
DEST[63:0] ← SRC1[63:0]
DEST[127:64] ← SRC2[63:0]
DEST[191:128] ← SRC1[191:128]
DEST[255:192] ← SRC2[191:128]

INTERLEAVE_QWORDS(SRC1, SRC2)
DEST[63:0] ← SRC1[63:0]
DEST[127:64] ← SRC2[63:0]

PUNPCKLBW (128-bit Legacy SSE Version)
DEST[127:0] ← INTERLEAVE_BYTES(DEST, SRC)
DEST[255:127] (Unmodified)

VPUNPCKLBW (VEX.128 encoded instruction)
DEST[127:0] ← INTERLEAVE_BYTES(SRC1, SRC2)
DEST[VLMAX-1:128] ← 0

VPUNPCKLBW (VEX.256 encoded instruction)
DEST[255:0] ← INTERLEAVE_BYTES_128b(SRC1, SRC2)

PUNPCKLWD (128-bit Legacy SSE Version)
DEST[127:0] ← INTERLEAVE_WORDS(DEST, SRC)
DEST[255:127] (Unmodified)

VPUNPCKLWD (VEX.128 encoded instruction)
DEST[127:0] ← INTERLEAVE_WORDS(SRC1, SRC2)
DEST[VLMAX-1:128] ← 0

VPUNPCKLWD (VEX.256 encoded instruction)
DEST[255:0] ← INTERLEAVE_WORDS(SRC1, SRC2)

PUNPCKLDQ (128-bit Legacy SSE Version)
DEST[127:0] ← INTERLEAVE_DWORDS(DEST, SRC)
DEST[255:127] (Unmodified)

VPUNPCKLDQ (VEX.128 encoded instruction)
DEST[127:0] ← INTERLEAVE_DWORDS(SRC1, SRC2)
DEST[VLMAX-1:128] ← 0

VPUNPCKLDQ (VEX.256 encoded instruction)
DEST[255:0] ← INTERLEAVE_DWORDS(SRC1, SRC2)

PUNPCKLQDQ (128-bit Legacy SSE Version)
DEST[127:0] ← INTERLEAVE_QWORDS(DEST, SRC)
DEST[255:127] (Unmodified)

VPUNPCKLQDQ (VEX.128 encoded instruction)
DEST[127:0] ← INTERLEAVE_QWORDS(SRC1, SRC2)
DEST[VLMAX-1:128] ← 0

VPUNPCKLQDQ (VEX.256 encoded instruction)
DEST[255:0] ← INTERLEAVE_QWORDS(SRC1, SRC2)

Intel C/C++ Compiler Intrinsic Equivalents

PUNPCKLBW:	__m64 _mm_unpacklo_pi8 (__m64 m1, __m64 m2)
(V)PUNPCKLBW:	__m128i _mm_unpacklo_epi8 (__m128i m1, __m128i m2)
VPUNPCKLBW:	__m256i _mm256_unpacklo_epi8 (__m256i m1, __m256i m2)
PUNPCKLWD:	__m64 _mm_unpacklo_pi16 (__m64 m1, __m64 m2)
(V)PUNPCKLWD:	__m128i _mm_unpacklo_epi16 (__m128i m1, __m128i m2)
VPUNPCKLWD:	__m256i _mm256_unpacklo_epi16 (__m256i m1, __m256i m2)
PUNPCKLDQ:	__m64 _mm_unpacklo_pi32 (__m64 m1, __m64 m2)
(V)PUNPCKLDQ:	__m128i _mm_unpacklo_epi32 (__m128i m1, __m128i m2)
VPUNPCKLDQ:	__m256i _mm256_unpacklo_epi32 (__m256i m1, __m256i m2)
(V)PUNPCKLQDQ:	__m128i _mm_unpacklo_epi64 (__m128i m1, __m128i m2)
VPUNPCKLQDQ:	__m256i _mm256_unpacklo_epi64 (__m256i m1, __m256i m2)

Flags Affected

None.

Numeric Exceptions

None.

Other Exceptions

See Exceptions Type 4; additionally

#UD	If VEX.L = 1.

...

PXOR—Logical Exclusive OR

Opcode*/ Instruction	Op/ En	64/32 bit Mode Support	CPUID Feature Flag	Description
0F EF /r[1] PXOR *mm, mm/m64*	RM	V/V	MMX	Bitwise XOR of *mm/m64* and *mm*.
66 0F EF /r PXOR *xmm1*, *xmm2/m128*	RM	V/V	SSE2	Bitwise XOR of *xmm2/m128* and *xmm1*.
VEX.NDS.128.66.0F.WIG EF /r VPXOR *xmm1, xmm2, xmm3/m128*	RVM	V/V	AVX	Bitwise XOR of *xmm3/m128* and *xmm2*.
VEX.NDS.256.66.0F.WIG EF /r VPXOR *ymm1, ymm2, ymm3/m256*	RVM	V/V	AVX2	Bitwise XOR of *ymm3/m256* and *ymm2*.

NOTES:

1. See note in Section 2.4, “Instruction Exception Specification” in the *Intel® 64 and IA-32 Architectures Software Developer’s Manual, Volume 2A* and Section 22.25.3, “Exception Conditions of Legacy SIMD Instructions Operating on MMX Registers” in the *Intel® 64 and IA-32 Architectures Software Developer’s Manual, Volume 3A*.

Instruction Operand Encoding

Op/En	Operand 1	Operand 2	Operand 3	Operand 4
RM	ModRM:reg (r, w)	ModRM:r/m (r)	NA	NA
RVM	ModRM:reg (w)	VEX.vvvv (r)	ModRM:r/m (r)	NA

Description

Performs a bitwise logical exclusive-OR (XOR) operation on the source operand (second operand) and the destination operand (first operand) and stores the result in the destination operand. Each bit of the result is 1 if the corresponding bits of the two operands are different; each bit is 0 if the corresponding bits of the operands are the same.

In 64-bit mode, using a REX prefix in the form of REX.R permits this instruction to access additional registers (XMM8-XMM15).

Legacy SSE instructions: The source operand can be an MMX technology register or a 64-bit memory location. The destination operand is an MMX technology register.

128-bit Legacy SSE version: The second source operand is an XMM register or a 128-bit memory location. The first source operand and destination operands are XMM registers. Bits (VLMAX-1:128) of the corresponding YMM destination register remain unchanged.

VEX.128 encoded version: The second source operand is an XMM register or a 128-bit memory location. The first source operand and destination operands are XMM registers. Bits (VLMAX-1:128) of the destination YMM register are zeroed.

VEX.256 encoded version: The second source operand is an YMM register or a 256-bit memory location. The first source operand and destination operands are YMM registers.

Note: VEX.L must be 0, otherwise instructions will #UD.

Operation

PXOR (128-bit Legacy SSE version)

DEST ← DEST XOR SRC
DEST[VLMAX-1:128] (Unmodified)

VPXOR (VEX.128 encoded version)

DEST ← SRC1 XOR SRC2
DEST[VLMAX-1:128] ← 0

VPXOR (VEX.256 encoded version)

DEST ← SRC1 XOR SRC2

Intel C/C++ Compiler Intrinsic Equivalent

PXOR: __m64 _mm_xor_si64 (__m64 m1, __m64 m2)

(V)PXOR: __m128i _mm_xor_si128 (__m128i a, __m128i b)

VPXOR: __m256i _mm256_xor_si256 (__m256i a, __m256i b)

Flags Affected

None.

Numeric Exceptions

None.

Other Exceptions

See Exceptions Type 4; additionally

#UD	If VEX.L = 1.

...

RORX — Rotate Right Logical Without Affecting Flags

Opcode/ Instruction	Op/ En	64/32 -bit Mode	CPUID Feature Flag	Description
VEX.LZ.F2.0F3A.W0 F0 /r ib RORX r32, *r/m32*, *imm8*	RMI	V/V	BMI2	Rotate 32-bit *r/m32* right *imm8* times without affecting arithmetic flags.
VEX.LZ.F2.0F3A.W1 F0 /r ib RORX r64, *r/m64*, *imm8*	RMI	V/N.E.	BMI2	Rotate 64-bit *r/m64* right *imm8* times without affecting arithmetic flags.

Instruction Operand Encoding

Op/En	Operand 1	Operand 2	Operand 3	Operand 4
RMI	ModRM:reg (w)	ModRM:r/m (r)	Imm8	NA

Description

Rotates the bits of second operand right by the count value specified in imm8 without affecting arithmetic flags. The RORX instruction does not read or write the arithmetic flags.

This instruction is not supported in real mode and virtual-8086 mode. The operand size is always 32 bits if not in 64-bit mode. In 64-bit mode operand size 64 requires VEX.W1. VEX.W1 is ignored in non-64-bit modes. An attempt to execute this instruction with VEX.L not equal to 0 will cause #UD.

Operation

```
IF (OperandSize = 32)
    y ← imm8 AND 1FH;
    DEST ← (SRC >> y) | (SRC << (32-y));
ELSEIF (OperandSize = 64 )
    y ← imm8 AND 3FH;
    DEST ← (SRC >> y) | (SRC << (64-y));
ENDIF
```

Flags Affected

None

Intel C/C++ Compiler Intrinsic Equivalent

Auto-generated from high-level language.

SIMD Floating-Point Exceptions

None

Other Exceptions

See Section 2.5.1, “Exception Conditions for VEX-Encoded GPR Instructions”, Table 2-29; additionally

#UD	If VEX.W = 1.

...

SARX/SHLX/SHRX — Shift Without Affecting Flags

Opcode/ Instruction	Op/ En	64/32 -bit Mode	CPUID Feature Flag	Description
VEX.NDS[1].LZ.F3.0F38.W0 F7 /r SARX *r32a, r/m32, r32b*	RMV	V/V	BMI2	Shift *r/m32* arithmetically right with count specified in *r32b*.
VEX.NDS[1].LZ.66.0F38.W0 F7 /r SHLX *r32a, r/m32, r32b*	RMV	V/V	BMI2	Shift *r/m32* logically left with count specified in *r32b*.
VEX.NDS[1].LZ.F2.0F38.W0 F7 /r SHRX *r32a, r/m32, r32b*	RMV	V/V	BMI2	Shift *r/m32* logically right with count specified in *r32b*.
VEX.NDS[1].LZ.F3.0F38.W1 F7 /r SARX *r64a, r/m64, r64b*	RMV	V/N.E.	BMI2	Shift *r/m64* arithmetically right with count specified in *r64b*.
VEX.NDS[1].LZ.66.0F38.W1 F7 /r SHLX *r64a, r/m64, r64b*	RMV	V/N.E.	BMI2	Shift *r/m64* logically left with count specified in *r64b*.
VEX.NDS[1].LZ.F2.0F38.W1 F7 /r SHRX *r64a, r/m64, r64b*	RMV	V/N.E.	BMI2	Shift *r/m64* logically right with count specified in *r64b*.

NOTES:

1. ModRM:r/m is used to encode the first source operand (second operand) and VEX.vvvv encodes the second source operand (third operand).

Instruction Operand Encoding

Op/En	Operand 1	Operand 2	Operand 3	Operand 4
RMV	ModRM:reg (w)	ModRM:r/m (r)	VEX.vvvv (r)	NA

Description

Shifts the bits of the first source operand (the second operand) to the left or right by a COUNT value specified in the second source operand (the third operand). The result is written to the destination operand (the first operand).

The shift arithmetic right (SARX) and shift logical right (SHRX) instructions shift the bits of the destination operand to the right (toward less significant bit locations), SARX keeps and propagates the most significant bit (sign bit) while shifting.

The logical shift left (SHLX) shifts the bits of the destination operand to the left (toward more significant bit locations).

This instruction is not supported in real mode and virtual-8086 mode. The operand size is always 32 bits if not in 64-bit mode. In 64-bit mode operand size 64 requires VEX.W1. VEX.W1 is ignored in non-64-bit modes. An attempt to execute this instruction with VEX.L not equal to 0 will cause #UD.

If the value specified in the first source operand exceeds OperandSize -1, the COUNT value is masked.

SARX,SHRX, and SHLX instructions do not update flags.

Operation

```
TEMP ← SRC1;
IF VEX.W1 and CS.L = 1
THEN
    countMASK ←3FH;
ELSE
    countMASK ←1FH;
FI
COUNT ← (SRC2 AND countMASK)

DEST[OperandSize -1] = TEMP[OperandSize -1];
DO WHILE (COUNT != 0)
    IF instruction is SHLX
        THEN
            DEST[] ← DEST *2;
        ELSE IF instruction is SHRX
            THEN
                DEST[] ← DEST /2; //unsigned divide
        ELSE        // SARX
                DEST[] ← DEST /2; // signed divide, round toward negative infinity
    FI;
    COUNT ← COUNT - 1;
OD
```

Flags Affected

None.

Intel C/C++ Compiler Intrinsic Equivalent

Auto-generated from high-level language.

SIMD Floating-Point Exceptions

None

Other Exceptions

See Section 2.5.1, “Exception Conditions for VEX-Encoded GPR Instructions”, Table 2-29; additionally

#UD	If VEX.W = 1.

...

SUBPS—Subtract Packed Single-Precision Floating-Point Values

Opcode/ Instruction	Op/ En	64/32 bit Mode Support	CPUID Feature Flag	Description
0F 5C /r SUBPS *xmm1 xmm2/m128*	RM	V/V	SSE	Subtract packed single-precision floating-point values in *xmm2/mem* from *xmm1*.
VEX.NDS.128.0F.WIG 5C /r VSUBPS *xmm1,xmm2, xmm3/m128*	RVM	V/V	AVX	Subtract packed single-precision floating-point values in *xmm3/mem* from *xmm2* and stores result in *xmm1*.
VEX.NDS.256.0F.WIG 5C /r VSUBPS *ymm1, ymm2, ymm3/m256*	RVM	V/V	AVX	Subtract packed single-precision floating-point values in *ymm3/mem* from *ymm2* and stores result in *ymm1*.

Instruction Operand Encoding

Op/En	Operand 1	Operand 2	Operand 3	Operand 4
RM	ModRM:reg (r, w)	ModRM:r/m (r)	NA	NA
RVM	ModRM:reg (w)	VEX.vvvv (r)	ModRM:r/m (r)	NA

Description

Performs a SIMD subtract of the four packed single-precision floating-point values in the source operand (second operand) from the four packed single-precision floating-point values in the destination operand (first operand), and stores the packed single-precision floating-point results in the destination operand. The source operand can be an XMM register or a 128-bit memory location. The destination operand is an XMM register. See Figure 10-5 in the *Intel® 64 and IA-32 Architectures Software Developer's Manual, Volume 1*, for an illustration of a SIMD double-precision floating-point operation.

In 64-bit mode, using a REX prefix in the form of REX.R permits this instruction to access additional registers (XMM8-XMM15).

128-bit Legacy SSE version: The second source can be an XMM register or an 128-bit memory location. The destination is not distinct from the first source XMM register and the upper bits (VLMAX-1:128) of the corresponding YMM register destination are unmodified.

VEX.128 encoded version: the first source operand is an XMM register or 128-bit memory location. The destination operand is an XMM register. The upper bits (VLMAX-1:128) of the corresponding YMM register destination are zeroed.

VEX.256 encoded version: The first source operand is a YMM register. The second source operand can be a YMM register or a 256-bit memory location. The destination operand is a YMM register.

Operation

SUBPS (128-bit Legacy SSE version)

DEST[31:0] ← SRC1[31:0] - SRC2[31:0]
DEST[63:32] ← SRC1[63:32] - SRC2[63:32]
DEST[95:64] ← SRC1[95:64] - SRC2[95:64]
DEST[127:96] ← SRC1[127:96] - SRC2[127:96]
DEST[VLMAX-1:128] (Unmodified)

VSUBPS (VEX.128 encoded version)
DEST[31:0] ← SRC1[31:0] - SRC2[31:0]
DEST[63:32] ← SRC1[63:32] - SRC2[63:32]
DEST[95:64] ← SRC1[95:64] - SRC2[95:64]
DEST[127:96] ← SRC1[127:96] - SRC2[127:96]
DEST[VLMAX-1:128] ← 0

VSUBPS (VEX.256 encoded version)
DEST[31:0] ← SRC1[31:0] - SRC2[31:0]
DEST[63:32] ← SRC1[63:32] - SRC2[63:32]
DEST[95:64] ← SRC1[95:64] - SRC2[95:64]
DEST[127:96] ← SRC1[127:96] - SRC2[127:96]
DEST[159:128] ← SRC1[159:128] - SRC2[159:128]
DEST[191:160]← SRC1[191:160] - SRC2[191:160]
DEST[223:192] ← SRC1[223:192] - SRC2[223:192]
DEST[255:224] ← SRC1[255:224] - SRC2[255:224].

Intel C/C++ Compiler Intrinsic Equivalent

SUBPS: __m128 _mm_sub_ps(__m128 a, __m128 b)

VSUBPS: __m256 _mm256_sub_ps (__m256 a, __m256 b);

SIMD Floating-Point Exceptions

Overflow, Underflow, Invalid, Precision, Denormal.

Other Exceptions

See Exceptions Type 2.

...

TZCNT — Count the Number of Trailing Zero Bits

Opcode/ Instruction	Op/ En	64/32 -bit Mode	CPUID Feature Flag	Description
F3 0F BC /r TZCNT *r16*, *r/m16*	RM	V/V	BMI1	Count the number of trailing zero bits in *r/m16*, return result in *r16*.
F3 0F BC /r TZCNT *r32*, *r/m32*	RM	V/V	BMI1	Count the number of trailing zero bits in *r/m32*, return result in *r32*.
REX.W + F3 0F BC /r TZCNT *r64*, *r/m64*	RM	V/N.E.	BMI1	Count the number of trailing zero bits in *r/m64*, return result in *r64*.

Instruction Operand Encoding

Op/En	Operand 1	Operand 2	Operand 3	Operand 4
A	ModRM:reg (w)	ModRM:r/m (r)	NA	NA

Description

TZCNT counts the number of trailing least significant zero bits in source operand (second operand) and returns the result in destination operand (first operand). TZCNT is an extension of the BSF instruction. The key difference between TZCNT and BSF instruction is that TZCNT provides operand size as output when source operand is zero while in the case of BSF instruction, if source operand is zero, the content of destination operand are undefined. On processors that do not support TZCNT, the instruction byte encoding is executed as BSF.

Operation

```
temp ← 0
DEST ← 0
DO WHILE ( (temp < OperandSize) and (SRC[ temp] = 0) )

    temp ← temp +1
    DEST ← DEST+ 1
OD

IF DEST = OperandSize
    CF ← 1
ELSE
    CF ← 0
FI

IF DEST = 0
    ZF ← 1
ELSE
    ZF ← 0
FI
```

Flags Affected

ZF is set to 1 in case of zero output (least significant bit of the source is set), and to 0 otherwise, CF is set to 1 if the input was zero and cleared otherwise. OF, SF, PF and AF flags are undefined.

Intel C/C++ Compiler Intrinsic Equivalent

TZCNT: unsigned __int32 _tzcnt_u32(unsigned __int32 src);

TZCNT: unsigned __int64 _tzcnt_u64(unsigned __int64 src);

Protected Mode Exceptions

#GP(0)	For an illegal memory operand effective address in the CS, DS, ES, FS or GS segments.
	If the DS, ES, FS, or GS register is used to access memory and it contains a null segment selector.
#SS(0)	For an illegal address in the SS segment.
#PF (fault-code)	For a page fault.
#AC(0)	If alignment checking is enabled and an unaligned memory reference is made while the current privilege level is 3.

Real-Address Mode Exceptions

#GP(0)	If any part of the operand lies outside of the effective address space from 0 to 0FFFFH.
#SS(0)	For an illegal address in the SS segment.

Virtual 8086 Mode Exceptions

#GP(0)	If any part of the operand lies outside of the effective address space from 0 to 0FFFFH.
#SS(0)	For an illegal address in the SS segment.
#PF (fault-code)	For a page fault.
#AC(0)	If alignment checking is enabled and an unaligned memory reference is made while the current privilege level is 3.

Compatibility Mode Exceptions

Same exceptions as in Protected Mode.

64-Bit Mode Exceptions

#GP(0)	If the memory address is in a non-canonical form.
#SS(0)	If a memory address referencing the SS segment is in a non-canonical form.
#PF (fault-code)	For a page fault.
#AC(0)	If alignment checking is enabled and an unaligned memory reference is made while the current privilege level is 3.

...

VBROADCAST—Broadcast Floating-Point Data

Opcode/ Instruction	Op/ En	64/32-bit Mode	CPUID Feature Flag	Description
VEX.128.66.0F38.W0 18 /r VBROADCASTSS *xmm1*, *m32*	RM	V/V	AVX	Broadcast single-precision floating-point element in mem to four locations in *xmm1*.
VEX.256.66.0F38.W0 18 /r VBROADCASTSS *ymm1*, *m32*	RM	V/V	AVX	Broadcast single-precision floating-point element in mem to eight locations in *ymm1*.
VEX.256.66.0F38.W0 19 /r VBROADCASTSD *ymm1*, *m64*	RM	V/V	AVX	Broadcast double-precision floating-point element in mem to four locations in *ymm1*.
VEX.256.66.0F38.W0 1A /r VBROADCASTF128 *ymm1*, *m128*	RM	V/V	AVX	Broadcast 128 bits of floating-point data in mem to low and high 128-bits in *ymm1*.
VEX.128.66.0F38.W0 18/r VBROADCASTSS *xmm1*, *xmm2*	RM	V/V	AVX2	Broadcast the low single-precision floating-point element in the source operand to four locations in *xmm1*.
VEX.256.66.0F38.W0 18 /r VBROADCASTSS *ymm1*, *xmm2*	RM	V/V	AVX2	Broadcast low single-precision floating-point element in the source operand to eight locations in *ymm1*.
VEX.256.66.0F38.W0 19 /r VBROADCASTSD *ymm1*, *xmm2*	RM	V/V	AVX2	Broadcast low double-precision floating-point element in the source operand to four locations in *ymm1*.

Instruction Operand Encoding

Op/En	Operand 1	Operand 2	Operand 3	Operand 4
RM	ModRM:reg (w)	ModRM:r/m (r)	NA	NA

Description

Load floating point values from the source operand (second operand) and broadcast to all elements of the destination operand (first operand).

VBROADCASTSD and VBROADCASTF128 are only supported as 256-bit wide versions. VBROADCASTSS is supported in both 128-bit and 256-bit wide versions.

If CPUID.1:ECX.AVX[bit 28] =1, the destination operand is a YMM register. The source operand is either a 32-bit, 64-bit, or 128-bit memory location. Register source encodings are reserved and will #UD.

If CPUID.(EAX=07H, ECX=0H):EBX.AVX2[bit 5]=1, the destination operand is a YMM register. The source operand is an XMM register, only the low 32-bit or 64-bit data element is used.

Note: In VEX-encoded versions, VEX.vvvv is reserved and must be 1111b otherwise instructions will #UD. An attempt to execute VBROADCASTSD or VBROADCASTF128 encoded with VEX.L= 0 will cause an #UD exception. Attempts to execute any VBROADCAST* instruction with VEX.W = 1 will cause #UD.

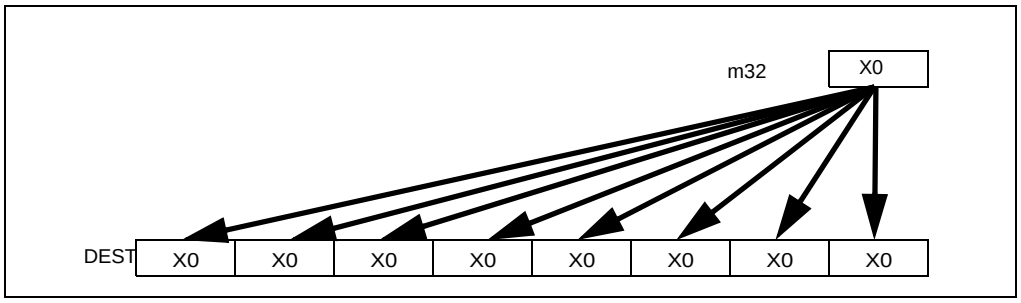

Figure 4-27 VBROADCASTSS Operation (VEX.256 encoded version)

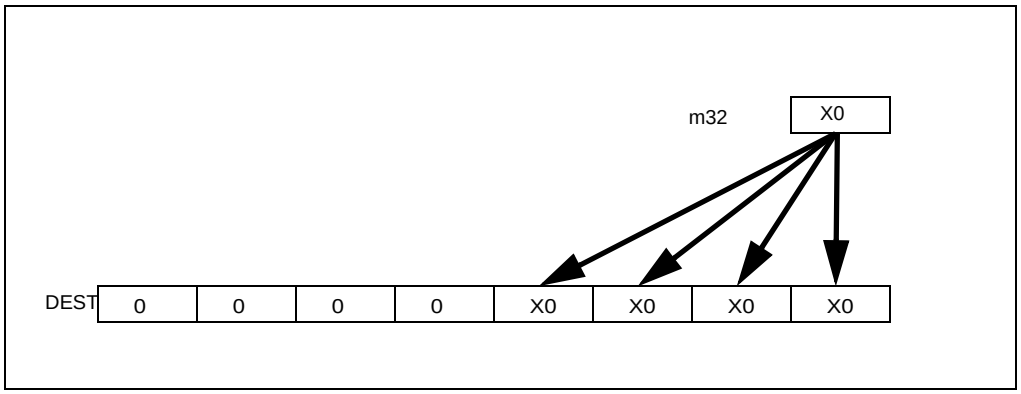

Figure 4-28 VBROADCASTSS Operation (128-bit version)

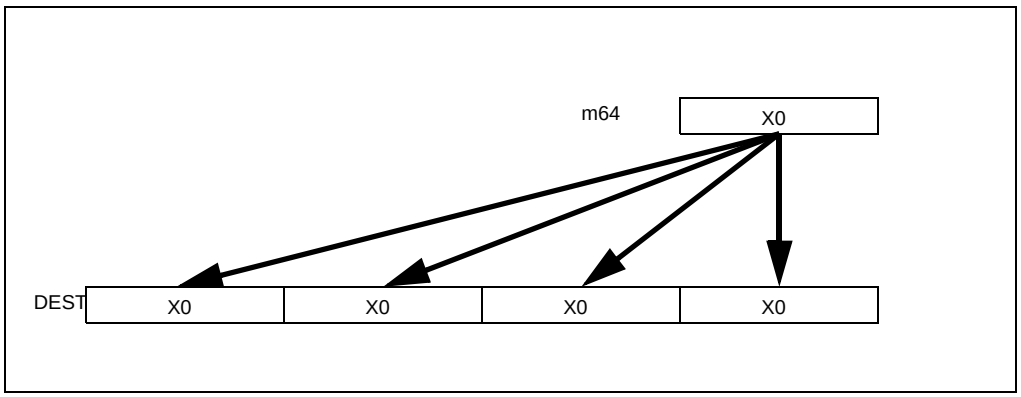

Figure 4-29 VBROADCASTSD Operation

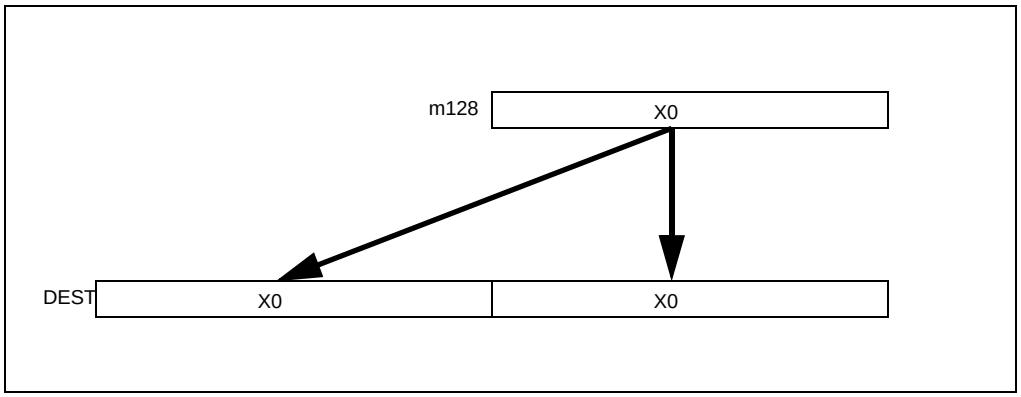

Figure 4-30 VBROADCASTF128 Operation

Operation

VBROADCASTSS (128 bit version)

temp ← SRC[31:0]
DEST[31:0] ← temp
DEST[63:32] ← temp
DEST[95:64] ← temp
DEST[127:96] ← temp
DEST[VLMAX-1:128] ← 0

VBROADCASTSS (VEX.256 encoded version)

temp ← SRC[31:0]
DEST[31:0] ← temp
DEST[63:32] ← temp
DEST[95:64] ← temp
DEST[127:96] ← temp
DEST[159:128] ← temp
DEST[191:160] ← temp
DEST[223:192] ← temp
DEST[255:224] ← temp

VBROADCASTSD (VEX.256 encoded version)

temp ← SRC[63:0]
DEST[63:0] ← temp
DEST[127:64] ← temp
DEST[191:128] ← temp
DEST[255:192] ← temp

VBROADCASTF128

temp ← SRC[127:0]
DEST[127:0] ← temp
DEST[VLMAX-1:128] ← temp

Intel C/C++ Compiler Intrinsic Equivalent

VBROADCASTSS: __m128 _mm_broadcast_ss(float *a);

VBROADCASTSS: __m256 _mm256_broadcast_ss(float *a);

VBROADCASTSD: __m256d _mm256_broadcast_sd(double *a);

VBROADCASTF128: __m256 _mm256_broadcast_ps(__m128 * a);

VBROADCASTF128: __m256d _mm256_broadcast_pd(__m128d * a);

Flags Affected

None.

Other Exceptions

See Exceptions Type 6; additionally

#UD	If VEX.L = 0 for VBROADCASTSD, If VEX.L = 0 for VBROADCASTF128, If VEX.W = 1.

...

VEXTRACTI128 — Extract packed Integer Values

Opcode/ Instruction	Op/ En	64/32-bit Mode	CPUID Feature Flag	Description
VEX.256.66.0F3A.W0 39 /r ib VEXTRACTI128 *xmm1/m128, ymm2, imm8*	RMI	V/V	AVX2	Extract 128 bits of integer data from *ymm2* and store results in *xmm1/mem.*

Instruction Operand Encoding

Op/En	Operand 1	Operand 2	Operand 3	Operand 4
RMI	ModRM:r/m (w)	ModRM:reg (r)	Imm8	NA

Description

Extracts 128-bits of packed integer values from the source operand (second operand) at a 128-bit offset from imm8[0] into the destination operand (first operand). The destination may be either an XMM register or a 128-bit memory location.

VEX.vvvv is reserved and must be 1111b otherwise instructions will #UD.

The high 7 bits of the immediate are ignored.

An attempt to execute VEXTRACTI128 encoded with VEX.L= 0 will cause an #UD exception.

Operation

VEXTRACTI128 (memory destination form)

```
CASE (imm8[0]) OF
    0: DEST[127:0] ← SRC1[127:0]
    1: DEST[127:0] ← SRC1[255:128]
ESAC.
```

VEXTRACTI128 (register destination form)

```
CASE (imm8[0]) OF
    0: DEST[127:0] ← SRC1[127:0]
    1: DEST[127:0] ← SRC1[255:128]
ESAC.
DEST[VLMAX-1:128] ← 0
```

Intel C/C++ Compiler Intrinsic Equivalent

VEXTRACTI128: __m128i _mm256_extracti128_si256(__m256i a, int offset);

SIMD Floating-Point Exceptions

None

Other Exceptions

See Exceptions Type 6; additionally

#UD	IF VEX.L = 0, If VEX.W = 1.

...

VFMADD132PD/VFMADD213PD/VFMADD231PD — Fused Multiply-Add of Packed Double-Precision Floating-Point Values

Opcode/ Instruction	Op/ En	64/32-bit Mode	CPUID Feature Flag	Description
VEX.DDS.128.66.0F38.W1 98 /r VFMADD132PD *xmm0, xmm1, xmm2/m128*	A	V/V	FMA	Multiply packed double-precision floating-point values from *xmm0* and *xmm2/mem*, add to *xmm1* and put result in *xmm0*.
VEX.DDS.128.66.0F38.W1 A8 /r VFMADD213PD *xmm0, xmm1, xmm2/m128*	A	V/V	FMA	Multiply packed double-precision floating-point values from *xmm0* and *xmm1*, add to *xmm2/mem* and put result in *xmm0*.
VEX.DDS.128.66.0F38.W1 B8 /r VFMADD231PD *xmm0, xmm1, xmm2/m128*	A	V/V	FMA	Multiply packed double-precision floating-point values from *xmm1* and *xmm2/mem*, add to *xmm0* and put result in *xmm0*.
VEX.DDS.256.66.0F38.W1 98 /r VFMADD132PD *ymm0, ymm1, ymm2/m256*	A	V/V	FMA	Multiply packed double-precision floating-point values from *ymm0* and *ymm2/mem*, add to *ymm1* and put result in *ymm0*.
VEX.DDS.256.66.0F38.W1 A8 /r VFMADD213PD *ymm0, ymm1, ymm2/m256*	A	V/V	FMA	Multiply packed double-precision floating-point values from *ymm0* and *ymm1*, add to *ymm2/mem* and put result in *ymm0*.
VEX.DDS.256.66.0F38.W1 B8 /r VFMADD231PD *ymm0, ymm1, ymm2/m256*	A	V/V	FMA	Multiply packed double-precision floating-point values from *ymm1* and *ymm2/mem*, add to *ymm0* and put result in *ymm0*.

Instruction Operand Encoding

Op/En	Operand 1	Operand 2	Operand 3	Operand 4
A	ModRM:reg (r, w)	VEX.vvvv (r)	ModRM:r/m (r)	NA

Description

Performs a set of SIMD multiply-add computation on packed double-precision floating-point values using three source operands and writes the multiply-add results in the destination operand. The destination operand is also the first source operand. The second operand must be a SIMD register. The third source operand can be a SIMD register or a memory location.

VFMADD132PD: Multiplies the two or four packed double-precision floating-point values from the first source operand to the two or four packed double-precision floating-point values in the third source operand, adds the infinite precision intermediate result to the two or four packed double-precision floating-point values in the second source operand, performs rounding and stores the resulting two or four packed double-precision floating-point values to the destination operand (first source operand).

VFMADD213PD: Multiplies the two or four packed double-precision floating-point values from the second source operand to the two or four packed double-precision floating-point values in the first source operand, adds the infinite precision intermediate result to the two or four packed double-precision floating-point values in the third source operand, performs rounding and stores the resulting two or four packed double-precision floating-point values to the destination operand (first source operand).

VFMADD231PD: Multiplies the two or four packed double-precision floating-point values from the second source to the two or four packed double-precision floating-point values in the third source operand, adds the infinite precision intermediate result to the two or four packed double-precision floating-point values in the first source operand, performs rounding and stores the resulting two or four packed double-precision floating-point values to the destination operand (first source operand).

VEX.128 encoded version: The destination operand (also first source operand) is a XMM register and encoded in reg_field. The second source operand is a XMM register and encoded in VEX.vvvv. The third source operand is a XMM register or a 128-bit memory location and encoded in rm_field. The upper 128 bits of the YMM destination register are zeroed.

VEX.256 encoded version: The destination operand (also first source operand) is a YMM register and encoded in reg_field. The second source operand is a YMM register and encoded in VEX.vvvv. The third source operand is a YMM register or a 256-bit memory location and encoded in rm_field.

Compiler tools may optionally support a complementary mnemonic for each instruction mnemonic listed in the opcode/instruction column of the summary table. The behavior of the complementary mnemonic in situations involving NANs are governed by the definition of the instruction mnemonic defined in the opcode/instruction column. See also Section 2.3.1, “FMA Instruction Operand Order and Arithmetic Behavior”.

Operation

In the operations below, "+", "-", and "*" symbols represent addition, subtraction, and multiplication operations with infinite precision inputs and outputs (no rounding).

VFMADD132PD DEST, SRC2, SRC3

```
IF (VEX.128) THEN
    MAXVL =2
ELSEIF (VEX.256)
    MAXVL = 4
FI
For i = 0 to MAXVL-1 {
    n = 64*i;
    DEST[n+63:n] ← RoundFPControl_MXCSR(DEST[n+63:n]*SRC3[n+63:n] + SRC2[n+63:n])
}
IF (VEX.128) THEN
DEST[VLMAX-1:128] ← 0
FI
```

VFMADD213PD DEST, SRC2, SRC3

```
IF (VEX.128) THEN
    MAXVL =2
ELSEIF (VEX.256)
    MAXVL = 4
FI
For i = 0 to MAXVL-1 {
    n = 64*i;
    DEST[n+63:n] ← RoundFPControl_MXCSR(SRC2[n+63:n]*DEST[n+63:n] + SRC3[n+63:n])
}
IF (VEX.128) THEN
DEST[VLMAX-1:128] ← 0
FI
```

VFMADD231PD DEST, SRC2, SRC3

```
IF (VEX.128) THEN
    MAXVL =2
ELSEIF (VEX.256)
    MAXVL = 4
```

```
FI
For i = 0 to MAXVL-1 {
    n = 64*i;
    DEST[n+63:n] ← RoundFPControl_MXCSR(SRC2[n+63:n]*SRC3[n+63:n] + DEST[n+63:n])
}
IF (VEX.128) THEN
DEST[VLMAX-1:128] ← 0
FI
```

Intel C/C++ Compiler Intrinsic Equivalent

VFMADD132PD: __m128d _mm_fmadd_pd (__m128d a, __m128d b, __m128d c);

VFMADD213PD: __m128d _mm_fmadd_pd (__m128d a, __m128d b, __m128d c);

VFMADD231PD: __m128d _mm_fmadd_pd (__m128d a, __m128d b, __m128d c);

VFMADD132PD: __m256d _mm256_fmadd_pd (__m256d a, __m256d b, __m256d c);

VFMADD213PD: __m256d _mm256_fmadd_pd (__m256d a, __m256d b, __m256d c);

VFMADD231PD: __m256d _mm256_fmadd_pd (__m256d a, __m256d b, __m256d c);

SIMD Floating-Point Exceptions

Overflow, Underflow, Invalid, Precision, Denormal

Other Exceptions

See Exceptions Type 2

...

VFMADD132PS/VFMADD213PS/VFMADD231PS — Fused Multiply-Add of Packed Single-Precision Floating-Point Values

Opcode/ Instruction	Op/ En	64/32 -bit Mode	CPUID Feature Flag	Description
VEX.DDS.128.66.0F38.W0 98 /r VFMADD132PS *xmm0, xmm1, xmm2/m128*	A	V/V	FMA	Multiply packed single-precision floating-point values from *xmm0* and *xmm2/mem*, add to *xmm1* and put result in *xmm0*.
VEX.DDS.128.66.0F38.W0 A8 /r VFMADD213PS *xmm0, xmm1, xmm2/m128*	A	V/V	FMA	Multiply packed single-precision floating-point values from *xmm0* and *xmm1*, add to *xmm2/mem* and put result in *xmm0*.
VEX.DDS.128.66.0F38.W0 B8 /r VFMADD231PS *xmm0, xmm1, xmm2/m128*	A	V/V	FMA	Multiply packed single-precision floating-point values from *xmm1* and *xmm2/mem*, add to *xmm0* and put result in *xmm0*.
VEX.DDS.256.66.0F38.W0 98 /r VFMADD132PS *ymm0, ymm1, ymm2/m256*	A	V/V	FMA	Multiply packed single-precision floating-point values from *ymm0* and *ymm2/mem*, add to *ymm1* and put result in *ymm0*.
VEX.DDS.256.66.0F38.W0 A8 /r VFMADD213PS *ymm0, ymm1, ymm2/m256*	A	V/V	FMA	Multiply packed single-precision floating-point values from *ymm0* and *ymm1*, add to *ymm2/mem* and put result in *ymm0*.
VEX.DDS.256.66.0F38.W0 B8 /r VFMADD231PS *ymm0, ymm1, ymm2/m256*	A	V/V	FMA	Multiply packed single-precision floating-point values from *ymm1* and *ymm2/mem*, add to *ymm0* and put result in *ymm0*.

Instruction Operand Encoding

Op/En	Operand 1	Operand 2	Operand 3	Operand 4
A	ModRM:reg (r, w)	VEX.vvvv (r)	ModRM:r/m (r)	NA

Description

Performs a set of SIMD multiply-add computation on packed single-precision floating-point values using three source operands and writes the multiply-add results in the destination operand. The destination operand is also the first source operand. The second operand must be a SIMD register. The third source operand can be a SIMD register or a memory location.

VFMADD132PS: Multiplies the four or eight packed single-precision floating-point values from the first source operand to the four or eight packed single-precision floating-point values in the third source operand, adds the infinite precision intermediate result to the four or eight packed single-precision floating-point values in the second source operand, performs rounding and stores the resulting four or eight packed single-precision floating-point values to the destination operand (first source operand).

VFMADD213PS: Multiplies the four or eight packed single-precision floating-point values from the second source operand to the four or eight packed single-precision floating-point values in the first source operand, adds the infinite precision intermediate result to the four or eight packed single-precision floating-point values in the third source operand, performs rounding and stores the resulting the four or eight packed single-precision floating-point values to the destination operand (first source operand).

VFMADD231PS: Multiplies the four or eight packed single-precision floating-point values from the second source operand to the four or eight packed single-precision floating-point values in the third source operand, adds the infinite precision intermediate result to the four or eight packed single-precision floating-point values in the first source operand, performs rounding and stores the resulting four or eight packed single-precision floating-point values to the destination operand (first source operand).

VEX.128 encoded version: The destination operand (also first source operand) is a XMM register and encoded in reg_field. The second source operand is a XMM register and encoded in VEX.vvvv. The third source operand is a XMM register or a 128-bit memory location and encoded in rm_field. The upper 128 bits of the YMM destination register are zeroed.

VEX.256 encoded version: The destination operand (also first source operand) is a YMM register and encoded in reg_field. The second source operand is a YMM register and encoded in VEX.vvvv. The third source operand is a YMM register or a 256-bit memory location and encoded in rm_field.

Compiler tools may optionally support a complementary mnemonic for each instruction mnemonic listed in the opcode/instruction column of the summary table. The behavior of the complementary mnemonic in situations involving NANs are governed by the definition of the instruction mnemonic defined in the opcode/instruction column. See also Section 2.3.1, “FMA Instruction Operand Order and Arithmetic Behavior”.

Operation

In the operations below, "+", "-", and "*" symbols represent addition, subtraction, and multiplication operations with infinite precision inputs and outputs (no rounding).

VFMADD132PS DEST, SRC2, SRC3

```
IF (VEX.128) THEN
    MAXVL =4
ELSEIF (VEX.256)
    MAXVL = 8
FI
For i = 0 to MAXVL-1 {
    n = 32*i;
    DEST[n+31:n] ← RoundFPControl_MXCSR(DEST[n+31:n]*SRC3[n+31:n] + SRC2[n+31:n])
}
IF (VEX.128) THEN
    DEST[VLMAX-1:128] ← 0
FI
```

VFMADD213PS DEST, SRC2, SRC3

```
IF (VEX.128) THEN
    MAXVL =4
ELSEIF (VEX.256)
    MAXVL = 8
FI
For i = 0 to MAXVL-1 {
    n = 32*i;
    DEST[n+31:n] ← RoundFPControl_MXCSR(SRC2[n+31:n]*DEST[n+31:n] + SRC3[n+31:n])
}
IF (VEX.128) THEN
    DEST[VLMAX-1:128] ← 0
FI
```

VFMADD231PS DEST, SRC2, SRC3

```
IF (VEX.128) THEN
    MAXVL =4
ELSEIF (VEX.256)
    MAXVL = 8
FI
```

```
For i = 0 to MAXVL-1 {
    n = 32*i;
    DEST[n+31:n] ← RoundFPControl_MXCSR(SRC2[n+31:n]*SRC3[n+31:n] + DEST[n+31:n])
}
IF (VEX.128) THEN
    DEST[VLMAX-1:128] ← 0
FI
```

Intel C/C++ Compiler Intrinsic Equivalent

VFMADD132PS: __m128 _mm_fmadd_ps (__m128 a, __m128 b, __m128 c);

VFMADD213PS: __m128 _mm_fmadd_ps (__m128 a, __m128 b, __m128 c);

VFMADD231PS: __m128 _mm_fmadd_ps (__m128 a, __m128 b, __m128 c);

VFMADD132PS: __m256 _mm256_fmadd_ps (__m256 a, __m256 b, __m256 c);

VFMADD213PS: __m256 _mm256_fmadd_ps (__m256 a, __m256 b, __m256 c);

VFMADD231PS: __m256 _mm256_fmadd_ps (__m256 a, __m256 b, __m256 c);

SIMD Floating-Point Exceptions

Overflow, Underflow, Invalid, Precision, Denormal

Other Exceptions

See Exceptions Type 2

…

VFMADD132SD/VFMADD213SD/VFMADD231SD — Fused Multiply-Add of Scalar Double-Precision Floating-Point Values

Opcode/ Instruction	Op/ En	64/32-bit Mode	CPUID Feature Flag	Description
VEX.DDS.LIG.128.66.0F38.W1 99 /r VFMADD132SD *xmm0, xmm1, xmm2/m64*	A	V/V	FMA	Multiply scalar double-precision floating-point value from *xmm0* and *xmm2/mem*, add to *xmm1* and put result in *xmm0*.
VEX.DDS.LIG.128.66.0F38.W1 A9 /r VFMADD213SD *xmm0, xmm1, xmm2/m64*	A	V/V	FMA	Multiply scalar double-precision floating-point value from *xmm0* and *xmm1*, add to *xmm2/mem* and put result in *xmm0*.
VEX.DDS.LIG.128.66.0F38.W1 B9 /r VFMADD231SD *xmm0, xmm1, xmm2/m64*	A	V/V	FMA	Multiply scalar double-precision floating-point value from *xmm1* and *xmm2/mem*, add to *xmm0* and put result in *xmm0*.

Instruction Operand Encoding

Op/En	Operand 1	Operand 2	Operand 3	Operand 4
A	ModRM:reg (r, w)	VEX.vvvv (r)	ModRM:r/m (r)	NA

Description

Performs a SIMD multiply-add computation on the low packed double-precision floating-point values using three source operands and writes the multiply-add result in the destination operand. The destination operand is also the first source operand. The second operand must be a SIMD register. The third source operand can be a SIMD register or a memory location.

VFMADD132SD: Multiplies the low packed double-precision floating-point value from the first source operand to the low packed double-precision floating-point value in the third source operand, adds the infinite precision intermediate result to the low packed double-precision floating-point values in the second source operand, performs rounding and stores the resulting packed double-precision floating-point value to the destination operand (first source operand).

VFMADD213SD: Multiplies the low packed double-precision floating-point value from the second source operand to the low packed double-precision floating-point value in the first source operand, adds the infinite precision intermediate result to the low packed double-precision floating-point value in the third source operand, performs rounding and stores the resulting packed double-precision floating-point value to the destination operand (first source operand).

VFMADD231SD: Multiplies the low packed double-precision floating-point value from the second source to the low packed double-precision floating-point value in the third source operand, adds the infinite precision intermediate result to the low packed double-precision floating-point value in the first source operand, performs rounding and stores the resulting packed double-precision floating-point value to the destination operand (first source operand).

VEX.128 encoded version: The destination operand (also first source operand) is a XMM register and encoded in reg_field. The second source operand is a XMM register and encoded in VEX.vvvv. The third source operand is a XMM register or a 64-bit memory location and encoded in rm_field. The upper bits ([VLMAX-1:128]) of the YMM destination register are zeroed.

Compiler tools may optionally support a complementary mnemonic for each instruction mnemonic listed in the opcode/instruction column of the summary table. The behavior of the complementary mnemonic in situations involving NANs are governed by the definition of the instruction mnemonic defined in the opcode/instruction column. See also Section 2.3.1, “FMA Instruction Operand Order and Arithmetic Behavior”.

Operation

In the operations below, "+", "-", and "*" symbols represent addition, subtraction, and multiplication operations with infinite precision inputs and outputs (no rounding).

VFMADD132SD DEST, SRC2, SRC3

DEST[63:0] ← RoundFPControl_MXCSR(DEST[63:0]*SRC3[63:0] + SRC2[63:0])
DEST[127:64] ← DEST[127:64]
DEST[VLMAX-1:128] ← 0

VFMADD213SD DEST, SRC2, SRC3

DEST[63:0] ← RoundFPControl_MXCSR(SRC2[63:0]*DEST[63:0] + SRC3[63:0])
DEST[127:64] ← DEST[127:64]
DEST[VLMAX-1:128] ← 0

VFMADD231SD DEST, SRC2, SRC3

DEST[63:0] ← RoundFPControl_MXCSR(SRC2[63:0]*SRC3[63:0] + DEST[63:0])
DEST[127:64] ← DEST[127:64]
DEST[VLMAX-1:128] ← 0

Intel C/C++ Compiler Intrinsic Equivalent

VFMADD132SD: __m128d _mm_fmadd_sd (__m128d a, __m128d b, __m128d c);

VFMADD213SD: __m128d _mm_fmadd_sd (__m128d a, __m128d b, __m128d c);

VFMADD231SD: __m128d _mm_fmadd_sd (__m128d a, __m128d b, __m128d c);

SIMD Floating-Point Exceptions

Overflow, Underflow, Invalid, Precision, Denormal

Other Exceptions

See Exceptions Type 3

...

VFMADD132SS/VFMADD213SS/VFMADD231SS — Fused Multiply-Add of Scalar Single-Precision Floating-Point Values

Opcode/ Instruction	Op/ En	64/32 -bit Mode	CPUID Feature Flag	Description
VEX.DDS.LIG.128.66.0F38.W0 99 /r VFMADD132SS *xmm0, xmm1, xmm2/m32*	A	V/V	FMA	Multiply scalar single-precision floating-point value from *xmm0* and *xmm2/mem*, add to *xmm1* and put result in *xmm0.*
VEX.DDS.LIG.128.66.0F38.W0 A9 /r VFMADD213SS *xmm0, xmm1, xmm2/m32*	A	V/V	FMA	Multiply scalar single-precision floating-point value from *xmm0* and *xmm1*, add to *xmm2/mem* and put result in *xmm0.*
VEX.DDS.LIG.128.66.0F38.W0 B9 /r VFMADD231SS *xmm0, xmm1, xmm2/m32*	A	V/V	FMA	Multiply scalar single-precision floating-point value from *xmm1* and *xmm2/mem*, add to *xmm0* and put result in *xmm0.*

Instruction Operand Encoding

Op/En	Operand 1	Operand 2	Operand 3	Operand 4
A	ModRM:reg (r, w)	VEX.vvvv (r)	ModRM:r/m (r)	NA

Description

Performs a SIMD multiply-add computation on packed single-precision floating-point values using three source operands and writes the multiply-add results in the destination operand. The destination operand is also the first source operand. The second operand must be a SIMD register. The third source operand can be a SIMD register or a memory location.

VFMADD132SS: Multiplies the low packed single-precision floating-point value from the first source operand to the low packed single-precision floating-point value in the third source operand, adds the infinite precision intermediate result to the low packed single-precision floating-point value in the second source operand, performs rounding and stores the resulting packed single-precision floating-point value to the destination operand (first source operand).

VFMADD213SS: Multiplies the low packed single-precision floating-point value from the second source operand to the low packed single-precision floating-point value in the first source operand, adds the infinite precision intermediate result to the low packed single-precision floating-point value in the third source operand, performs rounding and stores the resulting packed single-precision floating-point value to the destination operand (first source operand).

VFMADD231SS: Multiplies the low packed single-precision floating-point value from the second source operand to the low packed single-precision floating-point value in the third source operand, adds the infinite precision intermediate result to the low packed single-precision floating-point value in the first source operand, performs rounding and stores the resulting packed single-precision floating-point value to the destination operand (first source operand).

VEX.128 encoded version: The destination operand (also first source operand) is a XMM register and encoded in reg_field. The second source operand is a XMM register and encoded in VEX.vvvv. The third source operand is a XMM register or a 32-bit memory location and encoded in rm_field. The upper bits ([VLMAX-1:128]) of the YMM destination register are zeroed.

Compiler tools may optionally support a complementary mnemonic for each instruction mnemonic listed in the opcode/instruction column of the summary table. The behavior of the complementary mnemonic in situations involving NANs are governed by the definition of the instruction mnemonic defined in the opcode/instruction column. See also Section 2.3.1, “FMA Instruction Operand Order and Arithmetic Behavior”.

Operation

In the operations below, "+", "-", and "*" symbols represent addition, subtraction, and multiplication operations with infinite precision inputs and outputs (no rounding).

VFMADD132SS DEST, SRC2, SRC3

DEST[31:0] ← RoundFPControl_MXCSR(DEST[31:0]*SRC3[31:0] + SRC2[31:0])
DEST[127:32] ← DEST[127:32]
DEST[VLMAX-1:128] ← 0

VFMADD213SS DEST, SRC2, SRC3

DEST[31:0] ← RoundFPControl_MXCSR(SRC2[31:0]*DEST[31:0] + SRC3[31:0])
DEST[127:32] ← DEST[127:32]
DEST[VLMAX-1:128] ← 0

VFMADD231SS DEST, SRC2, SRC3

DEST[31:0] ← RoundFPControl_MXCSR(SRC2[31:0]*SRC3[63:0] + DEST[31:0])
DEST[127:32] ← DEST[127:32]
DEST[VLMAX-1:128] ← 0

Intel C/C++ Compiler Intrinsic Equivalent

VFMADD132SS: __m128 _mm_fmadd_ss (__m128 a, __m128 b, __m128 c);

VFMADD213SS: __m128 _mm_fmadd_ss (__m128 a, __m128 b, __m128 c);

VFMADD231SS: __m128 _mm_fmadd_ss (__m128 a, __m128 b, __m128 c);

SIMD Floating-Point Exceptions

Overflow, Underflow, Invalid, Precision, Denormal

Other Exceptions

See Exceptions Type 3

...

VFMADDSUB132PD/VFMADDSUB213PD/VFMADDSUB231PD — Fused Multiply-Alternating Add/Subtract of Packed Double-Precision Floating-Point Values

Opcode/ Instruction	Op/ En	64/32 -bit Mode	CPUID Feature Flag	Description
VEX.DDS.128.66.0F38.W1 96 /r VFMADDSUB132PD *xmm0, xmm1, xmm2/m128*	A	V/V	FMA	Multiply packed double-precision floating-point values from *xmm0* and *xmm2/mem*, add/subtract elements in *xmm1* and put result in *xmm0*.
VEX.DDS.128.66.0F38.W1 A6 /r VFMADDSUB213PD *xmm0, xmm1, xmm2/m128*	A	V/V	FMA	Multiply packed double-precision floating-point values from *xmm0* and *xmm1*, add/subtract elements in *xmm2/mem* and put result in *xmm0*.
VEX.DDS.128.66.0F38.W1 B6 /r VFMADDSUB231PD *xmm0, xmm1, xmm2/m128*	A	V/V	FMA	Multiply packed double-precision floating-point values from *xmm1* and *xmm2/mem*, add/subtract elements in *xmm0* and put result in *xmm0*.
VEX.DDS.256.66.0F38.W1 96 /r VFMADDSUB132PD *ymm0, ymm1, ymm2/m256*	A	V/V	FMA	Multiply packed double-precision floating-point values from *ymm0* and *ymm2/mem*, add/subtract elements in *ymm1* and put result in *ymm0*.
VEX.DDS.256.66.0F38.W1 A6 /r VFMADDSUB213PD *ymm0, ymm1, ymm2/m256*	A	V/V	FMA	Multiply packed double-precision floating-point values from *ymm0* and *ymm1*, add/subtract elements in *ymm2/mem* and put result in *ymm0*.
VEX.DDS.256.66.0F38.W1 B6 /r VFMADDSUB231PD *ymm0, ymm1, ymm2/m256*	A	V/V	FMA	Multiply packed double-precision floating-point values from *ymm1* and *ymm2/mem*, add/subtract elements in *ymm0* and put result in *ymm0*.

Instruction Operand Encoding

Op/En	Operand 1	Operand 2	Operand 3	Operand 4
A	ModRM:reg (r, w)	VEX.vvvv (r)	ModRM:r/m (r)	NA

Description

VFMADDSUB132PD: Multiplies the two or four packed double-precision floating-point values from the first source operand to the two or four packed double-precision floating-point values in the third source operand. From the infinite precision intermediate result, adds the odd double-precision floating-point elements and subtracts the even double-precision floating-point values in the second source operand, performs rounding and stores the resulting two or four packed double-precision floating-point values to the destination operand (first source operand).

VFMADDSUB213PD: Multiplies the two or four packed double-precision floating-point values from the second source operand to the two or four packed double-precision floating-point values in the first source operand. From the infinite precision intermediate result, adds the odd double-precision floating-point elements and subtracts the even double-precision floating-point values in the third source operand, performs rounding and stores the resulting two or four packed double-precision floating-point values to the destination operand (first source operand).

VFMADDSUB231PD: Multiplies the two or four packed double-precision floating-point values from the second source operand to the two or four packed double-precision floating-point values in the third source operand. From the infinite precision intermediate result, adds the odd double-precision floating-point elements and subtracts the even double-precision floating-point values in the first source operand, performs rounding and stores the resulting two or four packed double-precision floating-point values to the destination operand (first source operand).

VEX.128 encoded version: The destination operand (also first source operand) is a XMM register and encoded in reg_field. The second source operand is a XMM register and encoded in VEX.vvvv. The third source operand is a XMM register or a 128-bit memory location and encoded in rm_field. The upper 128 bits of the YMM destination register are zeroed.

VEX.256 encoded version: The destination operand (also first source operand) is a YMM register and encoded in reg_field. The second source operand is a YMM register and encoded in VEX.vvvv. The third source operand is a YMM register or a 256-bit memory location and encoded in rm_field.

Compiler tools may optionally support a complementary mnemonic for each instruction mnemonic listed in the opcode/instruction column of the summary table. The behavior of the complementary mnemonic in situations involving NANs are governed by the definition of the instruction mnemonic defined in the opcode/instruction column. See also Section 2.3.1, “FMA Instruction Operand Order and Arithmetic Behavior”.

Operation

In the operations below, "+", "-", and "*" symbols represent addition, subtraction, and multiplication operations with infinite precision inputs and outputs (no rounding).

VFMADDSUB132PD DEST, SRC2, SRC3

```
IF (VEX.128) THEN
    DEST[63:0] ← RoundFPControl_MXCSR(DEST[63:0]*SRC3[63:0] - SRC2[63:0])
    DEST[127:64] ← RoundFPControl_MXCSR(DEST[127:64]*SRC3[127:64] + SRC2[127:64])
    DEST[VLMAX-1:128] ← 0
ELSEIF (VEX.256)
    DEST[63:0] ← RoundFPControl_MXCSR(DEST[63:0]*SRC3[63:0] - SRC2[63:0])
    DEST[127:64] ← RoundFPControl_MXCSR(DEST[127:64]*SRC3[127:64] + SRC2[127:64])
    DEST[191:128] ← RoundFPControl_MXCSR(DEST[191:128]*SRC3[191:128] - SRC2[191:128])
    DEST[255:192] ← RoundFPControl_MXCSR(DEST[255:192]*SRC3[255:192] + SRC2[255:192]
FI
```

VFMADDSUB213PD DEST, SRC2, SRC3

```
IF (VEX.128) THEN
    DEST[63:0] ← RoundFPControl_MXCSR(SRC2[63:0]*DEST[63:0] - SRC3[63:0])
    DEST[127:64] ← RoundFPControl_MXCSR(SRC2[127:64]*DEST[127:64] + SRC3[127:64])
    DEST[VLMAX-1:128] ← 0
ELSEIF (VEX.256)
    DEST[63:0] ← RoundFPControl_MXCSR(SRC2[63:0]*DEST[63:0] - SRC3[63:0])
    DEST[127:64] ← RoundFPControl_MXCSR(SRC2[127:64]*DEST[127:64] + SRC3[127:64])
    DEST[191:128] ← RoundFPControl_MXCSR(SRC2[191:128]*DEST[191:128] - SRC3[191:128])
    DEST[255:192] ← RoundFPControl_MXCSR(SRC2[255:192]*DEST[255:192] + SRC3[255:192]
FI
```

VFMADDSUB231PD DEST, SRC2, SRC3

```
IF (VEX.128) THEN
    DEST[63:0] ← RoundFPControl_MXCSR(SRC2[63:0]*SRC3[63:0] - DEST[63:0])
    DEST[127:64] ← RoundFPControl_MXCSR(SRC2[127:64]*SRC3[127:64] + DEST[127:64])
    DEST[VLMAX-1:128] ← 0
ELSEIF (VEX.256)
    DEST[63:0] ← RoundFPControl_MXCSR(SRC2[63:0]*SRC3[63:0] - DEST[63:0])
    DEST[127:64] ← RoundFPControl_MXCSR(SRC2[127:64]*SRC3[127:64] + DEST[127:64])
    DEST[191:128] ← RoundFPControl_MXCSR(SRC2[191:128]*SRC3[191:128] - DEST[191:128])
    DEST[255:192] ← RoundFPControl_MXCSR(SRC2[255:192]*SRC3[255:192] + DEST[255:192]
```

FI

Intel C/C++ Compiler Intrinsic Equivalent

VFMADDSUB132PD: __m128d _mm_fmaddsub_pd (__m128d a, __m128d b, __m128d c);

VFMADDSUB213PD: __m128d _mm_fmaddsub_pd (__m128d a, __m128d b, __m128d c);

VFMADDSUB231PD: __m128d _mm_fmaddsub_pd (__m128d a, __m128d b, __m128d c);

VFMADDSUB132PD: __m256d _mm256_fmaddsub_pd (__m256d a, __m256d b, __m256d c);

VFMADDSUB213PD: __m256d _mm256_fmaddsub_pd (__m256d a, __m256d b, __m256d c);

VFMADDSUB231PD: __m256d _mm256_fmaddsub_pd (__m256d a, __m256d b, __m256d c);

SIMD Floating-Point Exceptions

Overflow, Underflow, Invalid, Precision, Denormal

Other Exceptions

See Exceptions Type 2

...

VFMADDSUB132PS/VFMADDSUB213PS/VFMADDSUB231PS — Fused Multiply-Alternating Add/Subtract of Packed Single-Precision Floating-Point Values

Opcode/ Instruction	Op/ En	64/32 -bit Mode	CPUID Feature Flag	Description
VEX.DDS.128.66.0F38.W0 96 /r VFMADDSUB132PS *xmm0, xmm1, xmm2/m128*	A	V/V	FMA	Multiply packed single-precision floating-point values from *xmm0* and *xmm2/mem*, add/subtract elements in *xmm1* and put result in *xmm0*.
VEX.DDS.128.66.0F38.W0 A6 /r VFMADDSUB213PS *xmm0, xmm1, xmm2/m128*	A	V/V	FMA	Multiply packed single-precision floating-point values from *xmm0* and *xmm1*, add/subtract elements in *xmm2/mem* and put result in *xmm0*.
VEX.DDS.128.66.0F38.W0 B6 /r VFMADDSUB231PS *xmm0, xmm1, xmm2/m128*	A	V/V	FMA	Multiply packed single-precision floating-point values from *xmm1* and *xmm2/mem*, add/subtract elements in *xmm0* and put result in *xmm0*.
VEX.DDS.256.66.0F38.W0 96 /r VFMADDSUB132PS *ymm0, ymm1, ymm2/m256*	A	V/V	FMA	Multiply packed single-precision floating-point values from *ymm0* and *ymm2/mem*, add/subtract elements in *ymm1* and put result in *ymm0*.
VEX.DDS.256.66.0F38.W0 A6 /r VFMADDSUB213PS *ymm0, ymm1, ymm2/m256*	A	V/V	FMA	Multiply packed single-precision floating-point values from *ymm0* and *ymm1*, add/subtract elements in *ymm2/mem* and put result in *ymm0*.
VEX.DDS.256.66.0F38.W0 B6 /r VFMADDSUB231PS *ymm0, ymm1, ymm2/m256*	A	V/V	FMA	Multiply packed single-precision floating-point values from *ymm1* and *ymm2/mem*, add/subtract elements in *ymm0* and put result in *ymm0*.

Instruction Operand Encoding

Op/En	Operand 1	Operand 2	Operand 3	Operand 4
A	ModRM:reg (r, w)	VEX.vvvv (r)	ModRM:r/m (r)	NA

Description

VFMADDSUB132PS: Multiplies the four or eight packed single-precision floating-point values from the first source operand to the four or eight packed single-precision floating-point values in the third source operand. From the infinite precision intermediate result, adds the odd single-precision floating-point elements and subtracts the even single-precision floating-point values in the second source operand, performs rounding and stores the resulting four or eight packed single-precision floating-point values to the destination operand (first source operand).

VFMADDSUB213PS: Multiplies the four or eight packed single-precision floating-point values from the second source operand to the four or eight packed single-precision floating-point values in the first source operand. From the infinite precision intermediate result, adds the odd single-precision floating-point elements and subtracts the even single-precision floating-point values in the third source operand, performs rounding and stores the resulting four or eight packed single-precision floating-point values to the destination operand (first source operand).

VFMADDSUB231PS: Multiplies the four or eight packed single-precision floating-point values from the second source operand to the four or eight packed single-precision floating-point values in the third source operand. From the infinite precision intermediate result, adds the odd single-precision floating-point elements and subtracts the even single-precision floating-point values in the first source operand, performs rounding and stores the resulting four or eight packed single-precision floating-point values to the destination operand (first source operand).

VEX.128 encoded version: The destination operand (also first source operand) is a XMM register and encoded in reg_field. The second source operand is a XMM register and encoded in VEX.vvvv. The third source operand is a XMM register or a 128-bit memory location and encoded in rm_field. The upper 128 bits of the YMM destination register are zeroed.

VEX.256 encoded version: The destination operand (also first source operand) is a YMM register and encoded in reg_field. The second source operand is a YMM register and encoded in VEX.vvvv. The third source operand is a YMM register or a 256-bit memory location and encoded in rm_field.

Compiler tools may optionally support a complementary mnemonic for each instruction mnemonic listed in the opcode/instruction column of the summary table. The behavior of the complementary mnemonic in situations involving NANs are governed by the definition of the instruction mnemonic defined in the opcode/instruction column. See also Section 2.3.1, “FMA Instruction Operand Order and Arithmetic Behavior”.

Operation

In the operations below, "+", "-", and "*" symbols represent addition, subtraction, and multiplication operations with infinite precision inputs and outputs (no rounding).

VFMADDSUB132PS DEST, SRC2, SRC3

```
IF (VEX.128) THEN
    MAXVL =2
ELSEIF (VEX.256)
    MAXVL = 4
FI
For i = 0 to MAXVL -1{
    n = 64*i;
    DEST[n+31:n] ← RoundFPControl_MXCSR(DEST[n+31:n]*SRC3[n+31:n] - SRC2[n+31:n])
    DEST[n+63:n+32] ← RoundFPControl_MXCSR(DEST[n+63:n+32]*SRC3[n+63:n+32] + SRC2[n+63:n+32])
}
IF (VEX.128) THEN
    DEST[VLMAX-1:128] ← 0
FI
```

VFMADDSUB213PS DEST, SRC2, SRC3

```
IF (VEX.128) THEN
    MAXVL =2
ELSEIF (VEX.256)
    MAXVL = 4
FI
For i = 0 to MAXVL -1{
    n = 64*i;
    DEST[n+31:n] ← RoundFPControl_MXCSR(SRC2[n+31:n]*DEST[n+31:n] - SRC3[n+31:n])
    DEST[n+63:n+32] ← RoundFPControl_MXCSR(SRC2[n+63:n+32]*DEST[n+63:n+32] + SRC3[n+63:n+32])
}
IF (VEX.128) THEN
    DEST[VLMAX-1:128] ← 0
FI
```

VFMADDSUB231PS DEST, SRC2, SRC3

```
IF (VEX.128) THEN
    MAXVL =2
ELSEIF (VEX.256)
```

```
    MAXVL = 4
FI
For i = 0 to MAXVL -1{
    n = 64*i;
    DEST[n+31:n] ← RoundFPControl_MXCSR(SRC2[n+31:n]*SRC3[n+31:n] - DEST[n+31:n])
    DEST[n+63:n+32] ← RoundFPControl_MXCSR(SRC2[n+63:n+32]*SRC3[n+63:n+32] + DEST[n+63:n+32])
}
IF (VEX.128) THEN
    DEST[VLMAX-1:128] ← 0
FI
```

Intel C/C++ Compiler Intrinsic Equivalent

VFMADDSUB132PS: __m128 _mm_fmaddsub_ps (__m128 a, __m128 b, __m128 c);

VFMADDSUB213PS: __m128 _mm_fmaddsub_ps (__m128 a, __m128 b, __m128 c);

VFMADDSUB231PS: __m128 _mm_fmaddsub_ps (__m128 a, __m128 b, __m128 c);

VFMADDSUB132PS: __m256 _mm256_fmaddsub_ps (__m256 a, __m256 b, __m256 c);

VFMADDSUB213PS: __m256 _mm256_fmaddsub_ps (__m256 a, __m256 b, __m256 c);

VFMADDSUB231PS: __m256 _mm256_fmaddsub_ps (__m256 a, __m256 b, __m256 c);

SIMD Floating-Point Exceptions

Overflow, Underflow, Invalid, Precision, Denormal

Other Exceptions

See Exceptions Type 2

...

VFMSUBADD132PD/VFMSUBADD213PD/VFMSUBADD231PD — Fused Multiply-Alternating Subtract/Add of Packed Double-Precision Floating-Point Values

Opcode/ Instruction	Op/ En	64/32 -bit Mode	CPUID Feature Flag	Description
VEX.DDS.128.66.0F38.W1 97 /r VFMSUBADD132PD *xmm0, xmm1, xmm2/m128*	A	V/V	FMA	Multiply packed double-precision floating-point values from *xmm0* and *xmm2/mem*, subtract/add elements in *xmm1* and put result in *xmm0*.
VEX.DDS.128.66.0F38.W1 A7 /r VFMSUBADD213PD *xmm0, xmm1, xmm2/m128*	A	V/V	FMA	Multiply packed double-precision floating-point values from *xmm0* and *xmm1*, subtract/add elements in *xmm2/mem* and put result in *xmm0*.
VEX.DDS.128.66.0F38.W1 B7 /r VFMSUBADD231PD *xmm0, xmm1, xmm2/m128*	A	V/V	FMA	Multiply packed double-precision floating-point values from *xmm1* and *xmm2/mem*, subtract/add elements in *xmm0* and put result in *xmm0*.
VEX.DDS.256.66.0F38.W1 97 /r VFMSUBADD132PD *ymm0, ymm1, ymm2/m256*	A	V/V	FMA	Multiply packed double-precision floating-point values from *ymm0* and *ymm2/mem*, subtract/add elements in *ymm1* and put result in *ymm0*.
VEX.DDS.256.66.0F38.W1 A7 /r VFMSUBADD213PD *ymm0, ymm1, ymm2/m256*	A	V/V	FMA	Multiply packed double-precision floating-point values from *ymm0* and *ymm1*, subtract/add elements in *ymm2/mem* and put result in *ymm0*.
VEX.DDS.256.66.0F38.W1 B7 /r VFMSUBADD231PD *ymm0, ymm1, ymm2/m256*	A	V/V	FMA	Multiply packed double-precision floating-point values from *ymm1* and *ymm2/mem*, subtract/add elements in *ymm0* and put result in *ymm0*.

Instruction Operand Encoding

Op/En	Operand 1	Operand 2	Operand 3	Operand 4
A	ModRM:reg (r, w)	VEX.vvvv (r)	ModRM:r/m (r)	NA

Description

VFMSUBADD132PD: Multiplies the two or four packed double-precision floating-point values from the first source operand to the two or four packed double-precision floating-point values in the third source operand. From the infinite precision intermediate result, subtracts the odd double-precision floating-point elements and adds the even double-precision floating-point values in the second source operand, performs rounding and stores the resulting two or four packed double-precision floating-point values to the destination operand (first source operand).

VFMSUBADD213PD: Multiplies the two or four packed double-precision floating-point values from the second source operand to the two or four packed double-precision floating-point values in the first source operand. From the infinite precision intermediate result, subtracts the odd double-precision floating-point elements and adds the even double-precision floating-point values in the third source operand, performs rounding and stores the resulting two or four packed double-precision floating-point values to the destination operand (first source operand).

VFMSUBADD231PD: Multiplies the two or four packed double-precision floating-point values from the second source operand to the two or four packed double-precision floating-point values in the third source operand. From the infinite precision intermediate result, subtracts the odd double-precision floating-point elements and adds the even double-precision floating-point values in the first source operand, performs rounding and stores the resulting two or four packed double-precision floating-point values to the destination operand (first source operand).

VEX.128 encoded version: The destination operand (also first source operand) is a XMM register and encoded in reg_field. The second source operand is a XMM register and encoded in VEX.vvvv. The third source operand is a XMM register or a 128-bit memory location and encoded in rm_field. The upper 128 bits of the YMM destination register are zeroed.

VEX.256 encoded version: The destination operand (also first source operand) is a YMM register and encoded in reg_field. The second source operand is a YMM register and encoded in VEX.vvvv. The third source operand is a YMM register or a 256-bit memory location and encoded in rm_field.

Compiler tools may optionally support a complementary mnemonic for each instruction mnemonic listed in the opcode/instruction column of the summary table. The behavior of the complementary mnemonic in situations involving NANs are governed by the definition of the instruction mnemonic defined in the opcode/instruction column. See also Section 2.3.1, “FMA Instruction Operand Order and Arithmetic Behavior”.

Operation

In the operations below, "+", "-", and "*" symbols represent addition, subtraction, and multiplication operations with infinite precision inputs and outputs (no rounding).

VFMSUBADD132PD DEST, SRC2, SRC3

```
IF (VEX.128) THEN
    DEST[63:0] ← RoundFPControl_MXCSR(DEST[63:0]*SRC3[63:0] + SRC2[63:0])
    DEST[127:64] ← RoundFPControl_MXCSR(DEST[127:64]*SRC3[127:64] - SRC2[127:64])
    DEST[VLMAX-1:128] ← 0
ELSEIF (VEX.256)
    DEST[63:0] ← RoundFPControl_MXCSR(DEST[63:0]*SRC3[63:0] + SRC2[63:0])
    DEST[127:64] ← RoundFPControl_MXCSR(DEST[127:64]*SRC3[127:64] - SRC2[127:64])
    DEST[191:128] ← RoundFPControl_MXCSR(DEST[191:128]*SRC3[191:128] + SRC2[191:128])
    DEST[255:192] ← RoundFPControl_MXCSR(DEST[255:192]*SRC3[255:192] - SRC2[255:192]
FI
```

VFMSUBADD213PD DEST, SRC2, SRC3

```
IF (VEX.128) THEN
    DEST[63:0] ← RoundFPControl_MXCSR(SRC2[63:0]*DEST[63:0] + SRC3[63:0])
    DEST[127:64] ← RoundFPControl_MXCSR(SRC2[127:64]*DEST[127:64] - SRC3[127:64])
    DEST[VLMAX-1:128] ← 0
ELSEIF (VEX.256)
    DEST[63:0] ← RoundFPControl_MXCSR(SRC2[63:0]*DEST[63:0] + SRC3[63:0])
    DEST[127:64] ← RoundFPControl_MXCSR(SRC2[127:64]*DEST[127:64] - SRC3[127:64])
    DEST[191:128] ← RoundFPControl_MXCSR(SRC2[191:128]*DEST[191:128] + SRC3[191:128])
    DEST[255:192] ← RoundFPControl_MXCSR(SRC2[255:192]*DEST[255:192] - SRC3[255:192]
FI
```

VFMSUBADD231PD DEST, SRC2, SRC3

```
IF (VEX.128) THEN
    DEST[63:0] ← RoundFPControl_MXCSR(SRC2[63:0]*SRC3[63:0] + DEST[63:0])
    DEST[127:64] ← RoundFPControl_MXCSR(SRC2[127:64]*SRC3[127:64] - DEST[127:64])
    DEST[VLMAX-1:128] ← 0
ELSEIF (VEX.256)
    DEST[63:0] ← RoundFPControl_MXCSR(SRC2[63:0]*SRC3[63:0] + DEST[63:0])
    DEST[127:64] ← RoundFPControl_MXCSR(SRC2[127:64]*SRC3[127:64] - DEST[127:64])
    DEST[191:128] ← RoundFPControl_MXCSR(SRC2[191:128]*SRC3[191:128] + DEST[191:128])
    DEST[255:192] ← RoundFPControl_MXCSR(SRC2[255:192]*SRC3[255:192] - DEST[255:192]
```

FI

Intel C/C++ Compiler Intrinsic Equivalent

VFMSUBADD132PD: __m128d _mm_fmsubadd_pd (__m128d a, __m128d b, __m128d c);

VFMSUBADD213PD: __m128d _mm_fmsubadd_pd (__m128d a, __m128d b, __m128d c);

VFMSUBADD231PD: __m128d _mm_fmsubadd_pd (__m128d a, __m128d b, __m128d c);

VFMSUBADD132PD: __m256d _mm256_fmsubadd_pd (__m256d a, __m256d b, __m256d c);

VFMSUBADD213PD: __m256d _mm256_fmsubadd_pd (__m256d a, __m256d b, __m256d c);

VFMSUBADD231PD: __m256d _mm256_fmsubadd_pd (__m256d a, __m256d b, __m256d c);

SIMD Floating-Point Exceptions

Overflow, Underflow, Invalid, Precision, Denormal

Other Exceptions

See Exceptions Type 2

...

VFMSUBADD132PS/VFMSUBADD213PS/VFMSUBADD231PS — Fused Multiply-Alternating Subtract/Add of Packed Single-Precision Floating-Point Values

Opcode/ Instruction	Op/ En	64/32 -bit Mode	CPUID Feature Flag	Description
VEX.DDS.128.66.0F38.W0 97 /r VFMSUBADD132PS *xmm0, xmm1, xmm2/m128*	A	V/V	FMA	Multiply packed single-precision floating-point values from *xmm0* and *xmm2/mem*, subtract/add elements in *xmm1* and put result in *xmm0*.
VEX.DDS.128.66.0F38.W0 A7 /r VFMSUBADD213PS *xmm0, xmm1, xmm2/m128*	A	V/V	FMA	Multiply packed single-precision floating-point values from *xmm0* and *xmm1*, subtract/add elements in *xmm2/mem* and put result in *xmm0*.
VEX.DDS.128.66.0F38.W0 B7 /r VFMSUBADD231PS *xmm0, xmm1, xmm2/m128*	A	V/V	FMA	Multiply packed single-precision floating-point values from *xmm1* and *xmm2/mem*, subtract/add elements in *xmm0* and put result in *xmm0*.
VEX.DDS.256.66.0F38.W0 97 /r VFMSUBADD132PS *ymm0, ymm1, ymm2/m256*	A	V/V	FMA	Multiply packed single-precision floating-point values from *ymm0* and *ymm2/mem*, subtract/add elements in *ymm1* and put result in *ymm0*.
VEX.DDS.256.66.0F38.W0 A7 /r VFMSUBADD213PS *ymm0, ymm1, ymm2/m256*	A	V/V	FMA	Multiply packed single-precision floating-point values from *ymm0* and *ymm1*, subtract/add elements in *ymm2/mem* and put result in *ymm0*.
VEX.DDS.256.66.0F38.W0 B7 /r VFMSUBADD231PS *ymm0, ymm1, ymm2/m256*	A	V/V	FMA	Multiply packed single-precision floating-point values from *ymm1* and *ymm2/mem*, subtract/add elements in *ymm0* and put result in *ymm0*.

Instruction Operand Encoding

Op/En	Operand 1	Operand 2	Operand 3	Operand 4
A	ModRM:reg (r, w)	VEX.vvvv (r)	ModRM:r/m (r)	NA

Description

VFMSUBADD132PS: Multiplies the four or eight packed single-precision floating-point values from the first source operand to the four or eight packed single-precision floating-point values in the third source operand. From the infinite precision intermediate result, subtracts the odd single-precision floating-point elements and adds the even single-precision floating-point values in the second source operand, performs rounding and stores the resulting four or eight packed single-precision floating-point values to the destination operand (first source operand).

VFMSUBADD213PS: Multiplies the four or eight packed single-precision floating-point values from the second source operand to the four or eight packed single-precision floating-point values in the first source operand. From the infinite precision intermediate result, subtracts the odd single-precision floating-point elements and adds the even single-precision floating-point values in the third source operand, performs rounding and stores the resulting four or eight packed single-precision floating-point values to the destination operand (first source operand).

VFMSUBADD231PS: Multiplies the four or eight packed single-precision floating-point values from the second source operand to the four or eight packed single-precision floating-point values in the third source operand. From the infinite precision intermediate result, subtracts the odd single-precision floating-point elements and adds the even single-precision floating-point values in the first source operand, performs rounding and stores the resulting four or eight packed single-precision floating-point values to the destination operand (first source operand).

VEX.128 encoded version: The destination operand (also first source operand) is a XMM register and encoded in reg_field. The second source operand is a XMM register and encoded in VEX.vvvv. The third source operand is a XMM register or a 128-bit memory location and encoded in rm_field. The upper 128 bits of the YMM destination register are zeroed.

VEX.256 encoded version: The destination operand (also first source operand) is a YMM register and encoded in reg_field. The second source operand is a YMM register and encoded in VEX.vvvv. The third source operand is a YMM register or a 256-bit memory location and encoded in rm_field.

Compiler tools may optionally support a complementary mnemonic for each instruction mnemonic listed in the opcode/instruction column of the summary table. The behavior of the complementary mnemonic in situations involving NANs are governed by the definition of the instruction mnemonic defined in the opcode/instruction column. See also Section 2.3.1, “FMA Instruction Operand Order and Arithmetic Behavior”.

Operation

In the operations below, "+", "-", and "*" symbols represent addition, subtraction, and multiplication operations with infinite precision inputs and outputs (no rounding).

VFMSUBADD132PS DEST, SRC2, SRC3

```
IF (VEX.128) THEN
    MAXVL =2
ELSEIF (VEX.256)
    MAXVL = 4
FI
For i = 0 to MAXVL -1{
    n = 64*i;
    DEST[n+31:n] ← RoundFPControl_MXCSR(DEST[n+31:n]*SRC3[n+31:n] + SRC2[n+31:n])
    DEST[n+63:n+32] ← RoundFPControl_MXCSR(DEST[n+63:n+32]*SRC3[n+63:n+32] -SRC2[n+63:n+32])
}
IF (VEX.128) THEN
    DEST[VLMAX-1:128] ← 0
FI
```

VFMSUBADD213PS DEST, SRC2, SRC3

```
IF (VEX.128) THEN
    MAXVL =2
ELSEIF (VEX.256)
    MAXVL = 4
FI
For i = 0 to MAXVL -1{
    n = 64*i;
    DEST[n+31:n] ← RoundFPControl_MXCSR(SRC2[n+31:n]*DEST[n+31:n] +SRC3[n+31:n])
    DEST[n+63:n+32] ← RoundFPControl_MXCSR(SRC2[n+63:n+32]*DEST[n+63:n+32] -SRC3[n+63:n+32])
}
IF (VEX.128) THEN
    DEST[VLMAX-1:128] ← 0
FI
```

VFMSUBADD231PS DEST, SRC2, SRC3

```
IF (VEX.128) THEN
    MAXVL =2
ELSEIF (VEX.256)
```

```
    MAXVL = 4
FI
For i = 0 to MAXVL -1{
    n = 64*i;
    DEST[n+31:n] ← RoundFPControl_MXCSR(SRC2[n+31:n]*SRC3[n+31:n] + DEST[n+31:n])
    DEST[n+63:n+32] ← RoundFPControl_MXCSR(SRC2[n+63:n+32]*SRC3[n+63:n+32] -DEST[n+63:n+32])
}
IF (VEX.128) THEN
    DEST[VLMAX-1:128] ← 0
FI
```

Intel C/C++ Compiler Intrinsic Equivalent

VFMSUBADD132PS: __m128 _mm_fmsubadd_ps (__m128 a, __m128 b, __m128 c);

VFMSUBADD213PS: __m128 _mm_fmsubadd_ps (__m128 a, __m128 b, __m128 c);

VFMSUBADD231PS: __m128 _mm_fmsubadd_ps (__m128 a, __m128 b, __m128 c);

VFMSUBADD132PS: __m256 _mm256_fmsubadd_ps (__m256 a, __m256 b, __m256 c);

VFMSUBADD213PS: __m256 _mm256_fmsubadd_ps (__m256 a, __m256 b, __m256 c);

VFMSUBADD231PS: __m256 _mm256_fmsubadd_ps (__m256 a, __m256 b, __m256 c);

SIMD Floating-Point Exceptions

Overflow, Underflow, Invalid, Precision, Denormal

Other Exceptions

See Exceptions Type 2

...

VFMSUB132PD/VFMSUB213PD/VFMSUB231PD — Fused Multiply-Subtract of Packed Double-Precision Floating-Point Values

Opcode/ Instruction	Op/ En	64/32 -bit Mode	CPUID Feature Flag	Description
VEX.DDS.128.66.0F38.W1 9A /r VFMSUB132PD *xmm0, xmm1, xmm2/m128*	A	V/V	FMA	Multiply packed double-precision floating-point values from *xmm0* and *xmm2/mem*, subtract *xmm1* and put result in *xmm0*.
VEX.DDS.128.66.0F38.W1 AA /r VFMSUB213PD *xmm0, xmm1, xmm2/m128*	A	V/V	FMA	Multiply packed double-precision floating-point values from *xmm0* and *xmm1*, subtract *xmm2/mem* and put result in *xmm0*.
VEX.DDS.128.66.0F38.W1 BA /r VFMSUB231PD *xmm0, xmm1, xmm2/m128*	A	V/V	FMA	Multiply packed double-precision floating-point values from *xmm1* and *xmm2/mem*, subtract *xmm0* and put result in *xmm0*.
VEX.DDS.256.66.0F38.W1 9A /r VFMSUB132PD *ymm0, ymm1, ymm2/m256*	A	V/V	FMA	Multiply packed double-precision floating-point values from *ymm0* and *ymm2/mem*, subtract *ymm1* and put result in *ymm0*.
VEX.DDS.256.66.0F38.W1 AA /r VFMSUB213PD *ymm0, ymm1, ymm2/m256*	A	V/V	FMA	Multiply packed double-precision floating-point values from *ymm0* and *ymm1*, subtract *ymm2/mem* and put result in *ymm0*.
VEX.DDS.256.66.0F38.W1 BA /r VFMSUB231PD *ymm0, ymm1, ymm2/m256*	A	V/V	FMA	Multiply packed double-precision floating-point values from *ymm1* and *ymm2/mem*, subtract *ymm0* and put result in *ymm0*.

Instruction Operand Encoding

Op/En	Operand 1	Operand 2	Operand 3	Operand 4
A	ModRM:reg (r, w)	VEX.vvvv (r)	ModRM:r/m (r)	NA

Description

Performs a set of SIMD multiply-subtract computation on packed double-precision floating-point values using three source operands and writes the multiply-subtract results in the destination operand. The destination operand is also the first source operand. The second operand must be a SIMD register. The third source operand can be a SIMD register or a memory location.

VFMSUB132PD: Multiplies the two or four packed double-precision floating-point values from the first source operand to the two or four packed double-precision floating-point values in the third source operand. From the infinite precision intermediate result, subtracts the two or four packed double-precision floating-point values in the second source operand, performs rounding and stores the resulting two or four packed double-precision floating-point values to the destination operand (first source operand).

VFMSUB213PD: Multiplies the two or four packed double-precision floating-point values from the second source operand to the two or four packed double-precision floating-point values in the first source operand. From the infinite precision intermediate result, subtracts the two or four packed double-precision floating-point values in the third source operand, performs rounding and stores the resulting two or four packed double-precision floating-point values to the destination operand (first source operand).

VFMSUB231PD: Multiplies the two or four packed double-precision floating-point values from the second source to the two or four packed double-precision floating-point values in the third source operand. From the infinite precision intermediate result, subtracts the two or four packed double-precision floating-point values in the first source operand, performs rounding and stores the resulting two or four packed double-precision floating-point values to the destination operand (first source operand).

VEX.128 encoded version: The destination operand (also first source operand) is a XMM register and encoded in reg_field. The second source operand is a XMM register and encoded in VEX.vvvv. The third source operand is a XMM register or a 128-bit memory location and encoded in rm_field. The upper 128 bits of the YMM destination register are zeroed.

VEX.256 encoded version: The destination operand (also first source operand) is a YMM register and encoded in reg_field. The second source operand is a YMM register and encoded in VEX.vvvv. The third source operand is a YMM register or a 256-bit memory location and encoded in rm_field.

Compiler tools may optionally support a complementary mnemonic for each instruction mnemonic listed in the opcode/instruction column of the summary table. The behavior of the complementary mnemonic in situations involving NANs are governed by the definition of the instruction mnemonic defined in the opcode/instruction column. See also Section 2.3.1, “FMA Instruction Operand Order and Arithmetic Behavior”.

Operation

In the operations below, "+", "-", and "*" symbols represent addition, subtraction, and multiplication operations with infinite precision inputs and outputs (no rounding).

VFMSUB132PD DEST, SRC2, SRC3

```
IF (VEX.128) THEN
    MAXVL =2
ELSEIF (VEX.256)
    MAXVL = 4
FI
For i = 0 to MAXVL-1 {
    n = 64*i;
    DEST[n+63:n] ← RoundFPControl_MXCSR(DEST[n+63:n]*SRC3[n+63:n] - SRC2[n+63:n])
}
IF (VEX.128) THEN
DEST[VLMAX-1:128] ← 0
FI
```

VFMSUB213PD DEST, SRC2, SRC3

```
IF (VEX.128) THEN
    MAXVL =2
ELSEIF (VEX.256)
    MAXVL = 4
FI
For i = 0 to MAXVL-1 {
    n = 64*i;
    DEST[n+63:n] ← RoundFPControl_MXCSR(SRC2[n+63:n]*DEST[n+63:n] - SRC3[n+63:n])
}
IF (VEX.128) THEN
DEST[VLMAX-1:128] ← 0
FI
```

VFMSUB231PD DEST, SRC2, SRC3

```
IF (VEX.128) THEN
    MAXVL =2
ELSEIF (VEX.256)
    MAXVL = 4
FI
```

```
For i = 0 to MAXVL-1 {
    n = 64*i;
    DEST[n+63:n] ← RoundFPControl_MXCSR(SRC2[n+63:n]*SRC3[n+63:n] - DEST[n+63:n])
}
IF (VEX.128) THEN
DEST[VLMAX-1:128] ← 0
FI
```

Intel C/C++ Compiler Intrinsic Equivalent

VFMSUB132PD: __m128d _mm_fmsub_pd (__m128d a, __m128d b, __m128d c);

VFMSUB213PD: __m128d _mm_fmsub_pd (__m128d a, __m128d b, __m128d c);

VFMSUB231PD: __m128d _mm_fmsub_pd (__m128d a, __m128d b, __m128d c);

VFMSUB132PD: __m256d _mm256_fmsub_pd (__m256d a, __m256d b, __m256d c);

VFMSUB213PD: __m256d _mm256_fmsub_pd (__m256d a, __m256d b, __m256d c);

VFMSUB231PD: __m256d _mm256_fmsub_pd (__m256d a, __m256d b, __m256d c);

SIMD Floating-Point Exceptions

Overflow, Underflow, Invalid, Precision, Denormal

Other Exceptions

See Exceptions Type 2

...

VFMSUB132PS/VFMSUB213PS/VFMSUB231PS — Fused Multiply-Subtract of Packed Single-Precision Floating-Point Values

Opcode/ Instruction	Op/ En	64/32 -bit Mode	CPUID Feature Flag	Description
VEX.DDS.128.66.0F38.W0 9A /r VFMSUB132PS *xmm0*, *xmm1*, *xmm2/m128*	A	V/V	FMA	Multiply packed single-precision floating-point values from *xmm0* and *xmm2/mem*, subtract *xmm1* and put result in *xmm0*.
VEX.DDS.128.66.0F38.W0 AA /r VFMSUB213PS *xmm0*, *xmm1*, *xmm2/m128*	A	V/V	FMA	Multiply packed single-precision floating-point values from *xmm0* and *xmm1*, subtract *xmm2/mem* and put result in *xmm0*.
VEX.DDS.128.66.0F38.W0 BA /r VFMSUB231PS *xmm0*, *xmm1*, *xmm2/m128*	A	V/V	FMA	Multiply packed single-precision floating-point values from *xmm1* and *xmm2/mem*, subtract *xmm0* and put result in *xmm0*.
VEX.DDS.256.66.0F38.W0 9A /r VFMSUB132PS *ymm0*, *ymm1*, *ymm2/m256*	A	V/V	FMA	Multiply packed single-precision floating-point values from *ymm0* and *ymm2/mem*, subtract *ymm1* and put result in *ymm0*.
VEX.DDS.256.66.0F38.W0 AA /r VFMSUB213PS *ymm0*, *ymm1*, *ymm2/m256*	A	V/V	FMA	Multiply packed single-precision floating-point values from *ymm0* and *ymm1*, subtract *ymm2/mem* and put result in *ymm0*.
VEX.DDS.256.66.0F38.0 BA /r VFMSUB231PS *ymm0*, *ymm1*, *ymm2/m256*	A	V/V	FMA	Multiply packed single-precision floating-point values from *ymm1* and *ymm2/mem*, subtract *ymm0* and put result in *ymm0*.

Instruction Operand Encoding

Op/En	Operand 1	Operand 2	Operand 3	Operand 4
A	ModRM:reg (r, w)	VEX.vvvv (r)	ModRM:r/m (r)	NA

Description

Performs a set of SIMD multiply-subtract computation on packed single-precision floating-point values using three source operands and writes the multiply-subtract results in the destination operand. The destination operand is also the first source operand. The second operand must be a SIMD register. The third source operand can be a SIMD register or a memory location.

VFMSUB132PS: Multiplies the four or eight packed single-precision floating-point values from the first source operand to the four or eight packed single-precision floating-point values in the third source operand. From the infinite precision intermediate result, subtracts the four or eight packed single-precision floating-point values in the second source operand, performs rounding and stores the resulting four or eight packed single-precision floating-point values to the destination operand (first source operand).

VFMSUB213PS: Multiplies the four or eight packed single-precision floating-point values from the second source operand to the four or eight packed single-precision floating-point values in the first source operand. From the infinite precision intermediate result, subtracts the four or eight packed single-precision floating-point values in the third source operand, performs rounding and stores the resulting four or eight packed single-precision floating-point values to the destination operand (first source operand).

VFMSUB231PS: Multiplies the four or eight packed single-precision floating-point values from the second source to the four or eight packed single-precision floating-point values in the third source operand. From the infinite precision intermediate result, subtracts the four or eight packed single-precision floating-point values in the first source operand, performs rounding and stores the resulting four or eight packed single-precision floating-point values to the destination operand (first source operand).

VEX.128 encoded version: The destination operand (also first source operand) is a XMM register and encoded in reg_field. The second source operand is a XMM register and encoded in VEX.vvvv. The third source operand is a XMM register or a 128-bit memory location and encoded in rm_field. The upper 128 bits of the YMM destination register are zeroed.

VEX.256 encoded version: The destination operand (also first source operand) is a YMM register and encoded in reg_field. The second source operand is a YMM register and encoded in VEX.vvvv. The third source operand is a YMM register or a 256-bit memory location and encoded in rm_field.

Compiler tools may optionally support a complementary mnemonic for each instruction mnemonic listed in the opcode/instruction column of the summary table. The behavior of the complementary mnemonic in situations involving NANs are governed by the definition of the instruction mnemonic defined in the opcode/instruction column. See also Section 2.3.1, “FMA Instruction Operand Order and Arithmetic Behavior”.

Operation

In the operations below, "+", "-", and "*" symbols represent addition, subtraction, and multiplication operations with infinite precision inputs and outputs (no rounding).

VFMSUB132PS DEST, SRC2, SRC3

```
IF (VEX.128) THEN
    MAXVL =4
ELSEIF (VEX.256)
    MAXVL = 8
FI
For i = 0 to MAXVL-1 {
    n = 32*i;
    DEST[n+31:n] ← RoundFPControl_MXCSR(DEST[n+31:n]*SRC3[n+31:n] - SRC2[n+31:n])
}
IF (VEX.128) THEN
    DEST[VLMAX-1:128] ← 0
FI
```

VFMSUB213PS DEST, SRC2, SRC3

```
IF (VEX.128) THEN
    MAXVL =4
ELSEIF (VEX.256)
    MAXVL = 8
FI
For i = 0 to MAXVL-1 {
    n = 32*i;
    DEST[n+31:n] ← RoundFPControl_MXCSR(SRC2[n+31:n]*DEST[n+31:n] - SRC3[n+31:n])
}
IF (VEX.128) THEN
    DEST[VLMAX-1:128] ← 0
FI
```

VFMSUB231PS DEST, SRC2, SRC3

```
IF (VEX.128) THEN
    MAXVL =4
ELSEIF (VEX.256)
    MAXVL = 8
FI
```

```
For i = 0 to MAXVL-1 {
    n = 32*i;
    DEST[n+31:n] ← RoundFPControl_MXCSR(SRC2[n+31:n]*SRC3[n+31:n] - DEST[n+31:n])
}
IF (VEX.128) THEN
    DEST[VLMAX-1:128] ← 0
FI
```

Intel C/C++ Compiler Intrinsic Equivalent

VFMSUB132PS: __m128 _mm_fmsub_ps (__m128 a, __m128 b, __m128 c);

VFMSUB213PS: __m128 _mm_fmsub_ps (__m128 a, __m128 b, __m128 c);

VFMSUB231PS: __m128 _mm_fmsub_ps (__m128 a, __m128 b, __m128 c);

VFMSUB132PS: __m256 _mm256_fmsub_ps (__m256 a, __m256 b, __m256 c);

VFMSUB213PS: __m256 _mm256_fmsub_ps (__m256 a, __m256 b, __m256 c);

VFMSUB231PS: __m256 _mm256_fmsub_ps (__m256 a, __m256 b, __m256 c);

SIMD Floating-Point Exceptions

Overflow, Underflow, Invalid, Precision, Denormal

Other Exceptions

See Exceptions Type 2

…

VFMSUB132SD/VFMSUB213SD/VFMSUB231SD — Fused Multiply-Subtract of Scalar Double-Precision Floating-Point Values

Opcode/ Instruction	Op/ En	64/32 -bit Mode	CPUID Feature Flag	Description
VEX.DDS.LIG.128.66.0F38.W1 9B /r VFMSUB132SD *xmm0, xmm1, xmm2/m64*	A	V/V	FMA	Multiply scalar double-precision floating-point value from *xmm0* and *xmm2/mem*, subtract *xmm1* and put result in *xmm0*.
VEX.DDS.LIG.128.66.0F38.W1 AB /r VFMSUB213SD *xmm0, xmm1, xmm2/m64*	A	V/V	FMA	Multiply scalar double-precision floating-point value from *xmm0* and *xmm1*, subtract *xmm2/mem* and put result in *xmm0*.
VEX.DDS.LIG.128.66.0F38.W1 BB /r VFMSUB231SD *xmm0, xmm1, xmm2/m64*	A	V/V	FMA	Multiply scalar double-precision floating-point value from *xmm1* and *xmm2/mem*, subtract *xmm0* and put result in *xmm0*.

Instruction Operand Encoding

Op/En	Operand 1	Operand 2	Operand 3	Operand 4
A	ModRM:reg (r, w)	VEX.vvvv (r)	ModRM:r/m (r)	NA

Description

Performs a SIMD multiply-subtract computation on the low packed double-precision floating-point values using three source operands and writes the multiply-add result in the destination operand. The destination operand is also the first source operand. The second operand must be a SIMD register. The third source operand can be a SIMD register or a memory location.

VFMSUB132SD: Multiplies the low packed double-precision floating-point value from the first source operand to the low packed double-precision floating-point value in the third source operand. From the infinite precision intermediate result, subtracts the low packed double-precision floating-point values in the second source operand, performs rounding and stores the resulting packed double-precision floating-point value to the destination operand (first source operand).

VFMSUB213SD: Multiplies the low packed double-precision floating-point value from the second source operand to the low packed double-precision floating-point value in the first source operand. From the infinite precision intermediate result, subtracts the low packed double-precision floating-point value in the third source operand, performs rounding and stores the resulting packed double-precision floating-point value to the destination operand (first source operand).

VFMSUB231SD: Multiplies the low packed double-precision floating-point value from the second source to the low packed double-precision floating-point value in the third source operand. From the infinite precision intermediate result, subtracts the low packed double-precision floating-point value in the first source operand, performs rounding and stores the resulting packed double-precision floating-point value to the destination operand (first source operand).

VEX.128 encoded version: The destination operand (also first source operand) is a XMM register and encoded in reg_field. The second source operand is a XMM register and encoded in VEX.vvvv. The third source operand is a XMM register or a 64-bit memory location and encoded in rm_field. The upper bits ([VLMAX-1:128]) of the YMM destination register are zeroed.

Compiler tools may optionally support a complementary mnemonic for each instruction mnemonic listed in the opcode/instruction column of the summary table. The behavior of the complementary mnemonic in situations involving NANs are governed by the definition of the instruction mnemonic defined in the opcode/instruction column. See also Section 2.3.1, “FMA Instruction Operand Order and Arithmetic Behavior”.

Operation

In the operations below, "+", "-", and "*" symbols represent addition, subtraction, and multiplication operations with infinite precision inputs and outputs (no rounding).

VFMSUB132SD DEST, SRC2, SRC3

DEST[63:0] ← RoundFPControl_MXCSR(DEST[63:0]*SRC3[63:0] - SRC2[63:0])
DEST[127:64] ← DEST[127:64]
DEST[VLMAX-1:128] ← 0

VFMSUB213SD DEST, SRC2, SRC3

DEST[63:0] ← RoundFPControl_MXCSR(SRC2[63:0]*DEST[63:0] - SRC3[63:0])
DEST[127:64] ← DEST[127:64]
DEST[VLMAX-1:128] ← 0

VFMSUB231SD DEST, SRC2, SRC3

DEST[63:0] ← RoundFPControl_MXCSR(SRC2[63:0]*SRC3[63:0] - DEST[63:0])
DEST[127:64] ← DEST[127:64]
DEST[VLMAX-1:128] ← 0

Intel C/C++ Compiler Intrinsic Equivalent

VFMSUB132SD: __m128d _mm_fmsub_sd (__m128d a, __m128d b, __m128d c);

VFMSUB213SD: __m128d _mm_fmsub_sd (__m128d a, __m128d b, __m128d c);

VFMSUB231SD: __m128d _mm_fmsub_sd (__m128d a, __m128d b, __m128d c);

SIMD Floating-Point Exceptions

Overflow, Underflow, Invalid, Precision, Denormal

Other Exceptions

See Exceptions Type 3

...

VFMSUB132SS/VFMSUB213SS/VFMSUB231SS — Fused Multiply-Subtract of Scalar Single-Precision Floating-Point Values

Opcode/ Instruction	Op/ En	64/32 -bit Mode	CPUID Feature Flag	Description
VEX.DDS.LIG.128.66.0F38.W0 9B /r VFMSUB132SS *xmm0, xmm1, xmm2/m32*	A	V/V	FMA	Multiply scalar single-precision floating-point value from *xmm0* and *xmm2/mem*, subtract *xmm1* and put result in *xmm0*.
VEX.DDS.LIG.128.66.0F38.W0 AB /r VFMSUB213SS *xmm0, xmm1, xmm2/m32*	A	V/V	FMA	Multiply scalar single-precision floating-point value from *xmm0* and *xmm1*, subtract *xmm2/mem* and put result in *xmm0*.
VEX.DDS.LIG.128.66.0F38.W0 BB /r VFMSUB231SS *xmm0, xmm1, xmm2/m32*	A	V/V	FMA	Multiply scalar single-precision floating-point value from *xmm1* and *xmm2/mem*, subtract *xmm0* and put result in *xmm0*.

Instruction Operand Encoding

Op/En	Operand 1	Operand 2	Operand 3	Operand 4
A	ModRM:reg (r, w)	VEX.vvvv (r)	ModRM:r/m (r)	NA

Description

Performs a SIMD multiply-subtract computation on the low packed single-precision floating-point values using three source operands and writes the multiply-add result in the destination operand. The destination operand is also the first source operand. The second operand must be a SIMD register. The third source operand can be a SIMD register or a memory location.

VFMSUB132SS: Multiplies the low packed single-precision floating-point value from the first source operand to the low packed single-precision floating-point value in the third source operand. From the infinite precision intermediate result, subtracts the low packed single-precision floating-point values in the second source operand, performs rounding and stores the resulting packed single-precision floating-point value to the destination operand (first source operand).

VFMSUB213SS: Multiplies the low packed single-precision floating-point value from the second source operand to the low packed single-precision floating-point value in the first source operand. From the infinite precision intermediate result, subtracts the low packed single-precision floating-point value in the third source operand, performs rounding and stores the resulting packed single-precision floating-point value to the destination operand (first source operand).

VFMSUB231SS: Multiplies the low packed single-precision floating-point value from the second source to the low packed single-precision floating-point value in the third source operand. From the infinite precision intermediate result, subtracts the low packed single-precision floating-point value in the first source operand, performs rounding and stores the resulting packed single-precision floating-point value to the destination operand (first source operand).

VEX.128 encoded version: The destination operand (also first source operand) is a XMM register and encoded in reg_field. The second source operand is a XMM register and encoded in VEX.vvvv. The third source operand is a XMM register or a 32-bit memory location and encoded in rm_field. The upper bits ([VLMAX-1:128]) of the YMM destination register are zeroed.

Compiler tools may optionally support a complementary mnemonic for each instruction mnemonic listed in the opcode/instruction column of the summary table. The behavior of the complementary mnemonic in situations involving NANs are governed by the definition of the instruction mnemonic defined in the opcode/instruction column. See also Section 2.3.1, “FMA Instruction Operand Order and Arithmetic Behavior”.

Operation

In the operations below, "+", "-", and "*" symbols represent addition, subtraction, and multiplication operations with infinite precision inputs and outputs (no rounding).

VFMSUB132SS DEST, SRC2, SRC3

DEST[31:0] ← RoundFPControl_MXCSR(DEST[31:0]*SRC3[31:0] - SRC2[31:0])
DEST[127:32] ← DEST[127:32]
DEST[VLMAX-1:128] ← 0

VFMSUB213SS DEST, SRC2, SRC3

DEST[31:0] ← RoundFPControl_MXCSR(SRC2[31:0]*DEST[31:0] - SRC3[31:0])
DEST[127:32] ← DEST[127:32]
DEST[VLMAX-1:128] ← 0

VFMSUB231SS DEST, SRC2, SRC3

DEST[31:0] ← RoundFPControl_MXCSR(SRC2[31:0]*SRC3[63:0] - DEST[31:0])
DEST[127:32] ← DEST[127:32]
DEST[VLMAX-1:128] ← 0

Intel C/C++ Compiler Intrinsic Equivalent

VFMSUB132SS: __m128 _mm_fmsub_ss (__m128 a, __m128 b, __m128 c);

VFMSUB213SS: __m128 _mm_fmsub_ss (__m128 a, __m128 b, __m128 c);

VFMSUB231SS: __m128 _mm_fmsub_ss (__m128 a, __m128 b, __m128 c);

SIMD Floating-Point Exceptions

Overflow, Underflow, Invalid, Precision, Denormal

Other Exceptions

See Exceptions Type 3

...

VFNMADD132PD/VFNMADD213PD/VFNMADD231PD — Fused Negative Multiply-Add of Packed Double-Precision Floating-Point Values

Opcode/ Instruction	Op/ En	64/32 -bit Mode	CPUID Feature Flag	Description
VEX.DDS.128.66.0F38.W1 9C /r VFNMADD132PD *xmm0, xmm1, xmm2/m128*	A	V/V	FMA	Multiply packed double-precision floating-point values from *xmm0* and *xmm2/mem*, negate the multiplication result and add to *xmm1* and put result in *xmm0*.
VEX.DDS.128.66.0F38.W1 AC /r VFNMADD213PD *xmm0, xmm1, xmm2/m128*	A	V/V	FMA	Multiply packed double-precision floating-point values from *xmm0* and *xmm1*, negate the multiplication result and add to *xmm2/mem* and put result in *xmm0*.
VEX.DDS.128.66.0F38.W1 BC /r VFNMADD231PD *xmm0, xmm1, xmm2/m128*	A	V/V	FMA	Multiply packed double-precision floating-point values from *xmm1* and *xmm2/mem*, negate the multiplication result and add to *xmm0* and put result in *xmm0*.
VEX.DDS.256.66.0F38.W1 9C /r VFNMADD132PD *ymm0, ymm1, ymm2/m256*	A	V/V	FMA	Multiply packed double-precision floating-point values from *ymm0* and *ymm2/mem*, negate the multiplication result and add to *ymm1* and put result in *ymm0*.
VEX.DDS.256.66.0F38.W1 AC /r VFNMADD213PD *ymm0, ymm1, ymm2/m256*	A	V/V	FMA	Multiply packed double-precision floating-point values from *ymm0* and *ymm1*, negate the multiplication result and add to *ymm2/mem* and put result in *ymm0*.
VEX.DDS.256.66.0F38.W1 BC /r VFNMADD231PD *ymm0, ymm1, ymm2/m256*	A	V/V	FMA	Multiply packed double-precision floating-point values from *ymm1* and *ymm2/mem*, negate the multiplication result and add to *ymm0* and put result in *ymm0*.

Instruction Operand Encoding

Op/En	Operand 1	Operand 2	Operand 3	Operand 4
A	ModRM:reg (r, w)	VEX.vvvv (r)	ModRM:r/m (r)	NA

Description

VFNMADD132PD: Multiplies the two or four packed double-precision floating-point values from the first source operand to the two or four packed double-precision floating-point values in the third source operand, adds the negated infinite precision intermediate result to the two or four packed double-precision floating-point values in the second source operand, performs rounding and stores the resulting two or four packed double-precision floating-point values to the destination operand (first source operand).

VFNMADD213PD: Multiplies the two or four packed double-precision floating-point values from the second source operand to the two or four packed double-precision floating-point values in the first source operand, adds the negated infinite precision intermediate result to the two or four packed double-precision floating-point values in the third source operand, performs rounding and stores the resulting two or four packed double-precision floating-point values to the destination operand (first source operand).

VFNMADD231PD: Multiplies the two or four packed double-precision floating-point values from the second source to the two or four packed double-precision floating-point values in the third source operand, adds the negated infinite precision intermediate result to the two or four packed double-precision floating-point values in the first

source operand, performs rounding and stores the resulting two or four packed double-precision floating-point values to the destination operand (first source operand).

VEX.128 encoded version: The destination operand (also first source operand) is a XMM register and encoded in reg_field. The second source operand is a XMM register and encoded in VEX.vvvv. The third source operand is a XMM register or a 128-bit memory location and encoded in rm_field. The upper 128 bits of the YMM destination register are zeroed.

VEX.256 encoded version: The destination operand (also first source operand) is a YMM register and encoded in reg_field. The second source operand is a YMM register and encoded in VEX.vvvv. The third source operand is a YMM register or a 256-bit memory location and encoded in rm_field.

Compiler tools may optionally support a complementary mnemonic for each instruction mnemonic listed in the opcode/instruction column of the summary table. The behavior of the complementary mnemonic in situations involving NANs are governed by the definition of the instruction mnemonic defined in the opcode/instruction column. See also Section 2.3.1, “FMA Instruction Operand Order and Arithmetic Behavior”.

Operation

In the operations below, "+", "-", and "*" symbols represent addition, subtraction, and multiplication operations with infinite precision inputs and outputs (no rounding).

VFNMADD132PD DEST, SRC2, SRC3

```
IF (VEX.128) THEN
    MAXVL =2
ELSEIF (VEX.256)
    MAXVL = 4
FI
For i = 0 to MAXVL-1 {
    n = 64*i;
    DEST[n+63:n] ← RoundFPControl_MXCSR(-(DEST[n+63:n]*SRC3[n+63:n]) + SRC2[n+63:n])
}
IF (VEX.128) THEN
DEST[VLMAX-1:128] ← 0
FI
```

VFNMADD213PD DEST, SRC2, SRC3

```
IF (VEX.128) THEN
    MAXVL =2
ELSEIF (VEX.256)
    MAXVL = 4
FI
For i = 0 to MAXVL-1 {
    n = 64*i;
    DEST[n+63:n] ← RoundFPControl_MXCSR(-(SRC2[n+63:n]*DEST[n+63:n]) + SRC3[n+63:n])
}
IF (VEX.128) THEN
DEST[VLMAX-1:128] ← 0
FI
```

VFNMADD231PD DEST, SRC2, SRC3

```
IF (VEX.128) THEN
    MAXVL =2
ELSEIF (VEX.256)
```

```
    MAXVL = 4
FI
For i = 0 to MAXVL-1 {
    n = 64*i;
    DEST[n+63:n] ← RoundFPControl_MXCSR(-(SRC2[n+63:n]*SRC3[n+63:n]) + DEST[n+63:n])
}
IF (VEX.128) THEN
DEST[VLMAX-1:128] ← 0
FI
```

Intel C/C++ Compiler Intrinsic Equivalent

VFNMADD132PD: __m128d _mm_fnmadd_pd (__m128d a, __m128d b, __m128d c);

VFNMADD213PD: __m128d _mm_fnmadd_pd (__m128d a, __m128d b, __m128d c);

VFNMADD231PD: __m128d _mm_fnmadd_pd (__m128d a, __m128d b, __m128d c);

VFNMADD132PD: __m256d _mm256_fnmadd_pd (__m256d a, __m256d b, __m256d c);

VFNMADD213PD: __m256d _mm256_fnmadd_pd (__m256d a, __m256d b, __m256d c);

VFNMADD231PD: __m256d _mm256_fnmadd_pd (__m256d a, __m256d b, __m256d c);

SIMD Floating-Point Exceptions

Overflow, Underflow, Invalid, Precision, Denormal

Other Exceptions

See Exceptions Type 2

…

VFNMADD132PS/VFNMADD213PS/VFNMADD231PS — Fused Negative Multiply-Add of Packed Single-Precision Floating-Point Values

Opcode/ Instruction	Op/ En	64/32 -bit Mode	CPUID Feature Flag	Description
VEX.DDS.128.66.0F38.W0 9C /r VFNMADD132PS *xmm0, xmm1, xmm2/m128*	A	V/V	FMA	Multiply packed single-precision floating-point values from *xmm0* and *xmm2/mem*, negate the multiplication result and add to *xmm1* and put result in *xmm0*.
VEX.DDS.128.66.0F38.W0 AC /r VFNMADD213PS *xmm0, xmm1, xmm2/m128*	A	V/V	FMA	Multiply packed single-precision floating-point values from *xmm0* and *xmm1*, negate the multiplication result and add to *xmm2/mem* and put result in *xmm0*.
VEX.DDS.128.66.0F38.W0 BC /r VFNMADD231PS *xmm0, xmm1, xmm2/m128*	A	V/V	FMA	Multiply packed single-precision floating-point values from *xmm1* and *xmm2/mem*, negate the multiplication result and add to *xmm0* and put result in *xmm0*.
VEX.DDS.256.66.0F38.W0 9C /r VFNMADD132PS *ymm0, ymm1, ymm2/m256*	A	V/V	FMA	Multiply packed single-precision floating-point values from *ymm0* and *ymm2/mem*, negate the multiplication result and add to *ymm1* and put result in *ymm0*.
VEX.DDS.256.66.0F38.W0 AC /r VFNMADD213PS *ymm0, ymm1, ymm2/m256*	A	V/V	FMA	Multiply packed single-precision floating-point values from *ymm0* and *ymm1*, negate the multiplication result and add to *ymm2/mem* and put result in *ymm0*.
VEX.DDS.256.66.0F38.0 BC /r VFNMADD231PS *ymm0, ymm1, ymm2/m256*	A	V/V	FMA	Multiply packed single-precision floating-point values from *ymm1* and *ymm2/mem*, negate the multiplication result and add to *ymm0* and put result in *ymm0*.

Instruction Operand Encoding

Op/En	Operand 1	Operand 2	Operand 3	Operand 4
A	ModRM:reg (r, w)	VEX.vvvv (r)	ModRM:r/m (r)	NA

Description

VFNMADD132PS: Multiplies the four or eight packed single-precision floating-point values from the first source operand to the four or eight packed single-precision floating-point values in the third source operand, adds the negated infinite precision intermediate result to the four or eight packed single-precision floating-point values in the second source operand, performs rounding and stores the resulting four or eight packed single-precision floating-point values to the destination operand (first source operand).

VFNMADD213PS: Multiplies the four or eight packed single-precision floating-point values from the second source operand to the four or eight packed single-precision floating-point values in the first source operand, adds the negated infinite precision intermediate result to the four or eight packed single-precision floating-point values in the third source operand, performs rounding and stores the resulting the four or eight packed single-precision floating-point values to the destination operand (first source operand).

VFNMADD231PS: Multiplies the four or eight packed single-precision floating-point values from the second source operand to the four or eight packed single-precision floating-point values in the third source operand, adds the negated infinite precision intermediate result to the four or eight packed single-precision floating-point values in

the first source operand, performs rounding and stores the resulting four or eight packed single-precision floating-point values to the destination operand (first source operand).

VEX.256 encoded version: The destination operand (also first source operand) is a YMM register and encoded in reg_field. The second source operand is a YMM register and encoded in VEX.vvvv. The third source operand is a YMM register or a 256-bit memory location and encoded in rm_field.

VEX.128 encoded version: The destination operand (also first source operand) is a XMM register and encoded in reg_field. The second source operand is a XMM register and encoded in VEX.vvvv. The third source operand is a XMM register or a 128-bit memory location and encoded in rm_field. The upper 128 bits of the YMM destination register are zeroed.

Compiler tools may optionally support a complementary mnemonic for each instruction mnemonic listed in the opcode/instruction column of the summary table. The behavior of the complementary mnemonic in situations involving NANs are governed by the definition of the instruction mnemonic defined in the opcode/instruction column. See also Section 2.3.1, “FMA Instruction Operand Order and Arithmetic Behavior”.

Operation

In the operations below, "+", "-", and "*" symbols represent addition, subtraction, and multiplication operations with infinite precision inputs and outputs (no rounding).

VFNMADD132PS DEST, SRC2, SRC3

```
IF (VEX.128) THEN
    MAXVL =4
ELSEIF (VEX.256)
    MAXVL = 8
FI
For i = 0 to MAXVL-1 {
    n = 32*i;
    DEST[n+31:n] ← RoundFPControl_MXCSR(- (DEST[n+31:n]*SRC3[n+31:n]) + SRC2[n+31:n])
}
IF (VEX.128) THEN
    DEST[VLMAX-1:128] ← 0
FI
```

VFNMADD213PS DEST, SRC2, SRC3

```
IF (VEX.128) THEN
    MAXVL =4
ELSEIF (VEX.256)
    MAXVL = 8
FI
For i = 0 to MAXVL-1 {
    n = 32*i;
    DEST[n+31:n] ← RoundFPControl_MXCSR(- (SRC2[n+31:n]*DEST[n+31:n]) + SRC3[n+31:n])
}
IF (VEX.128) THEN
    DEST[VLMAX-1:128] ← 0
FI
```

VFNMADD231PS DEST, SRC2, SRC3

```
IF (VEX.128) THEN
    MAXVL =4
ELSEIF (VEX.256)
```

```
    MAXVL = 8
FI
For i = 0 to MAXVL-1 {
    n = 32*i;
    DEST[n+31:n] ← RoundFPControl_MXCSR(- (SRC2[n+31:n]*SRC3[n+31:n]) + DEST[n+31:n])
}
IF (VEX.128) THEN
    DEST[VLMAX-1:128] ← 0
FI
```

Intel C/C++ Compiler Intrinsic Equivalent

VFNMADD132PS: __m128 _mm_fnmadd_ps (__m128 a, __m128 b, __m128 c);

VFNMADD213PS: __m128 _mm_fnmadd_ps (__m128 a, __m128 b, __m128 c);

VFNMADD231PS: __m128 _mm_fnmadd_ps (__m128 a, __m128 b, __m128 c);

VFNMADD132PS: __m256 _mm256_fnmadd_ps (__m256 a, __m256 b, __m256 c);

VFNMADD213PS: __m256 _mm256_fnmadd_ps (__m256 a, __m256 b, __m256 c);

VFNMADD231PS: __m256 _mm256_fnmadd_ps (__m256 a, __m256 b, __m256 c);

SIMD Floating-Point Exceptions

Overflow, Underflow, Invalid, Precision, Denormal

Other Exceptions

See Exceptions Type 2

…

VFNMADD132SD/VFNMADD213SD/VFNMADD231SD — Fused Negative Multiply-Add of Scalar Double-Precision Floating-Point Values

Opcode/ Instruction	Op/ En	64/32 -bit Mode	CPUID Feature Flag	Description
VEX.DDS.LIG.128.66.0F38.W1 9D /r VFNMADD132SD *xmm0, xmm1, xmm2/m64*	A	V/V	FMA	Multiply scalar double-precision floating-point value from *xmm0* and *xmm2/mem*, negate the multiplication result and add to *xmm1* and put result in *xmm0*.
VEX.DDS.LIG.128.66.0F38.W1 AD /r VFNMADD213SD *xmm0, xmm1, xmm2/m64*	A	V/V	FMA	Multiply scalar double-precision floating-point value from *xmm0* and *xmm1*, negate the multiplication result and add to *xmm2/mem* and put result in *xmm0*.
VEX.DDS.LIG.128.66.0F38.W1 BD /r VFNMADD231SD *xmm0, xmm1, xmm2/m64*	A	V/V	FMA	Multiply scalar double-precision floating-point value from *xmm1* and *xmm2/mem*, negate the multiplication result and add to *xmm0* and put result in *xmm0*.

Instruction Operand Encoding

Op/En	Operand 1	Operand 2	Operand 3	Operand 4
A	ModRM:reg (r, w)	VEX.vvvv (r)	ModRM:r/m (r)	NA

Description

VFNMADD132SD: Multiplies the low packed double-precision floating-point value from the first source operand to the low packed double-precision floating-point value in the third source operand, adds the negated infinite precision intermediate result to the low packed double-precision floating-point values in the second source operand, performs rounding and stores the resulting packed double-precision floating-point value to the destination operand (first source operand).

VFNMADD213SD: Multiplies the low packed double-precision floating-point value from the second source operand to the low packed double-precision floating-point value in the first source operand, adds the negated infinite precision intermediate result to the low packed double-precision floating-point value in the third source operand, performs rounding and stores the resulting packed double-precision floating-point value to the destination operand (first source operand).

VFNMADD231SD: Multiplies the low packed double-precision floating-point value from the second source to the low packed double-precision floating-point value in the third source operand, adds the negated infinite precision intermediate result to the low packed double-precision floating-point value in the first source operand, performs rounding and stores the resulting packed double-precision floating-point value to the destination operand (first source operand).

VEX.128 encoded version: The destination operand (also first source operand) is a XMM register and encoded in reg_field. The second source operand is a XMM register and encoded in VEX.vvvv. The third source operand is a XMM register or a 64-bit memory location and encoded in rm_field. The upper bits ([VLMAX-1:128]) of the YMM destination register are zeroed.

Compiler tools may optionally support a complementary mnemonic for each instruction mnemonic listed in the opcode/instruction column of the summary table. The behavior of the complementary mnemonic in situations involving NANs are governed by the definition of the instruction mnemonic defined in the opcode/instruction column. See also Section 2.3.1, “FMA Instruction Operand Order and Arithmetic Behavior”.

Operation

In the operations below, "+", "-", and "*" symbols represent addition, subtraction, and multiplication operations with infinite precision inputs and outputs (no rounding).

VFNMADD132SD DEST, SRC2, SRC3

DEST[63:0] ← RoundFPControl_MXCSR(- (DEST[63:0]*SRC3[63:0]) + SRC2[63:0])
DEST[127:64] ← DEST[127:64]
DEST[VLMAX-1:128] ← 0

VFNMADD213SD DEST, SRC2, SRC3

DEST[63:0] ← RoundFPControl_MXCSR(- (SRC2[63:0]*DEST[63:0]) + SRC3[63:0])
DEST[127:64] ← DEST[127:64]
DEST[VLMAX-1:128] ← 0

VFNMADD231SD DEST, SRC2, SRC3

DEST[63:0] ← RoundFPControl_MXCSR(- (SRC2[63:0]*SRC3[63:0]) + DEST[63:0])
DEST[127:64] ← DEST[127:64]
DEST[VLMAX-1:128] ← 0

Intel C/C++ Compiler Intrinsic Equivalent

VFNMADD132SD: __m128d _mm_fnmadd_sd (__m128d a, __m128d b, __m128d c);

VFNMADD213SD: __m128d _mm_fnmadd_sd (__m128d a, __m128d b, __m128d c);

VFNMADD231SD: __m128d _mm_fnmadd_sd (__m128d a, __m128d b, __m128d c);

SIMD Floating-Point Exceptions

Overflow, Underflow, Invalid, Precision, Denormal

Other Exceptions

See Exceptions Type 3

...

VFNMADD132SS/VFNMADD213SS/VFNMADD231SS — Fused Negative Multiply-Add of Scalar Single-Precision Floating-Point Values

Opcode/ Instruction	Op/ En	64/32 -bit Mode	CPUID Feature Flag	Description
VEX.DDS.LIG.128.66.0F38.W0 9D /r VFNMADD132SS *xmm0, xmm1, xmm2/m32*	A	V/V	FMA	Multiply scalar single-precision floating-point value from *xmm0* and *xmm2/mem*, negate the multiplication result and add to *xmm1* and put result in *xmm0*.
VEX.DDS.LIG.128.66.0F38.W0 AD /r VFNMADD213SS *xmm0, xmm1, xmm2/m32*	A	V/V	FMA	Multiply scalar single-precision floating-point value from *xmm0* and *xmm1*, negate the multiplication result and add to *xmm2/mem* and put result in *xmm0*.
VEX.DDS.LIG.128.66.0F38.W0 BD /r VFNMADD231SS *xmm0, xmm1, xmm2/m32*	A	V/V	FMA	Multiply scalar single-precision floating-point value from *xmm1* and *xmm2/mem*, negate the multiplication result and add to *xmm0* and put result in *xmm0*.

Instruction Operand Encoding

Op/En	Operand 1	Operand 2	Operand 3	Operand 4
A	ModRM:reg (r, w)	VEX.vvvv (r)	ModRM:r/m (r)	NA

Description

VFNMADD132SS: Multiplies the low packed single-precision floating-point value from the first source operand to the low packed single-precision floating-point value in the third source operand, adds the negated infinite precision intermediate result to the low packed single-precision floating-point value in the second source operand, performs rounding and stores the resulting packed single-precision floating-point value to the destination operand (first source operand).

VFNMADD213SS: Multiplies the low packed single-precision floating-point value from the second source operand to the low packed single-precision floating-point value in the first source operand, adds the negated infinite precision intermediate result to the low packed single-precision floating-point value in the third source operand, performs rounding and stores the resulting packed single-precision floating-point value to the destination operand (first source operand).

VFNMADD231SS: Multiplies the low packed single-precision floating-point value from the second source operand to the low packed single-precision floating-point value in the third source operand, adds the negated infinite precision intermediate result to the low packed single-precision floating-point value in the first source operand, performs rounding and stores the resulting packed single-precision floating-point value to the destination operand (first source operand).

VEX.128 encoded version: The destination operand (also first source operand) is a XMM register and encoded in reg_field. The second source operand is a XMM register and encoded in VEX.vvvv. The third source operand is a XMM register or a 32-bit memory location and encoded in rm_field. The upper bits ([VLMAX-1:128]) of the YMM destination register are zeroed.

Compiler tools may optionally support a complementary mnemonic for each instruction mnemonic listed in the opcode/instruction column of the summary table. The behavior of the complementary mnemonic in situations involving NANs are governed by the definition of the instruction mnemonic defined in the opcode/instruction column. See also Section 2.3.1, “FMA Instruction Operand Order and Arithmetic Behavior”.

Operation

In the operations below, "+", "-", and "*" symbols represent addition, subtraction, and multiplication operations with infinite precision inputs and outputs (no rounding).

VFNMADD132SS DEST, SRC2, SRC3

DEST[31:0] ← RoundFPControl_MXCSR(- (DEST[31:0]*SRC3[31:0]) + SRC2[31:0])
DEST[127:32] ← DEST[127:32]
DEST[VLMAX-1:128] ← 0

VFNMADD213SS DEST, SRC2, SRC3

DEST[31:0] ← RoundFPControl_MXCSR(- (SRC2[31:0]*DEST[31:0]) + SRC3[31:0])
DEST[127:32] ← DEST[127:32]
DEST[VLMAX-1:128] ← 0

VFNMADD231SS DEST, SRC2, SRC3

DEST[31:0] ← RoundFPControl_MXCSR(- (SRC2[31:0]*SRC3[63:0]) + DEST[31:0])
DEST[127:32] ← DEST[127:32]
DEST[VLMAX-1:128] ← 0

Intel C/C++ Compiler Intrinsic Equivalent

VFNMADD132SS: __m128 _mm_fnmadd_ss (__m128 a, __m128 b, __m128 c);

VFNMADD213SS: __m128 _mm_fnmadd_ss (__m128 a, __m128 b, __m128 c);

VFNMADD231SS: __m128 _mm_fnmadd_ss (__m128 a, __m128 b, __m128 c);

SIMD Floating-Point Exceptions

Overflow, Underflow, Invalid, Precision, Denormal

Other Exceptions

See Exceptions Type 3

...

VFNMSUB132PD/VFNMSUB213PD/VFNMSUB231PD — Fused Negative Multiply-Subtract of Packed Double-Precision Floating-Point Values

Opcode/ Instruction	Op/ En	64/32 -bit Mode	CPUID Feature Flag	Description
VEX.DDS.128.66.0F38.W1 9E /r VFNMSUB132PD *xmm0, xmm1, xmm2/m128*	A	V/V	FMA	Multiply packed double-precision floating-point values from *xmm0* and *xmm2/mem*, negate the multiplication result and subtract *xmm1* and put result in *xmm0*.
VEX.DDS.128.66.0F38.W1 AE /r VFNMSUB213PD *xmm0, xmm1, xmm2/m128*	A	V/V	FMA	Multiply packed double-precision floating-point values from *xmm0* and *xmm1*, negate the multiplication result and subtract *xmm2/mem* and put result in *xmm0*.
VEX.DDS.128.66.0F38.W1 BE /r VFNMSUB231PD *xmm0, xmm1, xmm2/m128*	A	V/V	FMA	Multiply packed double-precision floating-point values from *xmm1* and *xmm2/mem*, negate the multiplication result and subtract *xmm0* and put result in *xmm0*.
VEX.DDS.256.66.0F38.W1 9E /r VFNMSUB132PD *ymm0, ymm1, ymm2/m256*	A	V/V	FMA	Multiply packed double-precision floating-point values from *ymm0* and *ymm2/mem*, negate the multiplication result and subtract *ymm1* and put result in *ymm0*.
VEX.DDS.256.66.0F38.W1 AE /r VFNMSUB213PD *ymm0, ymm1, ymm2/m256*	A	V/V	FMA	Multiply packed double-precision floating-point values from *ymm0* and *ymm1*, negate the multiplication result and subtract *ymm2/mem* and put result in *ymm0*.
VEX.DDS.256.66.0F38.W1 BE /r VFNMSUB231PD *ymm0, ymm1, ymm2/m256*	A	V/V	FMA	Multiply packed double-precision floating-point values from *ymm1* and *ymm2/mem*, negate the multiplication result and subtract *ymm0* and put result in *ymm0*.

Instruction Operand Encoding

Op/En	Operand 1	Operand 2	Operand 3	Operand 4
A	ModRM:reg (r, w)	VEX.vvvv (r)	ModRM:r/m (r)	NA

Description

VFNMSUB132PD: Multiplies the two or four packed double-precision floating-point values from the first source operand to the two or four packed double-precision floating-point values in the third source operand. From negated infinite precision intermediate results, subtracts the two or four packed double-precision floating-point values in the second source operand, performs rounding and stores the resulting two or four packed double-precision floating-point values to the destination operand (first source operand).

VFMSUB213PD: Multiplies the two or four packed double-precision floating-point values from the second source operand to the two or four packed double-precision floating-point values in the first source operand. From negated infinite precision intermediate results, subtracts the two or four packed double-precision floating-point values in the third source operand, performs rounding and stores the resulting two or four packed double-precision floating-point values to the destination operand (first source operand).

VFMSUB231PD: Multiplies the two or four packed double-precision floating-point values from the second source to the two or four packed double-precision floating-point values in the third source operand. From negated infinite precision intermediate results, subtracts the two or four packed double-precision floating-point values in the first

source operand, performs rounding and stores the resulting two or four packed double-precision floating-point values to the destination operand (first source operand).

VEX.128 encoded version: The destination operand (also first source operand) is a XMM register and encoded in reg_field. The second source operand is a XMM register and encoded in VEX.vvvv. The third source operand is a XMM register or a 128-bit memory location and encoded in rm_field. The upper 128 bits of the YMM destination register are zeroed.

VEX.256 encoded version: The destination operand (also first source operand) is a YMM register and encoded in reg_field. The second source operand is a YMM register and encoded in VEX.vvvv. The third source operand is a YMM register or a 256-bit memory location and encoded in rm_field.

Compiler tools may optionally support a complementary mnemonic for each instruction mnemonic listed in the opcode/instruction column of the summary table. The behavior of the complementary mnemonic in situations involving NANs are governed by the definition of the instruction mnemonic defined in the opcode/instruction column. See also Section 2.3.1, “FMA Instruction Operand Order and Arithmetic Behavior”.

Operation

In the operations below, "+", "-", and "*" symbols represent addition, subtraction, and multiplication operations with infinite precision inputs and outputs (no rounding).

VFNMSUB132PD DEST, SRC2, SRC3

```
IF (VEX.128) THEN
    MAXVL =2
ELSEIF (VEX.256)
    MAXVL = 4
FI
For i = 0 to MAXVL-1 {
    n = 64*i;
    DEST[n+63:n] ← RoundFPControl_MXCSR( - (DEST[n+63:n]*SRC3[n+63:n]) - SRC2[n+63:n])
}
IF (VEX.128) THEN
DEST[VLMAX-1:128] ← 0
FI
```

VFNMSUB213PD DEST, SRC2, SRC3

```
IF (VEX.128) THEN
    MAXVL =2
ELSEIF (VEX.256)
    MAXVL = 4
FI
For i = 0 to MAXVL-1 {
    n = 64*i;
    DEST[n+63:n] ← RoundFPControl_MXCSR( - (SRC2[n+63:n]*DEST[n+63:n]) - SRC3[n+63:n])
}
IF (VEX.128) THEN
DEST[VLMAX-1:128] ← 0
FI
```

VFNMSUB231PD DEST, SRC2, SRC3

```
IF (VEX.128) THEN
    MAXVL =2
```

```
ELSEIF (VEX.256)
    MAXVL = 4
FI
For i = 0 to MAXVL-1 {
    n = 64*i;
    DEST[n+63:n] ← RoundFPControl_MXCSR( - (SRC2[n+63:n]*SRC3[n+63:n]) - DEST[n+63:n])
}
IF (VEX.128) THEN
DEST[VLMAX-1:128] ← 0
FI
```

Intel C/C++ Compiler Intrinsic Equivalent

VFNMSUB132PD: __m128d _mm_fnmsub_pd (__m128d a, __m128d b, __m128d c);

VFNMSUB213PD: __m128d _mm_fnmsub_pd (__m128d a, __m128d b, __m128d c);

VFNMSUB231PD: __m128d _mm_fnmsub_pd (__m128d a, __m128d b, __m128d c);

VFNMSUB132PD: __m256d _mm256_fnmsub_pd (__m256d a, __m256d b, __m256d c);

VFNMSUB213PD: __m256d _mm256_fnmsub_pd (__m256d a, __m256d b, __m256d c);

VFNMSUB231PD: __m256d _mm256_fnmsub_pd (__m256d a, __m256d b, __m256d c);

SIMD Floating-Point Exceptions

Overflow, Underflow, Invalid, Precision, Denormal

Other Exceptions

See Exceptions Type 2

...

VFNMSUB132PS/VFNMSUB213PS/VFNMSUB231PS — Fused Negative Multiply-Subtract of Packed Single-Precision Floating-Point Values

Opcode/ Instruction	Op/ En	64/32 -bit Mode	CPUID Feature Flag	Description
VEX.DDS.128.66.0F38.W0 9E /r VFNMSUB132PS *xmm0, xmm1, xmm2/m128*	A	V/V	FMA	Multiply packed single-precision floating-point values from *xmm0* and *xmm2/mem*, negate the multiplication result and subtract *xmm1* and put result in *xmm0*.
VEX.DDS.128.66.0F38.W0 AE /r VFNMSUB213PS *xmm0, xmm1, xmm2/m128*	A	V/V	FMA	Multiply packed single-precision floating-point values from *xmm0* and *xmm1*, negate the multiplication result and subtract *xmm2/mem* and put result in *xmm0*.
VEX.DDS.128.66.0F38.W0 BE /r VFNMSUB231PS *xmm0, xmm1, xmm2/m128*	A	V/V	FMA	Multiply packed single-precision floating-point values from *xmm1* and *xmm2/mem*, negate the multiplication result and subtract *xmm0* and put result in *xmm0*.
VEX.DDS.256.66.0F38.W0 9E /r VFNMSUB132PS *ymm0, ymm1, ymm2/m256*	A	V/V	FMA	Multiply packed single-precision floating-point values from *ymm0* and *ymm2/mem*, negate the multiplication result and subtract *ymm1* and put result in *ymm0*.
VEX.DDS.256.66.0F38.W0 AE /r VFNMSUB213PS *ymm0, ymm1, ymm2/m256*	A	V/V	FMA	Multiply packed single-precision floating-point values from *ymm0* and *ymm1*, negate the multiplication result and subtract *ymm2/mem* and put result in *ymm0*.
VEX.DDS.256.66.0F38.0 BE /r VFNMSUB231PS *ymm0, ymm1, ymm2/m256*	A	V/V	FMA	Multiply packed single-precision floating-point values from *ymm1* and *ymm2/mem*, negate the multiplication result and subtract *ymm0* and put result in *ymm0*.

Instruction Operand Encoding

Op/En	Operand 1	Operand 2	Operand 3	Operand 4
A	ModRM:reg (r, w)	VEX.vvvv (r)	ModRM:r/m (r)	NA

Description

VFNMSUB132PS: Multiplies the four or eight packed single-precision floating-point values from the first source operand to the four or eight packed single-precision floating-point values in the third source operand. From negated infinite precision intermediate results, subtracts the four or eight packed single-precision floating-point values in the second source operand, performs rounding and stores the resulting four or eight packed single-precision floating-point values to the destination operand (first source operand).

VFNMSUB213PS: Multiplies the four or eight packed single-precision floating-point values from the second source operand to the four or eight packed single-precision floating-point values in the first source operand. From negated infinite precision intermediate results, subtracts the four or eight packed single-precision floating-point values in the third source operand, performs rounding and stores the resulting four or eight packed single-precision floating-point values to the destination operand (first source operand).

VFNMSUB231PS: Multiplies the four or eight packed single-precision floating-point values from the second source to the four or eight packed single-precision floating-point values in the third source operand. From negated infinite precision intermediate results, subtracts the four or eight packed single-precision floating-point values in the

first source operand, performs rounding and stores the resulting four or eight packed single-precision floating-point values to the destination operand (first source operand).

VEX.128 encoded version: The destination operand (also first source operand) is a XMM register and encoded in reg_field. The second source operand is a XMM register and encoded in VEX.vvvv. The third source operand is a XMM register or a 128-bit memory location and encoded in rm_field. The upper 128 bits of the YMM destination register are zeroed.

VEX.256 encoded version: The destination operand (also first source operand) is a YMM register and encoded in reg_field. The second source operand is a YMM register and encoded in VEX.vvvv. The third source operand is a YMM register or a 256-bit memory location and encoded in rm_field.

Compiler tools may optionally support a complementary mnemonic for each instruction mnemonic listed in the opcode/instruction column of the summary table. The behavior of the complementary mnemonic in situations involving NANs are governed by the definition of the instruction mnemonic defined in the opcode/instruction column. See also Section 2.3.1, “FMA Instruction Operand Order and Arithmetic Behavior”.

Operation

In the operations below, "+", "-", and "*" symbols represent addition, subtraction, and multiplication operations with infinite precision inputs and outputs (no rounding).

VFNMSUB132PS DEST, SRC2, SRC3

```
IF (VEX.128) THEN
    MAXVL =4
ELSEIF (VEX.256)
    MAXVL = 8
FI
For i = 0 to MAXVL-1 {
    n = 32*i;
    DEST[n+31:n] ← RoundFPControl_MXCSR( - (DEST[n+31:n]*SRC3[n+31:n]) - SRC2[n+31:n])
}
IF (VEX.128) THEN
    DEST[VLMAX-1:128] ← 0
FI
```

VFNMSUB213PS DEST, SRC2, SRC3

```
IF (VEX.128) THEN
    MAXVL =4
ELSEIF (VEX.256)
    MAXVL = 8
FI
For i = 0 to MAXVL-1 {
    n = 32*i;
    DEST[n+31:n] ← RoundFPControl_MXCSR( - (SRC2[n+31:n]*DEST[n+31:n]) - SRC3[n+31:n])
}
IF (VEX.128) THEN
    DEST[VLMAX-1:128] ← 0
FI
```

VFNMSUB231PS DEST, SRC2, SRC3

```
IF (VEX.128) THEN
    MAXVL =4
```

```
ELSEIF (VEX.256)
    MAXVL = 8
FI
For i = 0 to MAXVL-1 {
    n = 32*i;
    DEST[n+31:n] ← RoundFPControl_MXCSR( - (SRC2[n+31:n]*SRC3[n+31:n]) - DEST[n+31:n])
}
IF (VEX.128) THEN
    DEST[VLMAX-1:128] ← 0
FI
```

Intel C/C++ Compiler Intrinsic Equivalent

VFNMSUB132PS: __m128 _mm_fnmsub_ps (__m128 a, __m128 b, __m128 c);

VFNMSUB213PS: __m128 _mm_fnmsub_ps (__m128 a, __m128 b, __m128 c);

VFNMSUB231PS: __m128 _mm_fnmsub_ps (__m128 a, __m128 b, __m128 c);

VFNMSUB132PS: __m256 _mm256_fnmsub_ps (__m256 a, __m256 b, __m256 c);

VFNMSUB213PS: __m256 _mm256_fnmsub_ps (__m256 a, __m256 b, __m256 c);

VFNMSUB231PS: __m256 _mm256_fnmsub_ps (__m256 a, __m256 b, __m256 c);

SIMD Floating-Point Exceptions

Overflow, Underflow, Invalid, Precision, Denormal

Other Exceptions

See Exceptions Type 2

…

VFNMSUB132SD/VFNMSUB213SD/VFNMSUB231SD — Fused Negative Multiply-Subtract of Scalar Double-Precision Floating-Point Values

Opcode/ Instruction	Op/ En	64/32-bit Mode	CPUID Feature Flag	Description
VEX.DDS.LIG.128.66.0F38.W1 9F /r VFNMSUB132SD *xmm0, xmm1, xmm2/m64*	A	V/V	FMA	Multiply scalar double-precision floating-point value from *xmm0* and *xmm2/mem*, negate the multiplication result and subtract *xmm1* and put result in *xmm0*.
VEX.DDS.LIG.128.66.0F38.W1 AF /r VFNMSUB213SD *xmm0, xmm1, xmm2/m64*	A	V/V	FMA	Multiply scalar double-precision floating-point value from *xmm0* and *xmm1*, negate the multiplication result and subtract *xmm2/mem* and put result in *xmm0*.
VEX.DDS.LIG.128.66.0F38.W1 BF /r VFNMSUB231SD *xmm0, xmm1, xmm2/m64*	A	V/V	FMA	Multiply scalar double-precision floating-point value from *xmm1* and *xmm2/mem*, negate the multiplication result and subtract *xmm0* and put result in *xmm0*.

Instruction Operand Encoding

Op/En	Operand 1	Operand 2	Operand 3	Operand 4
A	ModRM:reg (r, w)	VEX.vvvv (r)	ModRM:r/m (r)	NA

Description

VFNMSUB132SD: Multiplies the low packed double-precision floating-point value from the first source operand to the low packed double-precision floating-point value in the third source operand. From negated infinite precision intermediate result, subtracts the low double-precision floating-point value in the second source operand, performs rounding and stores the resulting packed double-precision floating-point value to the destination operand (first source operand).

VFNMSUB213SD: Multiplies the low packed double-precision floating-point value from the second source operand to the low packed double-precision floating-point value in the first source operand. From negated infinite precision intermediate result, subtracts the low double-precision floating-point value in the third source operand, performs rounding and stores the resulting packed double-precision floating-point value to the destination operand (first source operand).

VFNMSUB231SD: Multiplies the low packed double-precision floating-point value from the second source to the low packed double-precision floating-point value in the third source operand. From negated infinite precision intermediate result, subtracts the low double-precision floating-point value in the first source operand, performs rounding and stores the resulting packed double-precision floating-point value to the destination operand (first source operand).

VEX.128 encoded version: The destination operand (also first source operand) is a XMM register and encoded in reg_field. The second source operand is a XMM register and encoded in VEX.vvvv. The third source operand is a XMM register or a 64-bit memory location and encoded in rm_field. The upper bits ([VLMAX-1:128]) of the YMM destination register are zeroed.

Compiler tools may optionally support a complementary mnemonic for each instruction mnemonic listed in the opcode/instruction column of the summary table. The behavior of the complementary mnemonic in situations involving NANs are governed by the definition of the instruction mnemonic defined in the opcode/instruction column. See also Section 2.3.1, “FMA Instruction Operand Order and Arithmetic Behavior”.

Operation

In the operations below, "+", "-", and "*" symbols represent addition, subtraction, and multiplication operations with infinite precision inputs and outputs (no rounding).

VFNMSUB132SD DEST, SRC2, SRC3

DEST[63:0] ← RoundFPControl_MXCSR(- (DEST[63:0]*SRC3[63:0]) - SRC2[63:0])
DEST[127:64] ← DEST[127:64]
DEST[VLMAX-1:128] ← 0

VFNMSUB213SD DEST, SRC2, SRC3

DEST[63:0] ← RoundFPControl_MXCSR(- (SRC2[63:0]*DEST[63:0]) - SRC3[63:0])
DEST[127:64] ← DEST[127:64]
DEST[VLMAX-1:128] ← 0

VFNMSUB231SD DEST, SRC2, SRC3

DEST[63:0] ← RoundFPControl_MXCSR(- (SRC2[63:0]*SRC3[63:0]) - DEST[63:0])
DEST[127:64] ← DEST[127:64]
DEST[VLMAX-1:128] ← 0

Intel C/C++ Compiler Intrinsic Equivalent

VFNMSUB132SD: __m128d _mm_fnmsub_sd (__m128d a, __m128d b, __m128d c);

VFNMSUB213SD: __m128d _mm_fnmsub_sd (__m128d a, __m128d b, __m128d c);

VFNMSUB231SD: __m128d _mm_fnmsub_sd (__m128d a, __m128d b, __m128d c);

SIMD Floating-Point Exceptions

Overflow, Underflow, Invalid, Precision, Denormal

Other Exceptions

See Exceptions Type 3

...

VFNMSUB132SS/VFNMSUB213SS/VFNMSUB231SS — Fused Negative Multiply-Subtract of Scalar Single-Precision Floating-Point Values

Opcode/ Instruction	Op/ En	64/32 -bit Mode	CPUID Feature Flag	Description
VEX.DDS.LIG.128.66.0F38.W0 9F /r VFNMSUB132SS *xmm0, xmm1, xmm2/m32*	A	V/V	FMA	Multiply scalar single-precision floating-point value from xmm0 and xmm2/mem, negate the multiplication result and subtract xmm1 and put result in xmm0.
VEX.DDS.LIG.128.66.0F38.W0 AF /r VFNMSUB213SS *xmm0, xmm1, xmm2/m32*	A	V/V	FMA	Multiply scalar single-precision floating-point value from xmm0 and xmm1, negate the multiplication result and subtract xmm2/mem and put result in xmm0.
VEX.DDS.LIG.128.66.0F38.W0 BF /r VFNMSUB231SS *xmm0, xmm1, xmm2/m32*	A	V/V	FMA	Multiply scalar single-precision floating-point value from xmm1 and xmm2/mem, negate the multiplication result and subtract xmm0 and put result in xmm0.

Instruction Operand Encoding

Op/En	Operand 1	Operand 2	Operand 3	Operand 4
A	ModRM:reg (r, w)	VEX.vvvv (r)	ModRM:r/m (r)	NA

Description

VFNMSUB132SS: Multiplies the low packed single-precision floating-point value from the first source operand to the low packed single-precision floating-point value in the third source operand. From negated infinite precision intermediate result, the low single-precision floating-point value in the second source operand, performs rounding and stores the resulting packed single-precision floating-point value to the destination operand (first source operand).

VFNMSUB213SS: Multiplies the low packed single-precision floating-point value from the second source operand to the low packed single-precision floating-point value in the first source operand. From negated infinite precision intermediate result, the low single-precision floating-point value in the third source operand, performs rounding and stores the resulting packed single-precision floating-point value to the destination operand (first source operand).

VFNMSUB231SS: Multiplies the low packed single-precision floating-point value from the second source to the low packed single-precision floating-point value in the third source operand. From negated infinite precision intermediate result, the low single-precision floating-point value in the first source operand, performs rounding and stores the resulting packed single-precision floating-point value to the destination operand (first source operand).

VEX.128 encoded version: The destination operand (also first source operand) is a XMM register and encoded in reg_field. The second source operand is a XMM register and encoded in VEX.vvvv. The third source operand is a XMM register or a 32-bit memory location and encoded in rm_field. The upper bits ([VLMAX-1:128]) of the YMM destination register are zeroed.

Compiler tools may optionally support a complementary mnemonic for each instruction mnemonic listed in the opcode/instruction column of the summary table. The behavior of the complementary mnemonic in situations involving NANs are governed by the definition of the instruction mnemonic defined in the opcode/instruction column. See also Section 2.3.1, “FMA Instruction Operand Order and Arithmetic Behavior”.

Operation

In the operations below, "+", "-", and "*" symbols represent addition, subtraction, and multiplication operations with infinite precision inputs and outputs (no rounding).

VFNMSUB132SS DEST, SRC2, SRC3
DEST[31:0] ← RoundFPControl_MXCSR(- (DEST[31:0]*SRC3[31:0]) - SRC2[31:0])
DEST[127:32] ← DEST[127:32]
DEST[VLMAX-1:128] ← 0

VFNMSUB213SS DEST, SRC2, SRC3
DEST[31:0] ← RoundFPControl_MXCSR(- (SRC2[31:0]*DEST[31:0]) - SRC3[31:0])
DEST[127:32] ← DEST[127:32]
DEST[VLMAX-1:128] ← 0

VFNMSUB231SS DEST, SRC2, SRC3
DEST[31:0] ← RoundFPControl_MXCSR(- (SRC2[31:0]*SRC3[63:0]) - DEST[31:0])
DEST[127:32] ← DEST[127:32]
DEST[VLMAX-1:128] ← 0

Intel C/C++ Compiler Intrinsic Equivalent

VFNMSUB132SS: __m128 _mm_fnmsub_ss (__m128 a, __m128 b, __m128 c);

VFNMSUB213SS: __m128 _mm_fnmsub_ss (__m128 a, __m128 b, __m128 c);

VFNMSUB231SS: __m128 _mm_fnmsub_ss (__m128 a, __m128 b, __m128 c);

SIMD Floating-Point Exceptions

Overflow, Underflow, Invalid, Precision, Denormal

Other Exceptions

See Exceptions Type 3

...

VGATHERDPD/VGATHERQPD — Gather Packed DP FP Values Using Signed Dword/Qword Indices

Opcode/ Instruction	Op/ En	64/3 2-bit Mode	CPUID Feature Flag	Description
VEX.DDS.128.66.0F38.W1 92 /r VGATHERDPD *xmm1, vm32x, xmm2*	RMV	V/V	AVX2	Using dword indices specified in *vm32x*, gather double-precision FP values from memory conditioned on mask specified by *xmm2*. Conditionally gathered elements are merged into *xmm1*.
VEX.DDS.128.66.0F38.W1 93 /r VGATHERQPD *xmm1, vm64x, xmm2*	RMV	V/V	AVX2	Using qword indices specified in *vm64x*, gather double-precision FP values from memory conditioned on mask specified by *xmm2*. Conditionally gathered elements are merged into *xmm1*.
VEX.DDS.256.66.0F38.W1 92 /r VGATHERDPD *ymm1, vm32x, ymm2*	RMV	V/V	AVX2	Using dword indices specified in *vm32x*, gather double-precision FP values from memory conditioned on mask specified by *ymm2*. Conditionally gathered elements are merged into *ymm1*.
VEX.DDS.256.66.0F38.W1 93 /r VGATHERQPD *ymm1, vm64y, ymm2*	RMV	V/V	AVX2	Using qword indices specified in *vm64y*, gather double-precision FP values from memory conditioned on mask specified by *ymm2*. Conditionally gathered elements are merged into *ymm1*.

Instruction Operand Encoding

Op/En	Operand 1	Operand 2	Operand 3	Operand 4
RMV	ModRM:reg (r,w)	BaseReg (R): VSIB:base, VectorReg(R): VSIB:index	VEX.vvvv (r, w)	NA

Description

The instruction conditionally loads up to 2 or 4 double-precision floating-point values from memory addresses specified by the memory operand (the second operand) and using qword indices. The memory operand uses the VSIB form of the SIB byte to specify a general purpose register operand as the common base, a vector register for an array of indices relative to the base and a constant scale factor.

The mask operand (the third operand) specifies the conditional load operation from each memory address and the corresponding update of each data element of the destination operand (the first operand). Conditionality is specified by the most significant bit of each data element of the mask register. If an element's mask bit is not set, the corresponding element of the destination register is left unchanged. The width of data element in the destination register and mask register are identical. The entire mask register will be set to zero by this instruction unless the instruction causes an exception.

Using dword indices in the lower half of the mask register, the instruction conditionally loads up to 2 or 4 double-precision floating-point values from the VSIB addressing memory operand, and updates the destination register.

This instruction can be suspended by an exception if at least one element is already gathered (i.e., if the exception is triggered by an element other than the rightmost one with its mask bit set). When this happens, the destination register and the mask operand are partially updated; those elements that have been gathered are placed into the destination register and have their mask bits set to zero. If any traps or interrupts are pending from already gathered elements, they will be delivered in lieu of the exception; in this case, EFLAG.RF is set to one so an instruction breakpoint is not re-triggered when the instruction is continued.

If the data size and index size are different, part of the destination register and part of the mask register do not correspond to any elements being gathered. This instruction sets those parts to zero. It may do this to one or both of those registers even if the instruction triggers an exception, and even if the instruction triggers the exception before gathering any elements.

VEX.128 version: The instruction will gather two double-precision floating-point values. For dword indices, only the lower two indices in the vector index register are used.

VEX.256 version: The instruction will gather four double-precision floating-point values. For dword indices, only the lower four indices in the vector index register are used.

Note that:

- If any pair of the index, mask, or destination registers are the same, this instruction results a #UD fault.
- The values may be read from memory in any order. Memory ordering with other instructions follows the Intel-64 memory-ordering model.
- Faults are delivered in a right-to-left manner. That is, if a fault is triggered by an element and delivered, all elements closer to the LSB of the destination will be completed (and non-faulting). Individual elements closer to the MSB may or may not be completed. If a given element triggers multiple faults, they are delivered in the conventional order.
- Elements may be gathered in any order, but faults must be delivered in a right-to-left order; thus, elements to the left of a faulting one may be gathered before the fault is delivered. A given implementation of this instruction is repeatable - given the same input values and architectural state, the same set of elements to the left of the faulting one will be gathered.
- This instruction does not perform AC checks, and so will never deliver an AC fault.
- This instruction will cause a #UD if the address size attribute is 16-bit.
- This instruction will cause a #UD if the memory operand is encoded without the SIB byte.
- This instruction should not be used to access memory mapped I/O as the ordering of the individual loads it does is implementation specific, and some implementations may use loads larger than the data element size or load elements an indeterminate number of times.
- The scaled index may require more bits to represent than the address bits used by the processor (e.g., in 32-bit mode, if the scale is greater than one). In this case, the most significant bits beyond the number of address bits are ignored.

Operation

```
DEST ← SRC1;
BASE_ADDR: base register encoded in VSIB addressing;
VINDEX: the vector index register encoded by VSIB addressing;
SCALE: scale factor encoded by SIB:[7:6];
DISP: optional 1, 4 byte displacement;
MASK ← SRC3;
```

VGATHERDPD (VEX.128 version)

```
FOR j← 0 to 1
    i ← j * 64;
    IF MASK[63+i] THEN
        MASK[i +63:i] ← 0xFFFFFFFF_FFFFFFFF; // extend from most significant bit
    ELSE
        MASK[i +63:i] ← 0;
    FI;
ENDFOR
FOR j← 0 to 1
```

```
    k ← j * 32;
    i ← j * 64;
    DATA_ADDR ← BASE_ADDR + (SignExtend(VINDEX[k+31:k])*SCALE + DISP;
    IF MASK[63+i] THEN
        DEST[i +63:i] ← FETCH_64BITS(DATA_ADDR); // a fault exits the instruction
    FI;
    MASK[i +63: i] ← 0;
ENDFOR
MASK[VLMAX-1:128] ← 0;
DEST[VLMAX-1:128] ← 0;
(non-masked elements of the mask register have the content of respective element  cleared)
```

VGATHERQPD (VEX.128 version)

```
FOR j← 0 to 1
    i ← j * 64;
    IF MASK[63+i] THEN
        MASK[i +63:i] ← 0xFFFFFFFF_FFFFFFFF; // extend from most significant bit
    ELSE
        MASK[i +63:i] ← 0;
    FI;
ENDFOR
FOR j← 0 to 1
    i ← j * 64;
    DATA_ADDR ← BASE_ADDR + (SignExtend(VINDEX1[i+63:i])*SCALE + DISP;
    IF MASK[63+i] THEN
        DEST[i +63:i] ← FETCH_64BITS(DATA_ADDR); // a fault exits this instruction
    FI;
    MASK[i +63: i] ← 0;
ENDFOR
MASK[VLMAX-1:128] ← 0;
DEST[VLMAX-1:128] ← 0;
(non-masked elements of the mask register have the content of respective element  cleared)
```

VGATHERQPD (VEX.256 version)

```
FOR j← 0 to 3
    i ← j * 64;
    IF MASK[63+i] THEN
        MASK[i +63:i] ← 0xFFFFFFFF_FFFFFFFF; // extend from most significant bit
    ELSE
        MASK[i +63:i] ← 0;
    FI;
ENDFOR
FOR j← 0 to 3
    i ← j * 64;
    DATA_ADDR ← BASE_ADDR + (SignExtend(VINDEX1[i+63:i])*SCALE + DISP;
    IF MASK[63+i] THEN
        DEST[i +63:i] ← FETCH_64BITS(DATA_ADDR); // a fault exits the instruction
    FI;
    MASK[i +63: i] ← 0;
ENDFOR
```

(non-masked elements of the mask register have the content of respective element cleared)

VGATHERDPD (VEX.256 version)

```
FOR j← 0 to 3
    i ← j * 64;
    IF MASK[63+i] THEN
        MASK[i +63:i] ← 0xFFFFFFFF_FFFFFFFF; // extend from most significant bit
    ELSE
        MASK[i +63:i] ← 0;
    FI;
ENDFOR
FOR j← 0 to 3
    k ← j * 32;
    i ← j * 64;
    DATA_ADDR ← BASE_ADDR + (SignExtend(VINDEX1[k+31:k])*SCALE + DISP;
    IF MASK[63+i] THEN
        DEST[i +63:i] ← FETCH_64BITS(DATA_ADDR); // a fault exits the instruction
    FI;
    MASK[i +63:i] ← 0;
ENDFOR
```

(non-masked elements of the mask register have the content of respective element cleared)

Intel C/C++ Compiler Intrinsic Equivalent

VGATHERDPD: __m128d _mm_i32gather_pd (double const * base, __m128i index, const int scale);

VGATHERDPD: __m128d _mm_mask_i32gather_pd (__m128d src, double const * base, __m128i index, __m128d mask, const int scale);

VGATHERDPD: __m256d _mm256_i32gather_pd (double const * base, __m128i index, const int scale);

VGATHERDPD: __m256d _mm256_mask_i32gather_pd (__m256d src, double const * base, __m128i index, __m256d mask, const int scale);

VGATHERQPD: __m128d _mm_i64gather_pd (double const * base, __m128i index, const int scale);

VGATHERQPD: __m128d _mm_mask_i64gather_pd (__m128d src, double const * base, __m128i index, __m128d mask, const int scale);

VGATHERQPD: __m256d _mm256_i64gather_pd (double const * base, __m256i index, const int scale);

VGATHERQPD: __m256d _mm256_mask_i64gather_pd (__m256d src, double const * base, __m256i index, __m256d mask, const int scale);

SIMD Floating-Point Exceptions

None

Other Exceptions

See Exceptions Type 12

...

VGATHERDPS/VGATHERQPS — Gather Packed SP FP values Using Signed Dword/Qword Indices

Opcode/ Instruction	Op/ En	64/32 -bit Mode	CPUID Feature Flag	Description
VEX.DDS.128.66.0F38.W0 92 /r VGATHERDPS *xmm1*, *vm32x*, *xmm2*	RMV	V/V	AVX2	Using dword indices specified in *vm32x*, gather single-precision FP values from memory conditioned on mask specified by *xmm2*. Conditionally gathered elements are merged into *xmm1*.
VEX.DDS.128.66.0F38.W0 93 /r VGATHERQPS *xmm1*, *vm64x*, *xmm2*	RMV	V/V	AVX2	Using qword indices specified in *vm64x*, gather single-precision FP values from memory conditioned on mask specified by *xmm2*. Conditionally gathered elements are merged into *xmm1*.
VEX.DDS.256.66.0F38.W0 92 /r VGATHERDPS *ymm1*, *vm32y*, *ymm2*	RMV	V/V	AVX2	Using dword indices specified in *vm32y*, gather single-precision FP values from memory conditioned on mask specified by *ymm2*. Conditionally gathered elements are merged into *ymm1*.
VEX.DDS.256.66.0F38.W0 93 /r VGATHERQPS *xmm1*, *vm64y*, *xmm2*	RMV	V/V	AVX2	Using qword indices specified in *vm64y*, gather single-precision FP values from memory conditioned on mask specified by *xmm2*. Conditionally gathered elements are merged into *xmm1*.

Instruction Operand Encoding

Op/En	Operand 1	Operand 2	Operand 3	Operand 4
A	ModRM:reg (r,w)	BaseReg (R): VSIB:base, VectorReg(R): VSIB:index	VEX.vvvv (r, w)	NA

Description

The instruction conditionally loads up to 4 or 8 single-precision floating-point values from memory addresses specified by the memory operand (the second operand) and using dword indices. The memory operand uses the VSIB form of the SIB byte to specify a general purpose register operand as the common base, a vector register for an array of indices relative to the base and a constant scale factor.

The mask operand (the third operand) specifies the conditional load operation from each memory address and the corresponding update of each data element of the destination operand (the first operand). Conditionality is specified by the most significant bit of each data element of the mask register. If an element's mask bit is not set, the corresponding element of the destination register is left unchanged. The width of data element in the destination register and mask register are identical. The entire mask register will be set to zero by this instruction unless the instruction causes an exception.

Using qword indices, the instruction conditionally loads up to 2 or 4 single-precision floating-point values from the VSIB addressing memory operand, and updates the lower half of the destination register. The upper 128 or 256 bits of the destination register are zero'ed with qword indices.

This instruction can be suspended by an exception if at least one element is already gathered (i.e., if the exception is triggered by an element other than the rightmost one with its mask bit set). When this happens, the destination register and the mask operand are partially updated; those elements that have been gathered are placed into the destination register and have their mask bits set to zero. If any traps or interrupts are pending from already gathered elements, they will be delivered in lieu of the exception; in this case, EFLAG.RF is set to one so an instruction breakpoint is not re-triggered when the instruction is continued.

If the data size and index size are different, part of the destination register and part of the mask register do not correspond to any elements being gathered. This instruction sets those parts to zero. It may do this to one or both of those registers even if the instruction triggers an exception, and even if the instruction triggers the exception before gathering any elements.

VEX.128 version: For dword indices, the instruction will gather four single-precision floating-point values. For qword indices, the instruction will gather two values and zeroes the upper 64 bits of the destination.

VEX.256 version: For dword indices, the instruction will gather eight single-precision floating-point values. For qword indices, the instruction will gather four values and zeroes the upper 128 bits of the destination.

Note that:

- If any pair of the index, mask, or destination registers are the same, this instruction results a UD fault.
- The values may be read from memory in any order. Memory ordering with other instructions follows the Intel-64 memory-ordering model.
- Faults are delivered in a right-to-left manner. That is, if a fault is triggered by an element and delivered, all elements closer to the LSB of the destination will be completed (and non-faulting). Individual elements closer to the MSB may or may not be completed. If a given element triggers multiple faults, they are delivered in the conventional order.
- Elements may be gathered in any order, but faults must be delivered in a right-to-left order; thus, elements to the left of a faulting one may be gathered before the fault is delivered. A given implementation of this instruction is repeatable - given the same input values and architectural state, the same set of elements to the left of the faulting one will be gathered.
- This instruction does not perform AC checks, and so will never deliver an AC fault.
- This instruction will cause a #UD if the address size attribute is 16-bit.
- This instruction will cause a #UD if the memory operand is encoded without the SIB byte.
- This instruction should not be used to access memory mapped I/O as the ordering of the individual loads it does is implementation specific, and some implementations may use loads larger than the data element size or load elements an indeterminate number of times.
- The scaled index may require more bits to represent than the address bits used by the processor (e.g., in 32-bit mode, if the scale is greater than one). In this case, the most significant bits beyond the number of address bits are ignored.

Operation

```
DEST ← SRC1;
BASE_ADDR: base register encoded in VSIB addressing;
VINDEX: the vector index register encoded by VSIB addressing;
SCALE: scale factor encoded by SIB:[7:6];
DISP: optional 1, 4 byte displacement;
MASK ← SRC3;
```

VGATHERDPS (VEX.128 version)

```
FOR j← 0 to 3
    i ← j * 32;
    IF MASK[31+i] THEN
        MASK[i +31:i] ← 0xFFFFFFFF; // extend from most significant bit
    ELSE
        MASK[i +31:i] ← 0;
    FI;
ENDFOR
MASK[VLMAX-1:128] ← 0;
```

```
FOR j← 0 to 3
    i ← j * 32;
    DATA_ADDR ← BASE_ADDR + (SignExtend(VINDEX[i+31:i])*SCALE + DISP;
    IF MASK[31+i] THEN
        DEST[i +31:i] ← FETCH_32BITS(DATA_ADDR); // a fault exits the instruction
    FI;
    MASK[i +31:i] ← 0;
ENDFOR
DEST[VLMAX-1:128] ← 0;
(non-masked elements of the mask register have the content of respective element  cleared)
```

VGATHERQPS (VEX.128 version)

```
FOR j← 0 to 3
    i ← j * 32;
    IF MASK[31+i] THEN
        MASK[i +31:i] ← 0xFFFFFFFF; // extend from most significant bit
    ELSE
        MASK[i +31:i] ← 0;
    FI;
ENDFOR
MASK[VLMAX-1:128] ← 0;
FOR j← 0 to 1
    k ← j * 64;
    i ← j * 32;
    DATA_ADDR ← BASE_ADDR + (SignExtend(VINDEX1[k+63:k])*SCALE + DISP;
    IF MASK[31+i] THEN
        DEST[i +31:i] ← FETCH_32BITS(DATA_ADDR); // a fault exits the instruction
    FI;
    MASK[i +31:i] ← 0;
ENDFOR
MASK[127:64] ← 0;
DEST[VLMAX-1:64] ← 0;
(non-masked elements of the mask register have the content of respective element  cleared)
```

VGATHERDPS (VEX.256 version)

```
FOR j← 0 to 7
    i ← j * 32;
    IF MASK[31+i] THEN
        MASK[i +31:i] ← 0xFFFFFFFF; // extend from most significant bit
    ELSE
        MASK[i +31:i] ← 0;
    FI;
ENDFOR
FOR j← 0 to 7
    i ← j * 32;
    DATA_ADDR ← BASE_ADDR + (SignExtend(VINDEX1[i+31:i])*SCALE + DISP;
    IF MASK[31+i] THEN
        DEST[i +31:i] ← FETCH_32BITS(DATA_ADDR); // a fault exits the instruction
    FI;
    MASK[i +31:i] ← 0;
```

```
ENDFOR
(non-masked elements of the mask register have the content of respective element  cleared)

VGATHERQPS (VEX.256 version)
FOR j← 0 to 7
    i ← j * 32;
    IF MASK[31+i] THEN
        MASK[i +31:i] ← 0xFFFFFFFF; // extend from most significant bit
    ELSE
        MASK[i +31:i] ← 0;
    FI;
ENDFOR
FOR j← 0 to 3
    k ← j * 64;
    i ← j * 32;
    DATA_ADDR ← BASE_ADDR + (SignExtend(VINDEX1[k+63:k])*SCALE + DISP;
    IF MASK[31+i] THEN
        DEST[i +31:i] ← FETCH_32BITS(DATA_ADDR); // a fault exits the instruction
    FI;
    MASK[i +31:i] ← 0;
ENDFOR
MASK[VLMAX-1:128] ← 0;
DEST[VLMAX-1:128] ← 0;
(non-masked elements of the mask register have the content of respective element  cleared)
```

Intel C/C++ Compiler Intrinsic Equivalent

VGATHERDPS: __m128 _mm_i32gather_ps (float const * base, __m128i index, const int scale);

VGATHERDPS: __m128 _mm_mask_i32gather_ps (__m128 src, float const * base, __m128i index, __m128 mask, const int scale);

VGATHERDPS: __m256 _mm256_i32gather_ps (float const * base, __m256i index, const int scale);

VGATHERDPS: __m256 _mm256_mask_i32gather_ps (__m256 src, float const * base, __m256i index, __m256 mask, const int scale);

VGATHERQPS: __m128 _mm_i64gather_ps (float const * base, __m128i index, const int scale);

VGATHERQPS: __m128 _mm_mask_i64gather_ps (__m128 src, float const * base, __m128i index, __m128 mask, const int scale);

VGATHERQPS: __m128 _mm256_i64gather_ps (float const * base, __m256i index, const int scale);

VGATHERQPS: __m128 _mm256_mask_i64gather_ps (__m128 src, float const * base, __m256i index, __m128 mask, const int scale);

SIMD Floating-Point Exceptions

None

Other Exceptions

See Exceptions Type 12

...

VPGATHERDD/VPGATHERQD — Gather Packed Dword Values Using Signed Dword/Qword Indices

Opcode/ Instruction	Op/ En	64/32 -bit Mode	CPUID Feature Flag	Description
VEX.DDS.128.66.0F38.W0 90 /r VPGATHERDD *xmm1*, *vm32x*, *xmm2*	RMV	V/V	AVX2	Using dword indices specified in *vm32x*, gather dword values from memory conditioned on mask specified by *xmm2*. Conditionally gathered elements are merged into *xmm1*.
VEX.DDS.128.66.0F38.W0 91 /r VPGATHERQD *xmm1*, *vm64x*, *xmm2*	RMV	V/V	AVX2	Using qword indices specified in *vm64x*, gather dword values from memory conditioned on mask specified by *xmm2*. Conditionally gathered elements are merged into *xmm1*.
VEX.DDS.256.66.0F38.W0 90 /r VPGATHERDD *ymm1*, *vm32y*, *ymm2*	RMV	V/V	AVX2	Using dword indices specified in *vm32y*, gather dword from memory conditioned on mask specified by *ymm2*. Conditionally gathered elements are merged into *ymm1*.
VEX.DDS.256.66.0F38.W0 91 /r VPGATHERQD *xmm1*, *vm64y*, *xmm2*	RMV	V/V	AVX2	Using qword indices specified in *vm64y*, gather dword values from memory conditioned on mask specified by *xmm2*. Conditionally gathered elements are merged into *xmm1*.

Instruction Operand Encoding

Op/En	Operand 1	Operand 2	Operand 3	Operand 4
RMV	ModRM:reg (r,w)	BaseReg (R): VSIB:base, VectorReg(R): VSIB:index	VEX.vvvv (r, w)	NA

Description

The instruction conditionally loads up to 4 or 8 dword values from memory addresses specified by the memory operand (the second operand) and using dword indices. The memory operand uses the VSIB form of the SIB byte to specify a general purpose register operand as the common base, a vector register for an array of indices relative to the base and a constant scale factor.

The mask operand (the third operand) specifies the conditional load operation from each memory address and the corresponding update of each data element of the destination operand (the first operand). Conditionality is specified by the most significant bit of each data element of the mask register. If an element's mask bit is not set, the corresponding element of the destination register is left unchanged. The width of data element in the destination register and mask register are identical. The entire mask register will be set to zero by this instruction unless the instruction causes an exception.

Using qword indices, the instruction conditionally loads up to 2 or 4 dword values from the VSIB addressing memory operand, and updates the lower half of the destination register. The upper 128 or 256 bits of the destination register are zero'ed with qword indices.

This instruction can be suspended by an exception if at least one element is already gathered (i.e., if the exception is triggered by an element other than the rightmost one with its mask bit set). When this happens, the destination register and the mask operand are partially updated; those elements that have been gathered are placed into the destination register and have their mask bits set to zero. If any traps or interrupts are pending from already gathered elements, they will be delivered in lieu of the exception; in this case, EFLAG.RF is set to one so an instruction breakpoint is not re-triggered when the instruction is continued.

If the data size and index size are different, part of the destination register and part of the mask register do not correspond to any elements being gathered. This instruction sets those parts to zero. It may do this to one or

both of those registers even if the instruction triggers an exception, and even if the instruction triggers the exception before gathering any elements.

VEX.128 version: For dword indices, the instruction will gather four dword values. For qword indices, the instruction will gather two values and zeroes the upper 64 bits of the destination.

VEX.256 version: For dword indices, the instruction will gather eight dword values. For qword indices, the instruction will gather four values and zeroes the upper 128 bits of the destination.

Note that:

- If any pair of the index, mask, or destination registers are the same, this instruction results a UD fault.
- The values may be read from memory in any order. Memory ordering with other instructions follows the Intel-64 memory-ordering model.
- Faults are delivered in a right-to-left manner. That is, if a fault is triggered by an element and delivered, all elements closer to the LSB of the destination will be completed (and non-faulting). Individual elements closer to the MSB may or may not be completed. If a given element triggers multiple faults, they are delivered in the conventional order.
- Elements may be gathered in any order, but faults must be delivered in a right-to-left order; thus, elements to the left of a faulting one may be gathered before the fault is delivered. A given implementation of this instruction is repeatable - given the same input values and architectural state, the same set of elements to the left of the faulting one will be gathered.
- This instruction does not perform AC checks, and so will never deliver an AC fault.
- This instruction will cause a #UD if the address size attribute is 16-bit.
- This instruction will cause a #UD if the memory operand is encoded without the SIB byte.
- This instruction should not be used to access memory mapped I/O as the ordering of the individual loads it does is implementation specific, and some implementations may use loads larger than the data element size or load elements an indeterminate number of times.
- The scaled index may require more bits to represent than the address bits used by the processor (e.g., in 32-bit mode, if the scale is greater than one). In this case, the most significant bits beyond the number of address bits are ignored.

Operation

```
DEST ← SRC1;
BASE_ADDR: base register encoded in VSIB addressing;
VINDEX: the vector index register encoded by VSIB addressing;
SCALE: scale factor encoded by SIB:[7:6];
DISP: optional 1, 4 byte displacement;
MASK ← SRC3;
```

VPGATHERDD (VEX.128 version)

```
FOR j← 0 to 3
    i ← j * 32;
    IF MASK[31+i] THEN
        MASK[i +31:i] ← 0xFFFFFFFF; // extend from most significant bit
    ELSE
        MASK[i +31:i] ← 0;
    FI;
ENDFOR
MASK[VLMAX-1:128] ← 0;
FOR j← 0 to 3
    i ← j * 32;
```

```
    DATA_ADDR ← BASE_ADDR + (SignExtend(VINDEX[i+31:i])*SCALE + DISP;
    IF MASK[31+i] THEN
        DEST[i +31:i] ← FETCH_32BITS(DATA_ADDR); // a fault exits the instruction
    FI;
    MASK[i +31:i] ← 0;
ENDFOR
DEST[VLMAX-1:128] ← 0;
(non-masked elements of the mask register have the content of respective element  cleared)
```

VPGATHERQD (VEX.128 version)

```
FOR j← 0 to 3
    i ← j * 32;
    IF MASK[31+i] THEN
        MASK[i +31:i] ← 0xFFFFFFFF; // extend from most significant bit
    ELSE
        MASK[i +31:i] ← 0;
    FI;
ENDFOR
MASK[VLMAX-1:128] ← 0;
FOR j← 0 to 1
    k ← j * 64;
    i ← j * 32;
    DATA_ADDR ← BASE_ADDR + (SignExtend(VINDEX1[k+63:k])*SCALE + DISP;
    IF MASK[31+i] THEN
        DEST[i +31:i] ← FETCH_32BITS(DATA_ADDR); // a fault exits the instruction
    FI;
    MASK[i +31:i] ← 0;
ENDFOR
MASK[127:64] ← 0;
DEST[VLMAX-1:64] ← 0;
(non-masked elements of the mask register have the content of respective element  cleared)
```

VPGATHERDD (VEX.256 version)

```
FOR j← 0 to 7
    i ← j * 32;
    IF MASK[31+i] THEN
        MASK[i +31:i] ← 0xFFFFFFFF; // extend from most significant bit
    ELSE
        MASK[i +31:i] ← 0;
    FI;
ENDFOR
FOR j← 0 to 7
    i ← j * 32;
    DATA_ADDR ← BASE_ADDR + (SignExtend(VINDEX1[i+31:i])*SCALE + DISP;
    IF MASK[31+i] THEN
        DEST[i +31:i] ← FETCH_32BITS(DATA_ADDR); // a fault exits the instruction
    FI;
    MASK[i +31:i] ← 0;
ENDFOR
(non-masked elements of the mask register have the content of respective element  cleared)
```

VPGATHERQD (VEX.256 version)

```
FOR j← 0 to 7
    i ← j * 32;
    IF MASK[31+i] THEN
        MASK[i +31:i] ← 0xFFFFFFFF; // extend from most significant bit
    ELSE
        MASK[i +31:i] ← 0;
    FI;
ENDFOR
FOR j← 0 to 3
    k ← j * 64;
    i ← j * 32;
    DATA_ADDR ← BASE_ADDR + (SignExtend(VINDEX1[k+63:k])*SCALE + DISP;
    IF MASK[31+i] THEN
        DEST[i +31:i] ← FETCH_32BITS(DATA_ADDR); // a fault exits the instruction
    FI;
    MASK[i +31:i] ← 0;
ENDFOR
MASK[VLMAX-1:128] ← 0;
DEST[VLMAX-1:128] ← 0;
```

(non-masked elements of the mask register have the content of respective element cleared)

Intel C/C++ Compiler Intrinsic Equivalent

VPGATHERDD: __m128i _mm_i32gather_epi32 (int const * base, __m128i index, const int scale);

VPGATHERDD: __m128i _mm_mask_i32gather_epi32 (__m128i src, int const * base, __m128i index, __m128i mask, const int scale);

VPGATHERDD: __m256i _mm256_i32gather_epi32 (int const * base, __m256i index, const int scale);

VPGATHERDD: __m256i _mm256_mask_i32gather_epi32 (__m256i src, int const * base, __m256i index, __m256i mask, const int scale);

VPGATHERQD: __m128i _mm_i64gather_epi32 (int const * base, __m128i index, const int scale);

VPGATHERQD: __m128i _mm_mask_i64gather_epi32 (__m128i src, int const * base, __m128i index, __m128i mask, const int scale);

VPGATHERQD: __m128i _mm256_i64gather_epi32 (int const * base, __m256i index, const int scale);

VPGATHERQD: __m128i _mm256_mask_i64gather_epi32 (__m128i src, int const * base, __m256i index, __m128i mask, const int scale);

SIMD Floating-Point Exceptions

None

Other Exceptions

See Exceptions Type 12

…

VPGATHERDQ/VPGATHERQQ — Gather Packed Qword Values Using Signed Dword/Qword Indices

Opcode/ Instruction	Op/ En	64/32 -bit Mode	CPUID Feature Flag	Description
VEX.DDS.128.66.0F38.W1 90 /r VPGATHERDQ *xmm1, vm32x, xmm2*	RMV	V/V	AVX2	Using dword indices specified in *vm32x*, gather qword values from memory conditioned on mask specified by *xmm2*. Conditionally gathered elements are merged into *xmm1*.
VEX.DDS.128.66.0F38.W1 91 /r VPGATHERQQ *xmm1, vm64x, xmm2*	RMV	V/V	AVX2	Using qword indices specified in *vm64x*, gather qword values from memory conditioned on mask specified by *xmm2*. Conditionally gathered elements are merged into *xmm1*.
VEX.DDS.256.66.0F38.W1 90 /r VPGATHERDQ *ymm1, vm32x, ymm2*	RMV	V/V	AVX2	Using dword indices specified in *vm32x*, gather qword values from memory conditioned on mask specified by *ymm2*. Conditionally gathered elements are merged into *ymm1*.
VEX.DDS.256.66.0F38.W1 91 /r VPGATHERQQ *ymm1, vm64y, ymm2*	RMV	V/V	AVX2	Using qword indices specified in *vm64y*, gather qword values from memory conditioned on mask specified by *ymm2*. Conditionally gathered elements are merged into *ymm1*.

Instruction Operand Encoding

Op/En	Operand 1	Operand 2	Operand 3	Operand 4
A	ModRM:reg (r,w)	BaseReg (R): VSIB:base, VectorReg(R): VSIB:index	VEX.vvvv (r, w)	NA

Description

The instruction conditionally loads up to 2 or 4 qword values from memory addresses specified by the memory operand (the second operand) and using qword indices. The memory operand uses the VSIB form of the SIB byte to specify a general purpose register operand as the common base, a vector register for an array of indices relative to the base and a constant scale factor.

The mask operand (the third operand) specifies the conditional load operation from each memory address and the corresponding update of each data element of the destination operand (the first operand). Conditionality is specified by the most significant bit of each data element of the mask register. If an element's mask bit is not set, the corresponding element of the destination register is left unchanged. The width of data element in the destination register and mask register are identical. The entire mask register will be set to zero by this instruction unless the instruction causes an exception.

Using dword indices in the lower half of the mask register, the instruction conditionally loads up to 2 or 4 qword values from the VSIB addressing memory operand, and updates the destination register.

This instruction can be suspended by an exception if at least one element is already gathered (i.e., if the exception is triggered by an element other than the rightmost one with its mask bit set). When this happens, the destination register and the mask operand are partially updated; those elements that have been gathered are placed into the destination register and have their mask bits set to zero. If any traps or interrupts are pending from already gathered elements, they will be delivered in lieu of the exception; in this case, EFLAG.RF is set to one so an instruction breakpoint is not re-triggered when the instruction is continued.

If the data size and index size are different, part of the destination register and part of the mask register do not correspond to any elements being gathered. This instruction sets those parts to zero. It may do this to one or

both of those registers even if the instruction triggers an exception, and even if the instruction triggers the exception before gathering any elements.

VEX.128 version: The instruction will gather two qword values. For dword indices, only the lower two indices in the vector index register are used.

VEX.256 version: The instruction will gather four qword values. For dword indices, only the lower four indices in the vector index register are used.

Note that:

- If any pair of the index, mask, or destination registers are the same, this instruction results a UD fault.
- The values may be read from memory in any order. Memory ordering with other instructions follows the Intel-64 memory-ordering model.
- Faults are delivered in a right-to-left manner. That is, if a fault is triggered by an element and delivered, all elements closer to the LSB of the destination will be completed (and non-faulting). Individual elements closer to the MSB may or may not be completed. If a given element triggers multiple faults, they are delivered in the conventional order.
- Elements may be gathered in any order, but faults must be delivered in a right-to-left order; thus, elements to the left of a faulting one may be gathered before the fault is delivered. A given implementation of this instruction is repeatable - given the same input values and architectural state, the same set of elements to the left of the faulting one will be gathered.
- This instruction does not perform AC checks, and so will never deliver an AC fault.
- This instruction will cause a #UD if the address size attribute is 16-bit.
- This instruction will cause a #UD if the memory operand is encoded without the SIB byte.
- This instruction should not be used to access memory mapped I/O as the ordering of the individual loads it does is implementation specific, and some implementations may use loads larger than the data element size or load elements an indeterminate number of times.
- The scaled index may require more bits to represent than the address bits used by the processor (e.g., in 32-bit mode, if the scale is greater than one). In this case, the most significant bits beyond the number of address bits are ignored.

Operation

```
DEST ← SRC1;
BASE_ADDR: base register encoded in VSIB addressing;
VINDEX: the vector index register encoded by VSIB addressing;
SCALE: scale factor encoded by SIB:[7:6];
DISP: optional 1, 4 byte displacement;
MASK ← SRC3;
```

VPGATHERDQ (VEX.128 version)

```
FOR j← 0 to 1
    i ← j * 64;
    IF MASK[63+i] THEN
        MASK[i +63:i] ← 0xFFFFFFFF_FFFFFFFF; // extend from most significant bit
    ELSE
        MASK[i +63:i] ← 0;
    FI;
ENDFOR
FOR j← 0 to 1
    k ← j * 32;
    i ← j * 64;
```

```
    DATA_ADDR ← BASE_ADDR + (SignExtend(VINDEX[k+31:k])*SCALE + DISP;
    IF MASK[63+i] THEN
        DEST[i +63:i] ← FETCH_64BITS(DATA_ADDR); // a fault exits the instruction
    FI;
    MASK[i +63:i] ← 0;
ENDFOR
MASK[VLMAX-1:128] ← 0;
DEST[VLMAX-1:128] ← 0;
(non-masked elements of the mask register have the content of respective element  cleared)
```

VPGATHERQQ (VEX.128 version)

```
FOR j← 0 to 1
    i ← j * 64;
    IF MASK[63+i] THEN
        MASK[i +63:i] ← 0xFFFFFFFF_FFFFFFFF; // extend from most significant bit
    ELSE
        MASK[i +63:i] ← 0;
    FI;
ENDFOR
FOR j← 0 to 1
    i ←j * 64;
    DATA_ADDR ← BASE_ADDR + (SignExtend(VINDEX1[i+63:i])*SCALE + DISP;
    IF MASK[63+i] THEN
        DEST[i +63:i] ← FETCH_64BITS(DATA_ADDR); // a fault exits the instruction
    FI;
    MASK[i +63:i] ← 0;
ENDFOR
MASK[VLMAX-1:128] ← 0;
DEST[VLMAX-1:128] ← 0;
(non-masked elements of the mask register have the content of respective element  cleared)
```

VPGATHERQQ (VEX.256 version)

```
FOR j← 0 to 3
    i ← j * 64;
    IF MASK[63+i] THEN
        MASK[i +63:i] ← 0xFFFFFFFF_FFFFFFFF; // extend from most significant bit
    ELSE
        MASK[i +63:i] ← 0;
    FI;
ENDFOR
FOR j← 0 to 3
    i ← j * 64;
    DATA_ADDR ← BASE_ADDR + (SignExtend(VINDEX1[i+63:i])*SCALE + DISP;
    IF MASK[63+i] THEN
        DEST[i +63:i] ← FETCH_64BITS(DATA_ADDR); // a fault exits the instruction
    FI;
    MASK[i +63:i] ← 0;
ENDFOR
(non-masked elements of the mask register have the content of respective element  cleared)
```

VPGATHERDQ (VEX.256 version)

```
FOR j← 0 to 3
    i ← j * 64;
    IF MASK[63+i] THEN
        MASK[i +63:i] ← 0xFFFFFFFF_FFFFFFFF; // extend from most significant bit
    ELSE
        MASK[i +63:i] ← 0;
    FI;
ENDFOR
FOR j← 0 to 3
    k ← j * 32;
    i ← j * 64;
    DATA_ADDR ← BASE_ADDR + (SignExtend(VINDEX1[k+31:k])*SCALE + DISP;
    IF MASK[63+i] THEN
        DEST[i +63:i] ← FETCH_64BITS(DATA_ADDR); // a fault exits the instruction
    FI;
    MASK[i +63:i] ← 0;
ENDFOR
```

(non-masked elements of the mask register have the content of respective element cleared)

Intel C/C++ Compiler Intrinsic Equivalent

VPGATHERDQ: __m128i _mm_i32gather_epi64 (int64 const * base, __m128i index, const int scale);

VPGATHERDQ: __m128i _mm_mask_i32gather_epi64 (__m128i src, int64 const * base, __m128i index, __m128i mask, const int scale);

VPGATHERDQ: __m256i _mm256_i32gather_epi64 (int64 const * base, __m128i index, const int scale);

VPGATHERDQ: __m256i _mm256_mask_i32gather_epi64 (__m256i src, int64 const * base, __m128i index, __m256i mask, const int scale);

VPGATHERQQ: __m128i _mm_i64gather_epi64 (int64 const * base, __m128i index, const int scale);

VPGATHERQQ: __m128i _mm_mask_i64gather_epi64 (__m128i src, int64 const * base, __m128i index, __m128i mask, const int scale);

VPGATHERQQ: __m256i _mm256_i64gather_epi64 (int64 const * base, __m256i index, const int scale);

VPGATHERQQ: __m256i _mm256_mask_i64gather_epi64 (__m256i src, int64 const * base, __m256i index, __m256i mask, const int scale);

SIMD Floating-Point Exceptions

None

Other Exceptions

See Exceptions Type 12

...

VINSERTI128 — Insert Packed Integer Values

Opcode/ Instruction	Op/ En	64/32 -bit Mode	CPUID Feature Flag	Description
VEX.NDS.256.66.0F3A.W0 38 /r ib VINSERTI128 *ymm1*, *ymm2*, *xmm3/m128*, *imm8*	RVMI	V/V	AVX2	Insert 128-bits of integer data from *xmm3/mem* and the remaining values from *ymm2* into *ymm1*.

Instruction Operand Encoding

Op/En	Operand 1	Operand 2	Operand 3	Operand 4
RVMI	ModRM:reg (w)	VEX.vvvv	ModRM:r/m (r)	Imm8

Description

Performs an insertion of 128-bits of packed integer data from the second source operand (third operand) into an the destination operand (first operand) at a 128-bit offset from imm8[0]. The remaining portions of the destination are written by the corresponding fields of the first source operand (second operand). The second source operand can be either an XMM register or a 128-bit memory location.

The high 7 bits of the immediate are ignored.

VEX.L must be 1; an attempt to execute this instruction with VEX.L=0 will cause #UD.

Operation

VINSERTI128

```
TEMP[255:0] ← SRC1[255:0]
CASE (imm8[0]) OF
    0: TEMP[127:0] ←SRC2[127:0]
    1: TEMP[255:128] ← SRC2[127:0]
ESAC
DEST ←TEMP
```

Intel C/C++ Compiler Intrinsic Equivalent

VINSERTI128: __m256i _mm256_inserti128_si256 (__m256i a, __m128i b, int offset);

SIMD Floating-Point Exceptions

None

Other Exceptions

See Exceptions Type 6; additionally

#UD	If VEX.L = 0,
	If VEX.W = 1.

...

VPBLENDD — Blend Packed Dwords

Opcode/ Instruction	Op/ En	64/32 -bit Mode	CPUID Feature Flag	Description
VEX.NDS.128.66.0F3A.W0 02 /r ib VPBLENDD *xmm1*, *xmm2*, *xmm3/m128*, *imm8*	RVMI	V/V	AVX2	Select dwords from *xmm2* and *xmm3/m128* from mask specified in *imm8* and store the values into *xmm1*.
VEX.NDS.256.66.0F3A.W0 02 /r ib VPBLENDD *ymm1*, *ymm2*, *ymm3/m256*, *imm8*	RVMI	V/V	AVX2	Select dwords from *ymm2* and *ymm3/m256* from mask specified in *imm8* and store the values into *ymm1*.

Instruction Operand Encoding

Op/En	Operand 1	Operand 2	Operand 3	Operand 4
RVMI	ModRM:reg (w)	VEX.vvvv	ModRM:r/m (r)	Imm8

Description

Dword elements from the source operand (second operand) are conditionally written to the destination operand (first operand) depending on bits in the immediate operand (third operand). The immediate bits (bits 7:0) form a mask that determines whether the corresponding word in the destination is copied from the source. If a bit in the mask, corresponding to a word, is “1", then the word is copied, else the word is unchanged.

VEX.128 encoded version: The second source operand can be an XMM register or a 128-bit memory location. The first source and destination operands are XMM registers. Bits (VLMAX-1:128) of the corresponding YMM register are zeroed.

VEX.256 encoded version: The first source operand is a YMM register. The second source operand is a YMM register or a 256-bit memory location. The destination operand is a YMM register.

Operation

VPBLENDD (VEX.256 encoded version)

```
IF (imm8[0] == 1) THEN DEST[31:0] ← SRC2[31:0]
ELSE DEST[31:0] ← SRC1[31:0]
IF (imm8[1] == 1) THEN DEST[63:32] ← SRC2[63:32]
ELSE DEST[63:32] ← SRC1[63:32]
IF (imm8[2] == 1) THEN DEST[95:64] ← SRC2[95:64]
ELSE DEST[95:64] ← SRC1[95:64]
IF (imm8[3] == 1) THEN DEST[127:96] ← SRC2[127:96]
ELSE DEST[127:96] ← SRC1[127:96]
IF (imm8[4] == 1) THEN DEST[159:128] ← SRC2[159:128]
ELSE DEST[159:128] ← SRC1[159:128]
IF (imm8[5] == 1) THEN DEST[191:160] ← SRC2[191:160]
ELSE DEST[191:160] ← SRC1[191:160]
IF (imm8[6] == 1) THEN DEST[223:192] ← SRC2[223:192]
ELSE DEST[223:192] ← SRC1[223:192]
IF (imm8[7] == 1) THEN DEST[255:224] ← SRC2[255:224]
ELSE DEST[255:224] ← SRC1[255:224]
```

VPBLENDD (VEX.128 encoded version)

```
IF (imm8[0] == 1) THEN DEST[31:0] ← SRC2[31:0]
ELSE DEST[31:0] ← SRC1[31:0]
IF (imm8[1] == 1) THEN DEST[63:32] ← SRC2[63:32]
ELSE DEST[63:32] ← SRC1[63:32]
IF (imm8[2] == 1) THEN DEST[95:64] ← SRC2[95:64]
ELSE DEST[95:64] ← SRC1[95:64]
IF (imm8[3] == 1) THEN DEST[127:96] ← SRC2[127:96]
ELSE DEST[127:96] ← SRC1[127:96]
DEST[VLMAX-1:128] ← 0
```

Intel C/C++ Compiler Intrinsic Equivalent

VPBLENDD: __m128i _mm_blend_epi32 (__m128i v1, __m128i v2, const int mask)

VPBLENDD: __m256i _mm256_blend_epi32 (__m256i v1, __m256i v2, const int mask)

SIMD Floating-Point Exceptions

None

Other Exceptions

See Exceptions Type 4; additionally

#UD	If VEX.W = 1.

...

VPBROADCAST—Broadcast Integer Data

Opcode/ Instruction	Op/ En	64/32 -bit Mode	CPUID Feature Flag	Description
VEX.128.66.0F38.W0 78 /r VPBROADCASTB *xmm1*, *xmm2/m8*	RM	V/V	AVX2	Broadcast a byte integer in the source operand to sixteen locations in *xmm1*.
VEX.256.66.0F38.W0 78 /r VPBROADCASTB *ymm1*, *xmm2/m8*	RM	V/V	AVX2	Broadcast a byte integer in the source operand to thirty-two locations in *ymm1*.
VEX.128.66.0F38.W0 79 /r VPBROADCASTW *xmm1*, *xmm2/m16*	RM	V/V	AVX2	Broadcast a word integer in the source operand to eight locations in *xmm1*.
VEX.256.66.0F38.W0 79 /r VPBROADCASTW *ymm1*, *xmm2/m16*	RM	V/V	AVX2	Broadcast a word integer in the source operand to sixteen locations in *ymm1*.
VEX.128.66.0F38.W0 58 /r VPBROADCASTD *xmm1*, *xmm2/m32*	RM	V/V	AVX2	Broadcast a dword integer in the source operand to four locations in *xmm1*.
VEX.256.66.0F38.W0 58 /r VPBROADCASTD *ymm1*, *xmm2/m32*	RM	V/V	AVX2	Broadcast a dword integer in the source operand to eight locations in *ymm1*.
VEX.128.66.0F38.W0 59 /r VPBROADCASTQ *xmm1*, *xmm2/m64*	RM	V/V	AVX2	Broadcast a qword element in mem to two locations in *xmm1*.
VEX.256.66.0F38.W0 59 /r VPBROADCASTQ *ymm1*, *xmm2/m64*	RM	V/V	AVX2	Broadcast a qword element in mem to four locations in *ymm1*.
VEX.256.66.0F38.W0 5A /r VBROADCASTI128 *ymm1*, *m128*	RM	V/V	AVX2	Broadcast 128 bits of integer data in mem to low and high 128-bits in *ymm1*.

Instruction Operand Encoding

Op/En	Operand 1	Operand 2	Operand 3	Operand 4
RM	ModRM:reg (w)	ModRM:r/m (r)	NA	NA

Description

Load integer data from the source operand (second operand) and broadcast to all elements of the destination operand (first operand).

The destination operand is a YMM register. The source operand is 8-bit, 16-bit 32-bit, 64-bit memory location or the low 8-bit, 16-bit 32-bit, 64-bit data in an XMM register. VPBROADCASTB/D/W/Q also support XMM register as the source operand.

VBROADCASTI128: The destination operand is a YMM register. The source operand is 128-bit memory location. Register source encodings for VBROADCASTI128 are reserved and will #UD.

VPBROADCASTB/W/D/Q is supported in both 128-bit and 256-bit wide versions.

VBROADCASTI128 is only supported as a 256-bit wide version.

Note: In VEX-encoded versions, VEX.vvvv is reserved and must be 1111b otherwise instructions will #UD. Attempts to execute any VPBROADCAST* instruction with VEX.W = 1 will cause #UD. If VBROADCASTI128 is encoded with VEX.L= 0, an attempt to execute the instruction encoded with VEX.L= 0 will cause an #UD exception.

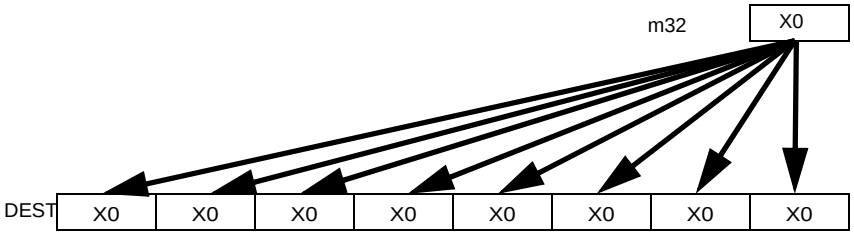

Figure 4-33 VPBROADCASTD Operation (VEX.256 encoded version)

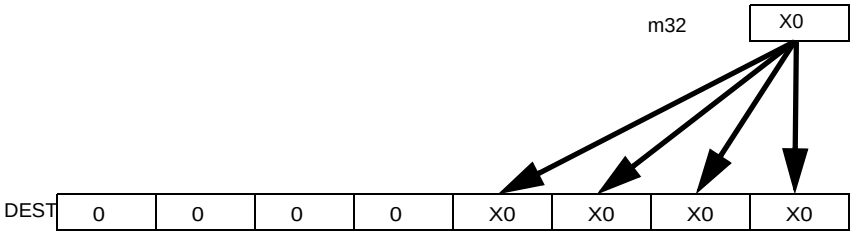

Figure 4-34 VPBROADCASTD Operation (128-bit version)

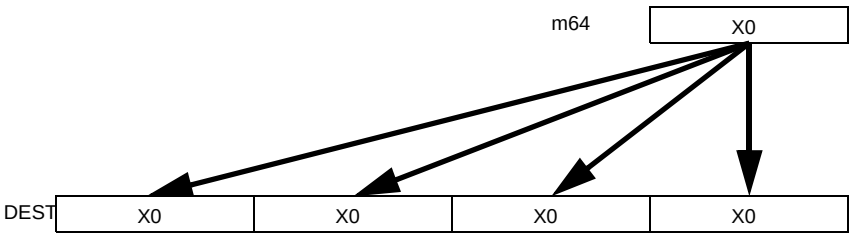

Figure 4-35 VPBROADCASTQ Operation

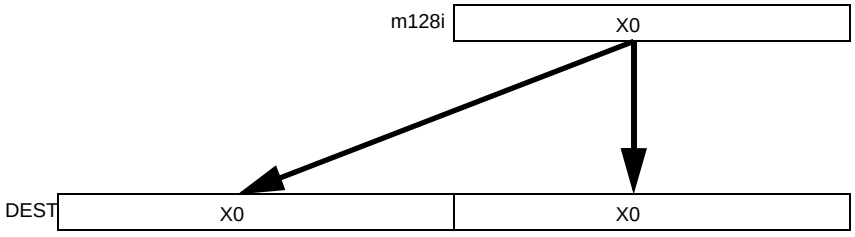

Figure 4-36 VBROADCASTI128 Operation

Operation

VPBROADCASTB (VEX.128 encoded version)
temp ← SRC[7:0]
FOR j ← 0 TO 15
DEST[7+j*8: j*8] ← temp
ENDFOR
DEST[VLMAX-1:128] ← 0

VPBROADCASTB (VEX.256 encoded version)
temp ← SRC[7:0]
FOR j ← 0 TO 31
DEST[7+j*8: j*8] ← temp
ENDFOR

VPBROADCASTW (VEX.128 encoded version)
temp ← SRC[15:0]
FOR j ← 0 TO 7
DEST[15+j*16: j*16] ← temp
ENDFOR
DEST[VLMAX-1:128] ← 0

VPBROADCASTW (VEX.256 encoded version)
temp ← SRC[15:0]
FOR j ← 0 TO 15
DEST[15+j*16: j*16] ← temp
ENDFOR

VPBROADCASTD (128 bit version)
temp ← SRC[31:0]
FOR j ← 0 TO 3
DEST[31+j*32: j*32] ← temp
ENDFOR
DEST[VLMAX-1:128] ← 0

VPBROADCASTD (VEX.256 encoded version)
temp ← SRC[31:0]
FOR j ← 0 TO 7
DEST[31+j*32: j*32] ← temp
ENDFOR

VPBROADCASTQ (VEX.128 encoded version)
temp ← SRC[63:0]
DEST[63:0] ← temp
DEST[127:64] ← temp
DEST[VLMAX-1:128] ← 0

VPBROADCASTQ (VEX.256 encoded version)
temp ← SRC[63:0]
DEST[63:0] ← temp
DEST[127:64] ← temp
DEST[191:128] ← temp
DEST[255:192] ← temp

VBROADCASTI128
temp ← SRC[127:0]
DEST[127:0] ← temp
DEST[VLMAX-1:128] ← temp

Intel C/C++ Compiler Intrinsic Equivalent

VPBROADCASTB: __m256i _mm256_broadcastb_epi8(__m128i);

VPBROADCASTW: __m256i _mm256_broadcastw_epi16(__m128i);

VPBROADCASTD: __m256i _mm256_broadcastd_epi32(__m128i);

VPBROADCASTQ: __m256i _mm256_broadcastq_epi64(__m128i);

VPBROADCASTB: __m128i _mm_broadcastb_epi8(__m128i);

VPBROADCASTW: __m128i _mm_broadcastw_epi16(__m128i);

VPBROADCASTD: __m128i _mm_broadcastd_epi32(__m128i);

VPBROADCASTQ: __m128i _mm_broadcastq_epi64(__m128i);

VBROADCASTI128: __m256i _mm256_broadcastsi128_si256(__m128i);

SIMD Floating-Point Exceptions

None

Other Exceptions

See Exceptions Type 6; additionally

#UD	If VEX.W = 1,
	If VEX.L = 0 for VBROADCASTI128.

...

VPERMD — Full Doublewords Element Permutation

Opcode/ Instruction	Op/ En	64/32 -bit Mode	CPUID Feature Flag	Description
VEX.NDS.256.66.0F38.W0 36 /r VPERMD *ymm1*, *ymm2*, *ymm3/m256*	RVM	V/V	AVX2	Permute doublewords in *ymm3/m256* using indexes in *ymm2* and store the result in *ymm1*.

Instruction Operand Encoding

Op/En	Operand 1	Operand 2	Operand 3	Operand 4
RVM	ModRM:reg (w)	VEX.vvvv	ModRM:r/m (r)	NA

Description

Use the index values in each dword element of the first source operand (the second operand) to select a dword element in the second source operand (the third operand), the resultant dword value from the second source operand is copied to the destination operand (the first operand) in the corresponding position of the index element. Note that this instruction permits a doubleword in the source operand to be copied to more than one doubleword location in the destination operand.

An attempt to execute VPERMD encoded with VEX.L= 0 will cause an #UD exception.

Operation

VPERMD (VEX.256 encoded version)

```
DEST[31:0] ← (SRC2[255:0] >> (SRC1[2:0] * 32))[31:0];
DEST[63:32] ← (SRC2[255:0] >> (SRC1[34:32] * 32))[31:0];
DEST[95:64] ← (SRC2[255:0] >> (SRC1[66:64] * 32))[31:0];
DEST[127:96] ← (SRC2[255:0] >> (SRC1[98:96] * 32))[31:0];
DEST[159:128] ← (SRC2[255:0] >> (SRC1[130:128] * 32))[31:0];
DEST[191:160] ← (SRC2[255:0] >> (SRC1[162:160] * 32))[31:0];
DEST[223:192] ← (SRC2[255:0] >> (SRC1[194:192] * 32))[31:0];
DEST[255:224] ← (SRC2[255:0] >> (SRC1[226:224] * 32))[31:0];
```

Intel C/C++ Compiler Intrinsic Equivalent

VPERMD: __m256i _mm256_permutevar8x32_epi32(__m256i a, __m256i offsets);

SIMD Floating-Point Exceptions

None

Other Exceptions

See Exceptions Type 4; additionally

#UD	If VEX.L = 0 for VPERMD, If VEX.W = 1.

...

VPERMPD — Permute Double-Precision Floating-Point Elements

Opcode/ Instruction	Op/ En	64/32 -bit Mode	CPUID Feature Flag	Description
VEX.256.66.0F3A.W1 01 /r ib VPERMPD *ymm1*, *ymm2/m256*, *imm8*	RMI	V/V	AVX2	Permute double-precision floating-point elements in *ymm2/m256* using indexes in *imm8* and store the result in *ymm1*.

Instruction Operand Encoding

Op/En	Operand 1	Operand 2	Operand 3	Operand 4
RMI	ModRM:reg (w)	ModRM:r/m (r)	Imm8	NA

Description

Use two-bit index values in the immediate byte to select a double-precision floating-point element in the source operand; the resultant data from the source operand is copied to the corresponding element of the destination operand in the order of the index field. Note that this instruction permits a qword in the source operand to be copied to multiple location in the destination operand.

An attempt to execute VPERMPD encoded with VEX.L= 0 will cause an #UD exception.

Operation

VPERMPD (VEX.256 encoded version)

```
DEST[63:0] ← (SRC[255:0] >> (IMM8[1:0] * 64))[63:0];
DEST[127:64] ← (SRC[255:0] >> (IMM8[3:2] * 64))[63:0];
DEST[191:128] ← (SRC[255:0] >> (IMM8[5:4] * 64))[63:0];
DEST[255:192] ← (SRC[255:0] >> (IMM8[7:6] * 64))[63:0];
```

Intel C/C++ Compiler Intrinsic Equivalent

VPERMPD: __m256d _mm256_permute4x64_pd(__m256d a, int control) ;

SIMD Floating-Point Exceptions

None

Other Exceptions

See Exceptions Type 4; additionally

#UD	If VEX.L = 0.

...

VPERMPS — Permute Single-Precision Floating-Point Elements

Opcode/ Instruction	Op/ En	64/32 -bit Mode	CPUID Feature Flag	Description
VEX.NDS.256.66.0F38.W0 16 /r VPERMPS *ymm1, ymm2, ymm3/m256*	RVM	V/V	AVX2	Permute single-precision floating-point elements in *ymm3/m256* using indexes in *ymm2* and store the result in *ymm1*.

Instruction Operand Encoding

Op/En	Operand 1	Operand 2	Operand 3	Operand 4
RVM	ModRM:reg (w)	VEX.vvvv	ModRM:r/m (r)	NA

Description

Use the index values in each dword element of the first source operand (the second operand) to select a single-precision floating-point element in the second source operand (the third operand), the resultant data from the second source operand is copied to the destination operand (the first operand) in the corresponding position of the index element. Note that this instruction permits a doubleword in the source operand to be copied to more than one doubleword location in the destination operand.

An attempt to execute VPERMPS encoded with VEX.L= 0 will cause an #UD exception.

Operation

VPERMPS (VEX.256 encoded version)

```
DEST[31:0] ← (SRC2[255:0] >> (SRC1[2:0] * 32))[31:0];
DEST[63:32] ← (SRC2[255:0] >> (SRC1[34:32] * 32))[31:0];
DEST[95:64] ← (SRC2[255:0] >> (SRC1[66:64] * 32))[31:0];
DEST[127:96] ← (SRC2[255:0] >> (SRC1[98:96] * 32))[31:0];
DEST[159:128] ← (SRC2[255:0] >> (SRC1[130:128] * 32))[31:0];
DEST[191:160] ← (SRC2[255:0] >> (SRC1[162:160] * 32))[31:0];
DEST[223:192] ← (SRC2[255:0] >> (SRC1[194:192] * 32))[31:0];
DEST[255:224] ← (SRC2[255:0] >> (SRC1[226:224] * 32))[31:0];
```

Intel C/C++ Compiler Intrinsic Equivalent

VPERMPS: __m256i _mm256_permutevar8x32_ps(__m256 a, __m256i offsets)

SIMD Floating-Point Exceptions

None

Other Exceptions

See Exceptions Type 4; additionally

#UD	If VEX.L = 0,
	If VEX.W = 1.

...

VPERMQ — Qwords Element Permutation

Opcode/ Instruction	Op/ En	64/32 -bit Mode	CPUID Feature Flag	Description
VEX.256.66.0F3A.W1 00 /r ib VPERMQ *ymm1, ymm2/m256, imm8*	RMI	V/V	AVX2	Permute qwords in *ymm2/m256* using indexes in *imm8* and store the result in *ymm1*.

Instruction Operand Encoding

Op/En	Operand 1	Operand 2	Operand 3	Operand 4
RMI	ModRM:reg (w)	ModRM:r/m (r)	Imm8	NA

Description

Use two-bit index values in the immediate byte to select a qword element in the source operand, the resultant qword value from the source operand is copied to the corresponding element of the destination operand in the order of the index field. Note that this instruction permits a qword in the source operand to be copied to multiple locations in the destination operand.

An attempt to execute VPERMQ encoded with VEX.L= 0 will cause an #UD exception.

Operation

VPERMQ (VEX.256 encoded version)

```
DEST[63:0] ← (SRC[255:0] >> (IMM8[1:0] * 64))[63:0];
DEST[127:64] ← (SRC[255:0] >> (IMM8[3:2] * 64))[63:0];
DEST[191:128] ← (SRC[255:0] >> (IMM8[5:4] * 64))[63:0];
DEST[255:192] ← (SRC[255:0] >> (IMM8[7:6] * 64))[63:0];
```

Intel C/C++ Compiler Intrinsic Equivalent

VPERMQ: __m256i _mm256_permute4x64_epi64(__m256i a, int control)

SIMD Floating-Point Exceptions

None

Other Exceptions

See Exceptions Type 4; additionally

#UD	If VEX.L = 0.

...

VPERM2I128 — Permute Integer Values

Opcode/ Instruction	Op/ En	64/32 -bit Mode	CPUID Feature Flag	Description
VEX.NDS.256.66.0F3A.W0 46 /r ib VPERM2I128 *ymm1*, *ymm2*, *ymm3/m256*, *imm8*	RVMI	V/V	AVX2	Permute 128-bit integer data in *ymm2* and *ymm3/mem* using controls from *imm8* and store result in *ymm1*.

Instruction Operand Encoding

Op/En	Operand 1	Operand 2	Operand 3	Operand 4
RVMI	ModRM:reg (w)	VEX.vvvv	ModRM:r/m (r)	Imm8

Description

Permute 128 bit integer data from the first source operand (second operand) and second source operand (third operand) using bits in the 8-bit immediate and store results in the destination operand (first operand). The first source operand is a YMM register, the second source operand is a YMM register or a 256-bit memory location, and the destination operand is a YMM register.

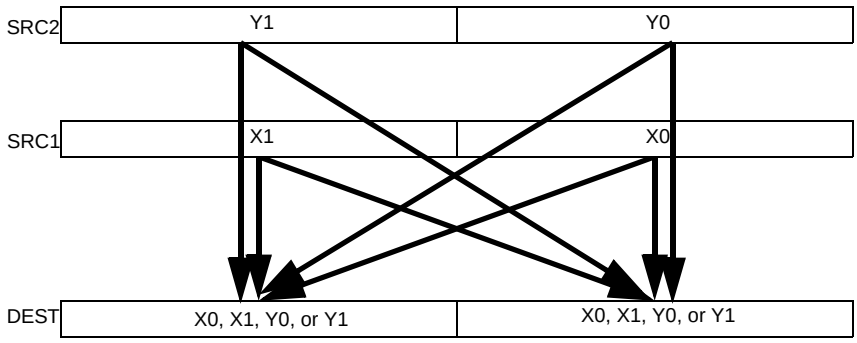

Figure 4-37 VPERM2I128 Operation

Imm8[1:0] select the source for the first destination 128-bit field, imm8[5:4] select the source for the second destination field. If imm8[3] is set, the low 128-bit field is zeroed. If imm8[7] is set, the high 128-bit field is zeroed.

VEX.L must be 1, otherwise the instruction will #UD.

Operation

VPERM2I128

```
CASE IMM8[1:0] of
0: DEST[127:0] ← SRC1[127:0]
1: DEST[127:0] ← SRC1[255:128]
2: DEST[127:0] ← SRC2[127:0]
3: DEST[127:0] ← SRC2[255:128]
ESAC
CASE IMM8[5:4] of
0: DEST[255:128] ← SRC1[127:0]
1: DEST[255:128] ← SRC1[255:128]
2: DEST[255:128] ← SRC2[127:0]
3: DEST[255:128] ← SRC2[255:128]
ESAC
IF (imm8[3])
DEST[127:0] ← 0
FI

IF (imm8[7])
DEST[255:128] ← 0
FI
```

Intel C/C++ Compiler Intrinsic Equivalent

VPERM2I128: __m256i _mm256_permute2x128_si256 (__m256i a, __m256i b, int control)

SIMD Floating-Point Exceptions

None

Other Exceptions

See Exceptions Type 6; additionally

#UD	If VEX.L = 0,
	If VEX.W = 1.

...

VPMASKMOV — Conditional SIMD Integer Packed Loads and Stores

Opcode/ Instruction	Op/ En	64/32 -bit Mode	CPUID Feature Flag	Description
VEX.NDS.128.66.0F38.W0 8C /r VPMASKMOVD *xmm1*, *xmm2*, *m128*	RVM	V/V	AVX2	Conditionally load dword values from *m128* using mask in *xmm2* and store in *xmm1*.
VEX.NDS.256.66.0F38.W0 8C /r VPMASKMOVD *ymm1*, *ymm2*, *m256*	RVM	V/V	AVX2	Conditionally load dword values from *m256* using mask in *ymm2* and store in *ymm1*.
VEX.NDS.128.66.0F38.W1 8C /r VPMASKMOVQ *xmm1*, *xmm2*, *m128*	RVM	V/V	AVX2	Conditionally load qword values from *m128* using mask in *xmm2* and store in *xmm1*.
VEX.NDS.256.66.0F38.W1 8C /r VPMASKMOVQ *ymm1*, *ymm2*, *m256*	RVM	V/V	AVX2	Conditionally load qword values from *m256* using mask in *ymm2* and store in *ymm1*.
VEX.NDS.128.66.0F38.W0 8E /r VPMASKMOVD *m128*, *xmm1*, *xmm2*	MVR	V/V	AVX2	Conditionally store dword values from *xmm2* using mask in *xmm1*.
VEX.NDS.256.66.0F38.W0 8E /r VPMASKMOVD *m256*, *ymm1*, *ymm2*	MVR	V/V	AVX2	Conditionally store dword values from *ymm2* using mask in *ymm1*.
VEX.NDS.128.66.0F38.W1 8E /r VPMASKMOVQ *m128*, *xmm1*, *xmm2*	MVR	V/V	AVX2	Conditionally store qword values from *xmm2* using mask in *xmm1*.
VEX.NDS.256.66.0F38.W1 8E /r VPMASKMOVQ *m256*, *ymm1*, *ymm2*	MVR	V/V	AVX2	Conditionally store qword values from *ymm2* using mask in *ymm1*.

Instruction Operand Encoding

Op/En	Operand 1	Operand 2	Operand 3	Operand 4
RVM	ModRM:reg (w)	VEX.vvvv	ModRM:r/m (r)	NA
MVR	ModRM:r/m (w)	VEX.vvvv	ModRM:reg (r)	NA

Description

Conditionally moves packed data elements from the second source operand into the corresponding data element of the destination operand, depending on the mask bits associated with each data element. The mask bits are specified in the first source operand.

The mask bit for each data element is the most significant bit of that element in the first source operand. If a mask is 1, the corresponding data element is copied from the second source operand to the destination operand. If the mask is 0, the corresponding data element is set to zero in the load form of these instructions, and unmodified in the store form.

The second source operand is a memory address for the load form of these instructions. The destination operand is a memory address for the store form of these instructions. The other operands are either XMM registers (for VEX.128 version) or YMM registers (for VEX.256 version).

Faults occur only due to mask-bit required memory accesses that caused the faults. Faults will not occur due to referencing any memory location if the corresponding mask bit for that memory location is 0. For example, no faults will be detected if the mask bits are all zero.

Unlike previous MASKMOV instructions (MASKMOVQ and MASKMOVDQU), a nontemporal hint is not applied to these instructions.

Instruction behavior on alignment check reporting with mask bits of less than all 1s are the same as with mask bits of all 1s.

VMASKMOV should not be used to access memory mapped I/O as the ordering of the individual loads or stores it does is implementation specific.

In cases where mask bits indicate data should not be loaded or stored paging A and D bits will be set in an implementation dependent way. However, A and D bits are always set for pages where data is actually loaded/stored.

Note: for load forms, the first source (the mask) is encoded in VEX.vvvv; the second source is encoded in rm_field, and the destination register is encoded in reg_field.

Note: for store forms, the first source (the mask) is encoded in VEX.vvvv; the second source register is encoded in reg_field, and the destination memory location is encoded in rm_field.

Operation

VPMASKMOVD - 256-bit load

DEST[31:0] ← IF (SRC1[31]) Load_32(mem) ELSE 0
DEST[63:32] ← IF (SRC1[63]) Load_32(mem + 4) ELSE 0
DEST[95:64] ← IF (SRC1[95]) Load_32(mem + 8) ELSE 0
DEST[127:96] ← IF (SRC1[127]) Load_32(mem + 12) ELSE 0
DEST[159:128] ← IF (SRC1[159]) Load_32(mem + 16) ELSE 0
DEST[191:160] ← IF (SRC1[191]) Load_32(mem + 20) ELSE 0
DEST[223:192] ← IF (SRC1[223]) Load_32(mem + 24) ELSE 0
DEST[255:224] ← IF (SRC1[255]) Load_32(mem + 28) ELSE 0

VPMASKMOVD -128-bit load

DEST[31:0] ← IF (SRC1[31]) Load_32(mem) ELSE 0
DEST[63:32] ← IF (SRC1[63]) Load_32(mem + 4) ELSE 0
DEST[95:64] ← IF (SRC1[95]) Load_32(mem + 8) ELSE 0
DEST[127:97] ← IF (SRC1[127]) Load_32(mem + 12) ELSE 0
DEST[VLMAX-1:128] ← 0

VPMASKMOVQ - 256-bit load

DEST[63:0] ← IF (SRC1[63]) Load_64(mem) ELSE 0
DEST[127:64] ← IF (SRC1[127]) Load_64(mem + 8) ELSE 0
DEST[195:128] ← IF (SRC1[191]) Load_64(mem + 16) ELSE 0
DEST[255:196] ← IF (SRC1[255]) Load_64(mem + 24) ELSE 0

VPMASKMOVQ - 128-bit load

DEST[63:0] ← IF (SRC1[63]) Load_64(mem) ELSE 0
DEST[127:64] ← IF (SRC1[127]) Load_64(mem + 16) ELSE 0
DEST[VLMAX-1:128] ← 0

VPMASKMOVD - 256-bit store

IF (SRC1[31]) DEST[31:0] ← SRC2[31:0]
IF (SRC1[63]) DEST[63:32] ← SRC2[63:32]
IF (SRC1[95]) DEST[95:64] ← SRC2[95:64]
IF (SRC1[127]) DEST[127:96] ← SRC2[127:96]
IF (SRC1[159]) DEST[159:128] ←SRC2[159:128]

IF (SRC1[191]) DEST[191:160] ← SRC2[191:160]
IF (SRC1[223]) DEST[223:192] ← SRC2[223:192]
IF (SRC1[255]) DEST[255:224] ← SRC2[255:224]

VPMASKMOVD - 128-bit store
IF (SRC1[31]) DEST[31:0] ← SRC2[31:0]
IF (SRC1[63]) DEST[63:32] ← SRC2[63:32]
IF (SRC1[95]) DEST[95:64] ← SRC2[95:64]
IF (SRC1[127]) DEST[127:96] ← SRC2[127:96]

VPMASKMOVQ - 256-bit store
IF (SRC1[63]) DEST[63:0] ← SRC2[63:0]
IF (SRC1[127]) DEST[127:64] ←SRC2[127:64]
IF (SRC1[191]) DEST[191:128] ← SRC2[191:128]
IF (SRC1[255]) DEST[255:192] ← SRC2[255:192]

VPMASKMOVQ - 128-bit store
IF (SRC1[63]) DEST[63:0] ← SRC2[63:0]
IF (SRC1[127]) DEST[127:64] ←SRC2[127:64]

Intel C/C++ Compiler Intrinsic Equivalent

V**P**MASKMOVD: __m256i _mm256_maskload_epi32(int const *a, __m256i mask)

V**P**MASKMOVD: void _mm256_maskstore_epi32(int *a, __m256i mask, __m256i b)

V**P**MASKMOVQ: __m256i _mm256_maskload_epi64(__int64 const *a, __m256i mask);

V**P**MASKMOVQ: void _mm256_maskstore_epi64(__int64 *a, __m256i mask, __m256d b);

V**P**MASKMOVD: __m128i _mm_maskload_epi32(int const *a, __m128i mask)

V**P**MASKMOVD: void _mm_maskstore_epi32(int *a, __m128i mask, __m128 b)

V**P**MASKMOVQ: __m128i _mm_maskload_epi64(__int cont *a, __m128i mask);

V**P**MASKMOVQ: void _mm_maskstore_epi64(__int64 *a, __m128i mask, __m128i b);

SIMD Floating-Point Exceptions

None

Other Exceptions

See Exceptions Type 6 (No AC# reported for any mask bit combinations).

...

VPSLLVD/VPSLLVQ — Variable Bit Shift Left Logical

Opcode/ Instruction	Op/ En	64/32 -bit Mode	CPUID Feature Flag	Description
VEX.NDS.128.66.0F38.W0 47 /r VPSLLVD *xmm1*, *xmm2*, *xmm3/m128*	RVM	V/V	AVX2	Shift bits in doublewords in *xmm2* left by amount specified in the corresponding element of *xmm3/m128* while shifting in 0s.
VEX.NDS.128.66.0F38.W1 47 /r VPSLLVQ *xmm1*, *xmm2*, *xmm3/m128*	RVM	V/V	AVX2	Shift bits in quadwords in *xmm2* left by amount specified in the corresponding element of *xmm3/m128* while shifting in 0s.
VEX.NDS.256.66.0F38.W0 47 /r VPSLLVD *ymm1*, *ymm2*, *ymm3/m256*	RVM	V/V	AVX2	Shift bits in doublewords in *ymm2* left by amount specified in the corresponding element of *ymm3/m256* while shifting in 0s.
VEX.NDS.256.66.0F38.W1 47 /r VPSLLVQ *ymm1*, *ymm2*, *ymm3/m256*	RVM	V/V	AVX2	Shift bits in quadwords in *ymm2* left by amount specified in the corresponding element of *ymm3/m256* while shifting in 0s.

Instruction Operand Encoding

Op/En	Operand 1	Operand 2	Operand 3	Operand 4
RVM	ModRM:reg (w)	VEX.vvvv	ModRM:r/m (r)	NA

Description

Shifts the bits in the individual data elements (doublewords, or quadword) in the first source operand to the left by the count value of respective data elements in the second source operand. As the bits in the data elements are shifted left, the empty low-order bits are cleared (set to 0).

The count values are specified individually in each data element of the second source operand. If the unsigned integer value specified in the respective data element of the second source operand is greater than 31 (for doublewords), or 63 (for a quadword), then the destination data element are written with 0.

VEX.128 encoded version: The destination and first source operands are XMM registers. The count operand can be either an XMM register or a 128-bit memory location. Bits (VLMAX-1:128) of the corresponding YMM register are zeroed.

VEX.256 encoded version: The destination and first source operands are YMM registers. The count operand can be either an YMM register or a 256-bit memory location.

Operation

VPSLLVD (VEX.128 version)

```
COUNT_0 ← SRC2[31 : 0]
    (* Repeat Each COUNT_i for the 2nd through 4th dwords of SRC2*)
COUNT_3 ← SRC2[127 : 96];
IF COUNT_0 < 32 THEN
DEST[31:0] ← ZeroExtend(SRC1[31:0] << COUNT_0);
ELSE
DEST[31:0] ← 0;
    (* Repeat shift operation for 2nd through 4th dwords *)
IF COUNT_3 < 32 THEN
DEST[127:96] ← ZeroExtend(SRC1[127:96] << COUNT_3);
ELSE
```

```
DEST[127:96] ← 0;
DEST[VLMAX-1:128] ← 0;
```

VPSLLVD (VEX.256 version)

```
COUNT_0 ← SRC2[31 : 0];
    (* Repeat Each COUNT_i for the 2nd through 7th dwords of SRC2*)
COUNT_7 ← SRC2[255 : 224];
IF COUNT_0 < 32 THEN
DEST[31:0] ← ZeroExtend(SRC1[31:0] << COUNT_0);
ELSE
DEST[31:0] ← 0;
    (* Repeat shift operation for 2nd through 7th dwords *)
IF COUNT_7 < 32 THEN
DEST[255:224] ← ZeroExtend(SRC1[255:224] << COUNT_7);
ELSE
DEST[255:224] ← 0;
```

VPSLLVQ (VEX.128 version)

```
COUNT_0 ← SRC2[63 : 0];
COUNT_1 ← SRC2[127 : 64];
IF COUNT_0 < 64THEN
DEST[63:0] ← ZeroExtend(SRC1[63:0] << COUNT_0);
ELSE
DEST[63:0] ← 0;
IF COUNT_1 < 64 THEN
DEST[127:64] ← ZeroExtend(SRC1[127:64] << COUNT_1);
ELSE
DEST[127:96] ← 0;
DEST[VLMAX-1:128] ← 0;
```

VPSLLVQ (VEX.256 version)

```
COUNT_0 ← SRC2[5 : 0];
    (* Repeat Each COUNT_i for the 2nd through 4th dwords of SRC2*)
COUNT_3 ← SRC2[197 : 192];
IF COUNT_0 < 64THEN
DEST[63:0] ← ZeroExtend(SRC1[63:0] << COUNT_0);
ELSE
DEST[63:0] ← 0;
    (* Repeat shift operation for 2nd through 4th dwords *)
IF COUNT_3 < 64 THEN
DEST[255:192] ← ZeroExtend(SRC1[255:192] << COUNT_3);
ELSE
DEST[255:192] ← 0;
```

Intel C/C++ Compiler Intrinsic Equivalent

VPSLLVD: __m256i _mm256_sllv_epi32 (__m256i m, __m256i count)

VPSLLVD: __m128i _mm_sllv_epi32 (__m128i m, __m128i count)

VPSLLVQ: __m256i _mm256_sllv_epi64 (__m256i m, __m256i count)

VPSLLVQ: __m128i _mm_sllv_epi64 (__m128i m, __m128i count)

SIMD Floating-Point Exceptions

None

Other Exceptions

See Exceptions Type 4

...

VPSRAVD — Variable Bit Shift Right Arithmetic

Opcode/ Instruction	Op/ En	64/32 -bit Mode	CPUID Feature Flag	Description
VEX.NDS.128.66.0F38.W0 46 /r VPSRAVD *xmm1*, *xmm2*, *xmm3/m128*	RVM	V/V	AVX2	Shift bits in doublewords in *xmm2* right by amount specified in the corresponding element of *xmm3/m128* while shifting in the sign bits.
VEX.NDS.256.66.0F38.W0 46 /r VPSRAVD *ymm1*, *ymm2*, *ymm3/m256*	RVM	V/V	AVX2	Shift bits in doublewords in *ymm2* right by amount specified in the corresponding element of *ymm3/m256* while shifting in the sign bits.

Instruction Operand Encoding

Op/En	Operand 1	Operand 2	Operand 3	Operand 4
RVM	ModRM:reg (w)	VEX.vvvv	ModRM:r/m (r)	NA

Description

Shifts the bits in the individual doubleword data elements in the first source operand to the right by the count value of respective data elements in the second source operand. As the bits in each data element are shifted right, the empty high-order bits are filled with the sign bit of the source element.

The count values are specified individually in each data element of the second source operand. If the unsigned integer value specified in the respective data element of the second source operand is greater than 31, then the destination data element are filled with the corresponding sign bit of the source element.

VEX.128 encoded version: The destination and first source operands are XMM registers. The count operand can be either an XMM register or a 128-bit memory location. Bits (VLMAX-1:128) of the corresponding YMM register are zeroed.

VEX.256 encoded version: The destination and first source operands are YMM registers. The count operand can be either an YMM register or a 256-bit memory location.

Operation

VPSRAVD (VEX.128 version)

```
COUNT_0 ← SRC2[31: 0]
    (* Repeat Each COUNT_i for the 2nd through 4th dwords of SRC2*)
COUNT_3 ← SRC2[127 : 112];
IF COUNT_0 < 32 THEN
    DEST[31:0] ← SignExtend(SRC1[31:0] >> COUNT_0);
ELSE
    For (i = 0 to 31) DEST[i + 0] ← (SRC1[31] );
FI;
    (* Repeat shift operation for 2nd through 4th dwords *)
IF COUNT_3 < 32 THEN
    DEST[127:96] ← SignExtend(SRC1[127:96] >> COUNT_3);
ELSE
    For (i = 0 to 31) DEST[i + 96] ← (SRC1[127] );
FI;
DEST[VLMAX-1:128] ← 0;
```

VPSRAVD (VEX.256 version)

```
COUNT_0 ← SRC2[31 : 0];
    (* Repeat Each COUNT_i for the 2nd through 7th dwords of SRC2*)
COUNT_7 ← SRC2[255 : 224];
IF COUNT_0 < 32 THEN
    DEST[31:0] ← SignExtend(SRC1[31:0] >> COUNT_0);
ELSE
    For (i = 0 to 31) DEST[i + 0] ← (SRC1[31] );
FI;
    (* Repeat shift operation for 2nd through 7th dwords *)
IF COUNT_7 < 32 THEN
    DEST[255:224] ← SignExtend(SRC1[255:224] >> COUNT_7);
ELSE
    For (i = 0 to 31) DEST[i + 224] ← (SRC1[255] );
FI;
```

Intel C/C++ Compiler Intrinsic Equivalent

VPSRAVD: __m256i _mm256_srav_epi32 (__m256i m, __m256i count)

VPSRAVD: __m128i _mm_srav_epi32 (__m128i m, __m128i count)

SIMD Floating-Point Exceptions

None

Other Exceptions

See Exceptions Type 4; additionally

#UD	If VEX.W = 1.

...

VPSRLVD/VPSRLVQ — Variable Bit Shift Right Logical

Opcode/ Instruction	Op/ EN	64/32 -bit Mode	CPUID Feature Flag	Description
VEX.NDS.128.66.0F38.W0 45 /r VPSRLVD *xmm1*, *xmm2*, *xmm3/m128*	RVM	V/V	AVX2	Shift bits in doublewords in *xmm2* right by amount specified in the corresponding element of *xmm3/m128* while shifting in 0s.
VEX.NDS.128.66.0F38.W1 45 /r VPSRLVQ *xmm1*, *xmm2*, *xmm3/m128*	RVM	V/V	AVX2	Shift bits in quadwords in *xmm2* right by amount specified in the corresponding element of *xmm3/m128* while shifting in 0s.
VEX.NDS.256.66.0F38.W0 45 /r VPSRLVD *ymm1*, *ymm2*, *ymm3/m256*	RVM	V/V	AVX2	Shift bits in doublewords in *ymm2* right by amount specified in the corresponding element of *ymm3/m256* while shifting in 0s.
VEX.NDS.256.66.0F38.W1 45 /r VPSRLVQ *ymm1*, *ymm2*, *ymm3/m256*	RVM	V/V	AVX2	Shift bits in quadwords in *ymm2* right by amount specified in the corresponding element of *ymm3/m256* while shifting in 0s.

Instruction Operand Encoding

Op/En	Operand 1	Operand 2	Operand 3	Operand 4
RVM	ModRM:reg (w)	VEX.vvvv	ModRM:r/m (r)	NA

Description

Shifts the bits in the individual data elements (doublewords, or quadword) in the first source operand to the right by the count value of respective data elements in the second source operand. As the bits in the data elements are shifted right, the empty high-order bits are cleared (set to 0).

The count values are specified individually in each data element of the second source operand. If the unsigned integer value specified in the respective data element of the second source operand is greater than 31 (for doublewords), or 63 (for a quadword), then the destination data element are written with 0.

VEX.128 encoded version: The destination and first source operands are XMM registers. The count operand can be either an XMM register or a 128-bit memory location. Bits (VLMAX-1:128) of the corresponding YMM register are zeroed.

VEX.256 encoded version: The destination and first source operands are YMM registers. The count operand can be either an YMM register or a 256-bit memory location.

Operation

VPSRLVD (VEX.128 version)

```
COUNT_0 ← SRC2[31 : 0]
    (* Repeat Each COUNT_i for the 2nd through 4th dwords of SRC2*)
COUNT_3 ← SRC2[127 : 96];
IF COUNT_0 < 32 THEN
DEST[31:0] ← ZeroExtend(SRC1[31:0] >> COUNT_0);
ELSE
DEST[31:0] ← 0;
    (* Repeat shift operation for 2nd through 4th dwords *)
IF COUNT_3 < 32 THEN
DEST[127:96] ← ZeroExtend(SRC1[127:96] >> COUNT_3);
ELSE
```

```
DEST[127:96] ← 0;
DEST[VLMAX-1:128] ← 0;
```

VPSRLVD (VEX.256 version)

```
COUNT_0 ← SRC2[31 : 0];
    (* Repeat Each COUNT_i for the 2nd through 7th dwords of SRC2*)
COUNT_7 ← SRC2[255 : 224];
IF COUNT_0 < 32 THEN
DEST[31:0] ← ZeroExtend(SRC1[31:0] >> COUNT_0);
ELSE
DEST[31:0] ← 0;
    (* Repeat shift operation for 2nd through 7th dwords *)
IF COUNT_7 < 32 THEN
DEST[255:224] ← ZeroExtend(SRC1[255:224] >> COUNT_7);
ELSE
DEST[255:224] ← 0;
```

VPSRLVQ (VEX.128 version)

```
COUNT_0 ← SRC2[63 : 0];
COUNT_1 ← SRC2[127 : 64];
IF COUNT_0 < 64 THEN
DEST[63:0] ← ZeroExtend(SRC1[63:0] >> COUNT_0);
ELSE
DEST[63:0] ← 0;
IF COUNT_1 < 64THEN
DEST[127:64] ← ZeroExtend(SRC1[127:64] >> COUNT_1);
ELSE
DEST[127:64] ← 0;
DEST[VLMAX-1:128] ← 0;
```

VPSRLVQ (VEX.256 version)

```
COUNT_0 ← SRC2[63 : 0];
    (* Repeat Each COUNT_i for the 2nd through 4th dwords of SRC2*)
COUNT_3 ← SRC2[255 : 192];
IF COUNT_0 < 64 THEN
DEST[63:0] ← ZeroExtend(SRC1[63:0] >> COUNT_0);
ELSE
DEST[63:0] ← 0;
    (* Repeat shift operation for 2nd through 4th dwords *)
IF COUNT_3 < 64THEN
DEST[255:192] ← ZeroExtend(SRC1[255:192] >> COUNT_3);
ELSE
DEST[255:192] ← 0;
```

Intel C/C++ Compiler Intrinsic Equivalent

VPSRLVD: __m256i _mm256_srlv_epi32 (__m256i m, __m256i count);

VPSRLVD: __m128i _mm_srlv_epi32 (__m128i m, __m128i count);

VPSRLVQ: __m256i _mm256_srlv_epi64 (__m256i m, __m256i count);

VPSRLVQ: __m128i _mm_srlv_epi64 (__m128i m, __m128i count);

SIMD Floating-Point Exceptions

None

Other Exceptions

See Exceptions Type 4

…

XACQUIRE/XRELEASE — Hardware Lock Elision Prefix Hints

Opcode/Instruction	64/32bit Mode Support	CPUID Feature Flag	Description
F2 XACQUIRE	V/V	HLE[1]	A hint used with an “XACQUIRE-enabled“ instruction to start lock elision on the instruction memory operand address.
F3 XRELEASE	V/V	HLE	A hint used with an “XRELEASE-enabled“ instruction to end lock elision on the instruction memory operand address.

NOTES:

1. Software is not required to check the HLE feature flag to use XACQUIRE or XRELEASE, as they are treated as regular prefix if HLE feature flag reports 0.

Description

The XACQUIRE prefix is a hint to start lock elision on the memory address specified by the instruction and the XRELEASE prefix is a hint to end lock elision on the memory address specified by the instruction.

The XACQUIRE prefix hint can only be used with the following instructions (these instructions are also referred to as XACQUIRE-enabled when used with the XACQUIRE prefix):

- Instructions with an explicit LOCK prefix (F0H) prepended to forms of the instruction where the destination operand is a memory operand: ADD, ADC, AND, BTC, BTR, BTS, CMPXCHG, CMPXCHG8B, DEC, INC, NEG, NOT, OR, SBB, SUB, XOR, XADD, and XCHG.
- The XCHG instruction either with or without the presence of the LOCK prefix.

The XRELEASE prefix hint can only be used with the following instructions (also referred to as XRELEASE-enabled when used with the XRELEASE prefix):

- Instructions with an explicit LOCK prefix (F0H) prepended to forms of the instruction where the destination operand is a memory operand: ADD, ADC, AND, BTC, BTR, BTS, CMPXCHG, CMPXCHG8B, DEC, INC, NEG, NOT, OR, SBB, SUB, XOR, XADD, and XCHG.
- The XCHG instruction either with or without the presence of the LOCK prefix.
- The "MOV mem, reg" (Opcode 88H/89H) and "MOV mem, imm" (Opcode C6H/C7H) instructions. In these cases, the XRELEASE is recognized without the presence of the LOCK prefix.

The lock variables must satisfy the guidelines described in *Intel® 64 and IA-32 Architectures Software Developer’s Manual, Volume 1*, Section 14.3.3, for elision to be successful, otherwise an HLE abort may be signaled.

If an encoded byte sequence that meets XACQUIRE/XRELEASE requirements includes both prefixes, then the HLE semantic is determined by the prefix byte that is placed closest to the instruction opcode. For example, an F3F2C6 will not be treated as a XRELEASE-enabled instruction since the F2H (XACQUIRE) is closest to the instruction opcode C6. Similarly, an F2F3F0 prefixed instruction will be treated as a XRELEASE-enabled instruction since F3H (XRELEASE) is closest to the instruction opcode.

Intel 64 and IA-32 Compatibility

The effect of the XACQUIRE/XRELEASE prefix hint is the same in non-64-bit modes and in 64-bit mode.

For instructions that do not support the XACQUIRE hint, the presence of the F2H prefix behaves the same way as prior hardware, according to

- REPNE/REPNZ semantics for string instructions,
- Serve as SIMD prefix for legacy SIMD instructions operating on XMM register
- Cause #UD if prepending the VEX prefix.
- Undefined for non-string instructions or other situations.

For instructions that do not support the XRELEASE hint, the presence of the F3H prefix behaves the same way as in prior hardware, according to

- REP/REPE/REPZ semantics for string instructions,
- Serve as SIMD prefix for legacy SIMD instructions operating on XMM register
- Cause #UD if prepending the VEX prefix.
- Undefined for non-string instructions or other situations.

Operation

XACQUIRE

```
IF XACQUIRE-enabled instruction
    THEN
        IF (HLE_NEST_COUNT < MAX_HLE_NEST_COUNT) THEN
            HLE_NEST_COUNT++
            IF (HLE_NEST_COUNT = 1) THEN
                HLE_ACTIVE ← 1
                IF 64-bit mode
                    THEN
                        restartRIP ← instruction pointer of the XACQUIRE-enabled instruction
                    ELSE
                        restartEIP ← instruction pointer of the XACQUIRE-enabled instruction
                FI;
                Enter HLE Execution (* record register state, start tracking memory state *)
            FI; (* HLE_NEST_COUNT = 1*)
            IF ElisionBufferAvailable
                THEN
                    Allocate elision buffer
                    Record address and data for forwarding and commit checking
                    Perform elision
                ELSE
                    Perform lock acquire operation transactionally but without elision
            FI;
        ELSE (* HLE_NEST_COUNT = MAX_HLE_NEST_COUNT *)
                GOTO HLE_ABORT_PROCESSING
        FI;
    ELSE
        Treat instruction as non-XACQUIRE F2H prefixed legacy instruction
FI;
```

XRELEASE

```
IF XRELEASE-enabled instruction
    THEN
        IF (HLE_NEST_COUNT > 0)
            THEN
                HLE_NEST_COUNT--
                IF lock address matches in elision buffer THEN
                    IF lock satisfies address and value requirements THEN
                        Deallocate elision buffer
                    ELSE
```

```
                    GOTO HLE_ABORT_PROCESSING
                FI;
            FI;
            IF (HLE_NEST_COUNT = 0)
                THEN
                    IF NoAllocatedElisionBuffer
                        THEN
                            Try to commit transactional execution
                            IF fail to commit transactional execution
                                THEN
                                    GOTO HLE_ABORT_PROCESSING;
                                ELSE (* commit success *)
                                    HLE_ACTIVE ← 0
                            FI;
                        ELSE
                            GOTO HLE_ABORT_PROCESSING
                    FI;
            FI;
        FI; (* HLE_NEST_COUNT > 0 *)
    ELSE
        Treat instruction as non-XRELEASE F3H prefixed legacy instruction
FI;

(* For any HLE abort condition encountered during HLE execution *)
HLE_ABORT_PROCESSING:
    HLE_ACTIVE ← 0
    HLE_NEST_COUNT ← 0
    Restore architectural register state
    Discard memory updates performed in transaction
    Free any allocated lock elision buffers
    IF 64-bit mode
        THEN
            RIP ← restartRIP
        ELSE
            EIP ← restartEIP
    FI;
    Execute and retire instruction at RIP (or EIP) and ignore any HLE hint
END
```

SIMD Floating-Point Exceptions

None

Other Exceptions

#GP(0)	If the use of prefix causes instruction length to exceed 15 bytes.

...

XABORT — Transactional Abort

Opcode/Instruction	Op/ En	64/32bit Mode Support	CPUID Feature Flag	Description
C6 F8 ib XABORT imm8	A	V/V	RTM	Causes an RTM abort if in RTM execution

Instruction Operand Encoding

Op/En	Operand 1	Operand2	Operand3	Operand4
A	imm8	NA	NA	NA

Description

XABORT forces an RTM abort. Following an RTM abort, the logical processor resumes execution at the fallback address computed through the outermost XBEGIN instruction. The EAX register is updated to reflect an XABORT instruction caused the abort, and the imm8 argument will be provided in bits 31:24 of EAX.

Operation

XABORT

```
IF RTM_ACTIVE = 0
    THEN
        Treat as NOP;
    ELSE
        GOTO RTM_ABORT_PROCESSING;
FI;

(* For any RTM abort condition encountered during RTM execution *)
RTM_ABORT_PROCESSING:
    Restore architectural register state;
    Discard memory updates performed in transaction;
    Update EAX with status and XABORT argument;
    RTM_NEST_COUNT ← 0;
    RTM_ACTIVE ← 0;
    IF 64-bit Mode
        THEN
            RIP ← fallbackRIP;
        ELSE
            EIP ← fallbackEIP;
    FI;
END
```

Flags Affected

None

Intel C/C++ Compiler Intrinsic Equivalent

XABORT: void _xabort(unsigned int);

SIMD Floating-Point Exceptions

None

Other Exceptions

#UD	CPUID.(EAX=7, ECX=0):RTM[bit 11] = 0. If LOCK prefix is used.

...

XBEGIN — Transactional Begin

Opcode/Instruction	Op/ En	64/32bit Mode Support	CPUID Feature Flag	Description
C7 F8 XBEGIN rel16	A	V/V	RTM	Specifies the start of an RTM region. Provides a 16-bit relative offset to compute the address of the fallback instruction address at which execution resumes following an RTM abort.
C7 F8 XBEGIN rel32	A	V/V	RTM	Specifies the start of an RTM region. Provides a 32-bit relative offset to compute the address of the fallback instruction address at which execution resumes following an RTM abort.

Instruction Operand Encoding

Op/En	Operand 1	Operand2	Operand3	Operand4
A	Offset	NA	NA	NA

Description

The XBEGIN instruction specifies the start of an RTM code region. If the logical processor was not already in transactional execution, then the XBEGIN instruction causes the logical processor to transition into transactional execution. The XBEGIN instruction that transitions the logical processor into transactional execution is referred to as the outermost XBEGIN instruction. The instruction also specifies a relative offset to compute the address of the fallback code path following a transactional abort.

On an RTM abort, the logical processor discards all architectural register and memory updates performed during the RTM execution and restores architectural state to that corresponding to the outermost XBEGIN instruction. The fallback address following an abort is computed from the outermost XBEGIN instruction.

Operation

XBEGIN

```
IF RTM_NEST_COUNT < MAX_RTM_NEST_COUNT
    THEN
        RTM_NEST_COUNT++
        IF RTM_NEST_COUNT = 1 THEN
            IF 64-bit Mode
                THEN
                        fallbackRIP ← RIP + SignExtend64(IMM)
                                    (* RIP is instruction following XBEGIN instruction *)
                    ELSE
                        fallbackEIP ← EIP + SignExtend32(IMM)
                                    (* EIP is instruction following XBEGIN instruction *)
            FI;

            IF (64-bit mode)
                THEN IF (fallbackRIP is not canonical)
                    THEN #GP(0)
                FI;
                ELSE IF (fallbackEIP outside code segment limit)
                    THEN #GP(0)
                FI;
```

```
                FI;

                RTM_ACTIVE ← 1
                Enter RTM Execution (* record register state, start tracking memory state*)
            FI; (* RTM_NEST_COUNT = 1 *)
        ELSE (* RTM_NEST_COUNT = MAX_RTM_NEST_COUNT *)
            GOTO RTM_ABORT_PROCESSING
FI;

(* For any RTM abort condition encountered during RTM execution *)
RTM_ABORT_PROCESSING:
    Restore architectural register state
    Discard memory updates performed in transaction
    Update EAX with status
    RTM_NEST_COUNT ← 0
    RTM_ACTIVE ← 0
    IF 64-bit mode
        THEN
            RIP ← fallbackRIP
        ELSE
            EIP ← fallbackEIP
    FI;
END
```

Flags Affected

None

Intel C/C++ Compiler Intrinsic Equivalent

XBEGIN: unsigned int _xbegin(void);

SIMD Floating-Point Exceptions

None

Protected Mode Exceptions

#UD	CPUID.(EAX=7, ECX=0):RTM[bit 11]=0. If LOCK prefix is used.
#GP(0)	If the fallback address is outside the CS segment.

Real-Address Mode Exceptions

#GP(0)	If the fallback address is outside the address space 0000H and FFFFH.
#UD	CPUID.(EAX=7, ECX=0):RTM[bit 11]=0. If LOCK prefix is used.

Virtual-8086 Mode Exceptions

#GP(0)	If the fallback address is outside the address space 0000H and FFFFH.
#UD	CPUID.(EAX=7, ECX=0):RTM[bit 11]=0. If LOCK prefix is used.

Compatibility Mode Exceptions

Same exceptions as in protected mode.

64-bit Mode Exceptions

#UD	CPUID.(EAX=7, ECX=0):RTM[bit 11] = 0.
	If LOCK prefix is used.
#GP(0)	If the fallback address is non-canonical.

...

XEND — Transactional End

Opcode/Instruction	Op/ En	64/32bit Mode Support	CPUID Feature Flag	Description
0F 01 D5 XEND	A	V/V	RTM	Specifies the end of an RTM code region.

Instruction Operand Encoding

Op/En	Operand 1	Operand2	Operand3	Operand4
A	NA	NA	NA	NA

Description

The instruction marks the end of an RTM code region. If this corresponds to the outermost scope (that is, including this XEND instruction, the number of XBEGIN instructions is the same as number of XEND instructions), the logical processor will attempt to commit the logical processor state atomically. If the commit fails, the logical processor will rollback all architectural register and memory updates performed during the RTM execution. The logical processor will resume execution at the fallback address computed from the outermost XBEGIN instruction. The EAX register is updated to reflect RTM abort information.

XEND executed outside a transactional region will cause a #GP (General Protection Fault).

Operation

```
XEND
IF (RTM_ACTIVE = 0) THEN
    SIGNAL #GP
ELSE
    RTM_NEST_COUNT--
    IF (RTM_NEST_COUNT = 0) THEN
        Try to commit transaction
        IF fail to commit transactional execution
            THEN
                GOTO RTM_ABORT_PROCESSING;
            ELSE (* commit success *)
                RTM_ACTIVE ← 0
        FI;
    FI;
FI;

(* For any RTM abort condition encountered during RTM execution *)
RTM_ABORT_PROCESSING:
    Restore architectural register state
    Discard memory updates performed in transaction
    Update EAX with status
    RTM_NEST_COUNT ← 0
    RTM_ACTIVE ← 0
    IF 64-bit Mode
        THEN
            RIP ← fallbackRIP
```

```
        ELSE
            EIP ← fallbackEIP
    FI;
END
```

Flags Affected

None

Intel C/C++ Compiler Intrinsic Equivalent

XEND: void _xend(void);

SIMD Floating-Point Exceptions

None

Other Exceptions

#UD	CPUID.(EAX=7, ECX=0):RTM[bit 11] = 0.
	If LOCK or 66H or F2H or F3H prefix is used.
#GP(0)	If RTM_ACTIVE = 0.

...

XTEST — Test If In Transactional Execution

Opcode/Instruction	Op/ En	64/32bit Mode Support	CPUID Feature Flag	Description
0F 01 D6 XTEST	A	V/V	HLE or RTM	Test if executing in a transactional region

Instruction Operand Encoding

Op/En	Operand 1	Operand2	Operand3	Operand4
A	NA	NA	NA	NA

Description

The XTEST instruction queries the transactional execution status. If the instruction executes inside a transactionally executing RTM region or a transactionally executing HLE region, then the ZF flag is cleared, else it is set.

Operation

XTEST

```
IF (RTM_ACTIVE = 1 OR HLE_ACTIVE = 1)
    THEN
        ZF ← 0
    ELSE
        ZF ← 1
FI;
```

Flags Affected

The ZF flag is cleared if the instruction is executed transactionally; otherwise it is set to 1. The CF, OF, SF, PF, and AF, flags are cleared.

Intel C/C++ Compiler Intrinsic Equivalent

XTEST: int _xtest(void);

SIMD Floating-Point Exceptions

None

Other Exceptions

#UD	CPUID.(EAX=7, ECX=0):HLE[bit 4] = 0 and CPUID.(EAX=7, ECX=0):RTM[bit 11] = 0. If LOCK or 66H or F2H or F3H prefix is used.

...

9. Updates to Chapter 1, Volume 3A

Change bars show changes to Chapter 1 of the *Intel® 64 and IA-32 Architectures Software Developer's Manual, Volume 3A:* System Programming Guide, Part 1.

...

1.1 INTEL® 64 AND IA-32 PROCESSORS COVERED IN THIS MANUAL

This manual set includes information pertaining primarily to the most recent Intel 64 and IA-32 processors, which include:

- Pentium® processors
- P6 family processors
- Pentium® 4 processors
- Pentium® M processors
- Intel® Xeon® processors
- Pentium® D processors
- Pentium® processor Extreme Editions
- 64-bit Intel® Xeon® processors
- Intel® Core™ Duo processor
- Intel® Core™ Solo processor
- Dual-Core Intel® Xeon® processor LV
- Intel® Core™2 Duo processor
- Intel® Core™2 Quad processor Q6000 series
- Intel® Xeon® processor 3000, 3200 series
- Intel® Xeon® processor 5000 series
- Intel® Xeon® processor 5100, 5300 series
- Intel® Core™2 Extreme processor X7000 and X6800 series
- Intel® Core™2 Extreme QX6000 series
- Intel® Xeon® processor 7100 series
- Intel® Pentium® Dual-Core processor
- Intel® Xeon® processor 7200, 7300 series
- Intel® Core™2 Extreme QX9000 series
- Intel® Xeon® processor 5200, 5400, 7400 series
- Intel® Core™2 Extreme processor QX9000 and X9000 series
- Intel® Core™2 Quad processor Q9000 series
- Intel® Core™2 Duo processor E8000, T9000 series
- Intel® Atom™ processor family
- Intel® Core™ i7 processor
- Intel® Core™ i5 processor
- Intel® Xeon® processor E7-8800/4800/2800 product families

- Intel® Xeon® processor E5 family
- Intel® Xeon® processor E3-1200 product family
- Intel® Core™ i7-3930K processor
- 2nd generation Intel® Core™ i7-2xxx, Intel® Core™ i5-2xxx, Intel® Core™ i3-2xxx processor series
- Intel® Xeon® processor E3-1200 v2 product family
- 3rd generation Intel® Core™ processors
- Intel® Xeon® processor E3-1200 v3 product family
- 4th generation Intel® Core™ processors

P6 family processors are IA-32 processors based on the P6 family microarchitecture. This includes the Pentium® Pro, Pentium® II, Pentium® III, and Pentium® III Xeon® processors.

The Pentium® 4, Pentium® D, and Pentium® processor Extreme Editions are based on the Intel NetBurst® microarchitecture. Most early Intel® Xeon® processors are based on the Intel NetBurst® microarchitecture. Intel Xeon processor 5000, 7100 series are based on the Intel NetBurst® microarchitecture.

The Intel® Core™ Duo, Intel® Core™ Solo and dual-core Intel® Xeon® processor LV are based on an improved Pentium® M processor microarchitecture.

The Intel® Xeon® processor 3000, 3200, 5100, 5300, 7200, and 7300 series, Intel® Pentium® dual-core, Intel® Core™2 Duo, Intel® Core™2 Quad and Intel® Core™2 Extreme processors are based on Intel® Core™ microarchitecture.

The Intel® Xeon® processor 5200, 5400, 7400 series, Intel® Core™2 Quad processor Q9000 series, and Intel® Core™2 Extreme processors QX9000, X9000 series, Intel® Core™2 processor E8000 series are based on Enhanced Intel® Core™ microarchitecture.

The Intel® Atom™ processor family is based on the Intel® Atom™ microarchitecture and supports Intel 64 architecture.

The Intel® Core™ i7 processor and Intel® Xeon® processor 3400, 5500, 7500 series are based on 45 nm Intel® microarchitecture code name Nehalem. Intel® microarchitecture code name Westmere is a 32nm version of Intel® microarchitecture code name Nehalem. Intel® Xeon® processor 5600 series, Intel Xeon processor E7 and various Intel Core i7, i5, i3 processors are based on Intel® microarchitecture code name Westmere. These processors support Intel 64 architecture.

The Intel® Xeon® processor E5 family, Intel® Xeon® processor E3-1200 family, Intel® Xeon® processor E7-8800/4800/2800 product families, Intel® Core™ i7-3930K processor, and 2nd generation Intel® Core™ i7-2xxx, Intel® Core™ i5-2xxx, Intel® Core™ i3-2xxx processor series are based on the Intel® microarchitecture code name Sandy Bridge and support Intel 64 architecture.

The Intel® Xeon® processor E3-1200 v2 product family and 3rd generation Intel® Core™ processors are based on the Intel® microarchitecture code name Ivy Bridge and support Intel 64 architecture.

The Intel® Xeon® processor E3-1200 v3 product family and 4th Generation Intel® Core™ processors are based on the Intel® microarchitecture code name Haswell and support Intel 64 architecture.

P6 family, Pentium® M, Intel® Core™ Solo, Intel® Core™ Duo processors, dual-core Intel® Xeon® processor LV, and early generations of Pentium 4 and Intel Xeon processors support IA-32 architecture. The Intel® Atom™ processor Z5xx series support IA-32 architecture.

The Intel® Xeon® processor 3000, 3200, 5000, 5100, 5200, 5300, 5400, 7100, 7200, 7300, 7400 series, Intel® Core™2 Duo, Intel® Core™2 Extreme processors, Intel Core 2 Quad processors, Pentium® D processors, Pentium® Dual-Core processor, newer generations of Pentium 4 and Intel Xeon processor family support Intel® 64 architecture.

IA-32 architecture is the instruction set architecture and programming environment for Intel's 32-bit microprocessors. Intel® 64 architecture is the instruction set architecture and programming environment which is a superset of and compatible with IA-32 architecture.

...

10. Updates to Chapter 2, Volume 3A

Change bars show changes to Chapter 2 of the *Intel® 64 and IA-32 Architectures Software Developer's Manual, Volume 3A:* System Programming Guide, Part 1.

...

2.5 CONTROL REGISTERS

Control registers (CR0, CR1, CR2, CR3, and CR4; see Figure 2-7) determine operating mode of the processor and the characteristics of the currently executing task. These registers are 32 bits in all 32-bit modes and compatibility mode.

In 64-bit mode, control registers are expanded to 64 bits. The MOV CRn instructions are used to manipulate the register bits. Operand-size prefixes for these instructions are ignored. The following is also true:

- Bits 63:32 of CR0 and CR4 are reserved and must be written with zeros. Writing a nonzero value to any of the upper 32 bits results in a general-protection exception, #GP(0).
- All 64 bits of CR2 are writable by software.
- Bits 51:40 of CR3 are reserved and must be 0.
- The MOV CRn instructions do not check that addresses written to CR2 and CR3 are within the linear-address or physical-address limitations of the implementation.
- Register CR8 is available in 64-bit mode only.

The control registers are summarized below, and each architecturally defined control field in these control registers are described individually. In Figure 2-7, the width of the register in 64-bit mode is indicated in parenthesis (except for CR0).

- **CR0** — Contains system control flags that control operating mode and states of the processor.
- **CR1** — Reserved.
- **CR2** — Contains the page-fault linear address (the linear address that caused a page fault).
- **CR3** — Contains the physical address of the base of the paging-structure hierarchy and two flags (PCD and PWT). Only the most-significant bits (less the lower 12 bits) of the base address are specified; the lower 12 bits of the address are assumed to be 0. The first paging structure must thus be aligned to a page (4-KByte) boundary. The PCD and PWT flags control caching of that paging structure in the processor's internal data caches (they do not control TLB caching of page-directory information).

  When using the physical address extension, the CR3 register contains the base address of the page-directory-pointer table In IA-32e mode, the CR3 register contains the base address of the PML4 table.

  See also: Chapter 4, "Paging."
- **CR4** — Contains a group of flags that enable several architectural extensions, and indicate operating system or executive support for specific processor capabilities. The control registers can be read and loaded (or modified) using the move-to-or-from-control-registers forms of the MOV instruction. In protected mode, the MOV instructions allow the control registers to be read or loaded (at privilege level 0 only). This restriction means that application programs or operating-system procedures (running at privilege levels 1, 2, or 3) are prevented from reading or loading the control registers.

- **CR8** — Provides read and write access to the Task Priority Register (TPR). It specifies the priority threshold value that operating systems use to control the priority class of external interrupts allowed to interrupt the processor. This register is available only in 64-bit mode. However, interrupt filtering continues to apply in compatibility mode.

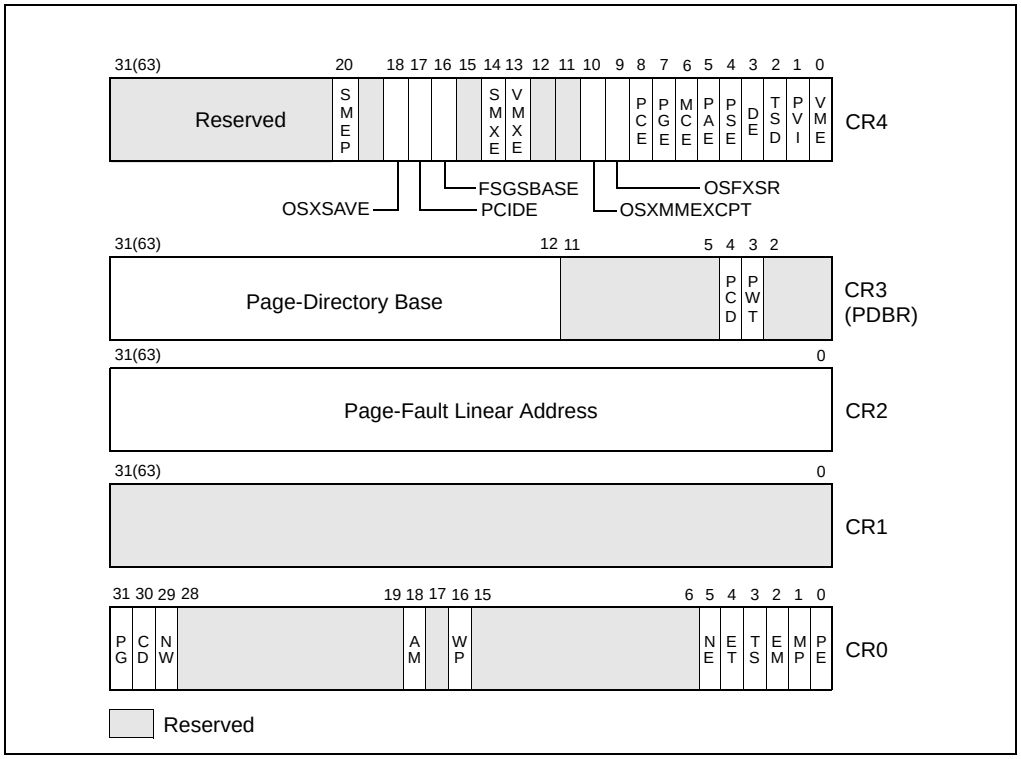

Figure 2-7 Control Registers

When loading a control register, reserved bits should always be set to the values previously read. The flags in control registers are:

PG **Paging (bit 31 of CR0)** — Enables paging when set; disables paging when clear. When paging is disabled, all linear addresses are treated as physical addresses. The PG flag has no effect if the PE flag (bit 0 of register CR0) is not also set; setting the PG flag when the PE flag is clear causes a general-protection exception (#GP). See also: Chapter 4, “Paging.”

On Intel 64 processors, enabling and disabling IA-32e mode operation also requires modifying CR0.PG.

CD **Cache Disable (bit 30 of CR0)** — When the CD and NW flags are clear, caching of memory locations for the whole of physical memory in the processor’s internal (and external) caches is enabled. When the CD flag is set, caching is restricted as described in Table 11-5. To prevent the processor from accessing and updating its caches, the CD flag must be set and the caches must be invalidated so that no cache hits can occur.

See also: Section 11.5.3, “Preventing Caching,” and Section 11.5, “Cache Control.”

...

11. Updates to Chapter 4, Volume 3A

Change bars show changes to Chapter 4 of the *Intel® 64 and IA-32 Architectures Software Developer's Manual, Volume 3A:* System Programming Guide, Part 1.

...

4.2 HIERARCHICAL PAGING STRUCTURES: AN OVERVIEW

All three paging modes translate linear addresses use **hierarchical paging structures**. This section provides an overview of their operation. Section 4.3, Section 4.4, and Section 4.5 provide details for the three paging modes.

Every paging structure is 4096 Bytes in size and comprises a number of individual **entries**. With 32-bit paging, each entry is 32 bits (4 bytes); there are thus 1024 entries in each structure. With PAE paging and IA-32e paging, each entry is 64 bits (8 bytes); there are thus 512 entries in each structure. (PAE paging includes one exception, a paging structure that is 32 bytes in size, containing 4 64-bit entries.)

The processor uses the upper portion of a linear address to identify a series of paging-structure entries. The last of these entries identifies the physical address of the region to which the linear address translates (called the **page frame**). The lower portion of the linear address (called the **page offset**) identifies the specific address within that region to which the linear address translates.

Each paging-structure entry contains a physical address, which is either the address of another paging structure or the address of a page frame. In the first case, the entry is said to **reference** the other paging structure; in the latter, the entry is said to **map a page**.

The first paging structure used for any translation is located at the physical address in CR3. A linear address is translated using the following iterative procedure. A portion of the linear address (initially the uppermost bits) select an entry in a paging structure (initially the one located using CR3). If that entry references another paging structure, the process continues with that paging structure and with the portion of the linear address immediately below that just used. If instead the entry maps a page, the process completes: the physical address in the entry is that of the page frame and the remaining lower portion of the linear address is the page offset.

The following items give an example for each of the three paging modes (each example locates a 4-KByte page frame):

- With 32-bit paging, each paging structure comprises $1024 = 2^{10}$ entries. For this reason, the translation process uses 10 bits at a time from a 32-bit linear address. Bits 31:22 identify the first paging-structure entry and bits 21:12 identify a second. The latter identifies the page frame. Bits 11:0 of the linear address are the page offset within the 4-KByte page frame. (See Figure 4-2 for an illustration.)
- With PAE paging, the first paging structure comprises only $4 = 2^2$ entries. Translation thus begins by using bits 31:30 from a 32-bit linear address to identify the first paging-structure entry. Other paging structures comprise $512 = 2^9$ entries, so the process continues by using 9 bits at a time. Bits 29:21 identify a second paging-structure entry and bits 20:12 identify a third. This last identifies the page frame. (See Figure 4-5 for an illustration.)
- With IA-32e paging, each paging structure comprises $512 = 2^9$ entries and translation uses 9 bits at a time from a 48-bit linear address. Bits 47:39 identify the first paging-structure entry, bits 38:30 identify a second, bits 29:21 a third, and bits 20:12 identify a fourth. Again, the last identifies the page frame. (See Figure 4-8 for an illustration.)

The translation process in each of the examples above completes by identifying a page frame; the page frame is part of the **translation** of the original linear address. In some cases, however, the paging structures may be configured so that translation process terminates before identifying a page frame. This occurs if process encounters a paging-structure entry that is marked "not present" (because its P flag — bit 0 — is clear) or in which a

reserved bit is set. In this case, there is no translation for the linear address; an access to that address causes a page-fault exception (see Section 4.7).

In the examples above, a paging-structure entry maps a page with 4-KByte page frame when only 12 bits remain in the linear address; entries identified earlier always reference other paging structures. That may not apply in other cases. The following items identify when an entry maps a page and when it references another paging structure:

- If more than 12 bits remain in the linear address, bit 7 (PS — page size) of the current paging-structure entry is consulted. If the bit is 0, the entry references another paging structure; if the bit is 1, the entry maps a page.
- If only 12 bits remain in the linear address, the current paging-structure entry always maps a page (bit 7 is used for other purposes).

If a paging-structure entry maps a page when more than 12 bits remain in the linear address, the entry identifies a page frame larger than 4 KBytes. For example, 32-bit paging uses the upper 10 bits of a linear address to locate the first paging-structure entry; 22 bits remain. If that entry maps a page, the page frame is 2^{22} Bytes = 4 MBytes. 32-bit paging supports 4-MByte pages if CR4.PSE = 1. PAE paging and IA-32e paging support 2-MByte pages (regardless of the value of CR4.PSE). IA-32e paging may support 1-GByte pages (see Section 4.1.4).

Paging structures are given different names based their uses in the translation process. Table 4-2 gives the names of the different paging structures. It also provides, for each structure, the source of the physical address used to locate it (CR3 or a different paging-structure entry); the bits in the linear address used to select an entry from the structure; and details of about whether and how such an entry can map a page.

...

4.3 32-BIT PAGING

A logical processor uses 32-bit paging if CR0.PG = 1 and CR4.PAE = 0. 32-bit paging translates 32-bit linear addresses to 40-bit physical addresses.[1] Although 40 bits corresponds to 1 TByte, linear addresses are limited to 32 bits; at most 4 GBytes of linear-address space may be accessed at any given time.

32-bit paging uses a hierarchy of paging structures to produce a translation for a linear address. CR3 is used to locate the first paging-structure, the page directory. Table 4-3 illustrates how CR3 is used with 32-bit paging.

32-bit paging may map linear addresses to either 4-KByte pages or 4-MByte pages. Figure 4-2 illustrates the translation process when it uses a 4-KByte page; Figure 4-3 covers the case of a 4-MByte page. The following items describe the 32-bit paging process in more detail as well has how the page size is determined:

- A 4-KByte naturally aligned page directory is located at the physical address specified in bits 31:12 of CR3 (see Table 4-3). A page directory comprises 1024 32-bit entries (PDEs). A PDE is selected using the physical address defined as follows:
  - Bits 39:32 are all 0.
  - Bits 31:12 are from CR3.
  - Bits 11:2 are bits 31:22 of the linear address.
  - Bits 1:0 are 0.

1. Bits in the range 39:32 are 0 in any physical address used by 32-bit paging except those used to map 4-MByte pages. If the processor does not support the PSE-36 mechanism, this is true also for physical addresses used to map 4-MByte pages. If the processor does support the PSE-36 mechanism and MAXPHYADDR < 40, bits in the range 39:MAXPHYADDR are 0 in any physical address used to map a 4-MByte page. (The corresponding bits are reserved in PDEs.) See Section 4.1.4 for how to determine MAXPHYADDR and whether the PSE-36 mechanism is supported.

Because a PDE is identified using bits 31:22 of the linear address, it controls access to a 4-Mbyte region of the linear-address space. Use of the PDE depends on CR.PSE and the PDE's PS flag (bit 7):

- If CR4.PSE = 1 and the PDE's PS flag is 1, the PDE maps a 4-MByte page (see Table 4-4). The final physical address is computed as follows:
  - Bits 39:32 are bits 20:13 of the PDE.
  - Bits 31:22 are bits 31:22 of the PDE.[1]
  - Bits 21:0 are from the original linear address.
- If CR4.PSE = 0 or the PDE's PS flag is 0, a 4-KByte naturally aligned page table is located at the physical address specified in bits 31:12 of the PDE (see Table 4-5). A page table comprises 1024 32-bit entries (PTEs). A PTE is selected using the physical address defined as follows:
  - Bits 39:32 are all 0.
  - Bits 31:12 are from the PDE.
  - Bits 11:2 are bits 21:12 of the linear address.
  - Bits 1:0 are 0.
- Because a PTE is identified using bits 31:12 of the linear address, every PTE maps a 4-KByte page (see Table 4-6). The final physical address is computed as follows:
  - Bits 39:32 are all 0.
  - Bits 31:12 are from the PTE.
  - Bits 11:0 are from the original linear address.

If a paging-structure entry's P flag (bit 0) is 0 or if the entry sets any reserved bit, the entry is used neither to reference another paging-structure entry nor to map a page. There is no translation for a linear address whose translation would use such a paging-structure entry; a reference to such a linear address causes a page-fault exception (see Section 4.7).

With 32-bit paging, there are reserved bits only if CR4.PSE = 1:

- If the P flag and the PS flag (bit 7) of a PDE are both 1, the bits reserved depend on MAXPHYADDR whether the PSE-36 mechanism is supported:[2]
  - If the PSE-36 mechanism is not supported, bits 21:13 are reserved.
  - If the PSE-36 mechanism is supported, bits 21:(M–19) are reserved, where M is the minimum of 40 and MAXPHYADDR.
- If the PAT is not supported:[3]
  - If the P flag of a PTE is 1, bit 7 is reserved.
  - If the P flag and the PS flag of a PDE are both 1, bit 12 is reserved.

(If CR4.PSE = 0, no bits are reserved with 32-bit paging.)

A reference using a linear address that is successfully translated to a physical address is performed only if allowed by the access rights of the translation; see Section 4.6.

...

1. The upper bits in the final physical address do not all come from corresponding positions in the PDE; the physical-address bits in the PDE are not all contiguous.
2. See Section 4.1.4 for how to determine MAXPHYADDR and whether the PSE-36 mechanism is supported.
3. See Section 4.1.4 for how to determine whether the PAT is supported.

Figure 4-4 gives a summary of the formats of CR3 and the paging-structure entries with 32-bit paging. For the paging structure entries, it identifies separately the format of entries that map pages, those that reference other paging structures, and those that do neither because they are “not present”; bit 0 (P) and bit 7 (PS) are high-lighted because they determine how such an entry is used.

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	
Address of page directory[1]																				Ignored							PCD	PWT	Ignored			**CR3**
Bits 31:22 of address of 4MB page frame										Reserved (must be 0)						Bits 39:32 of address[2]			PAT	Ignored			G	**1**	D	A	PCD	PWT	U/S	R/W	**1**	**PDE: 4MB page**
Address of page table																				Ignored				**0**	Ign	A	PCD	PWT	U/S	R/W	**1**	**PDE: page table**
Ignored																															**0**	**PDE: not present**
Address of 4KB page frame																				Ignored			G	PAT	D	A	PCD	PWT	U/S	R/W	**1**	**PTE: 4KB page**
Ignored																															**0**	**PTE: not present**

Figure 4-4 Formats of CR3 and Paging-Structure Entries with 32-Bit Paging

NOTES:

1. CR3 has 64 bits on processors supporting the Intel-64 architecture. These bits are ignored with 32-bit paging.
2. This example illustrates a processor in which MAXPHYADDR is 36. If this value is larger or smaller, the number of bits reserved in positions 20:13 of a PDE mapping a 4-MByte will change.

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4.4.2 Linear-Address Translation with PAE Paging

PAE paging may map linear addresses to either 4-KByte pages or 2-MByte pages. Figure 4-5 illustrates the translation process when it produces a 4-KByte page; Figure 4-6 covers the case of a 2-MByte page. The following items describe the PAE paging process in more detail as well has how the page size is determined:

- Bits 31:30 of the linear address select a PDPTE register (see Section 4.4.1); this is PDPTE*i*, where *i* is the value of bits 31:30.[1] Because a PDPTE register is identified using bits 31:30 of the linear address, it controls access to a 1-GByte region of the linear-address space. If the P flag (bit 0) of PDPTE*i* is 0, the processor ignores bits 63:1, and there is no mapping for the 1-GByte region controlled by PDPTE*i*. A reference using a linear address in this region causes a page-fault exception (see Section 4.7).
- If the P flag of PDPTE*i* is 1, 4-KByte naturally aligned page directory is located at the physical address specified in bits 51:12 of PDPTE*i* (see Table 4-8 in Section 4.4.1) A page directory comprises 512 64-bit entries (PDEs). A PDE is selected using the physical address defined as follows:
  - Bits 51:12 are from PDPTE*i*.

1. With PAE paging, the processor does not use CR3 when translating a linear address (as it does the other paging modes). It does not access the PDPTEs in the page-directory-pointer table during linear-address translation.

— Bits 11:3 are bits 29:21 of the linear address.

— Bits 2:0 are 0.

Because a PDE is identified using bits 31:21 of the linear address, it controls access to a 2-Mbyte region of the linear-address space. Use of the PDE depends on its PS flag (bit 7):

- If the PDE's PS flag is 1, the PDE maps a 2-MByte page (see Table 4-9). The final physical address is computed as follows:
  - Bits 51:21 are from the PDE.
  - Bits 20:0 are from the original linear address.
- If the PDE's PS flag is 0, a 4-KByte naturally aligned page table is located at the physical address specified in bits 51:12 of the PDE (see Table 4-10). A page directory comprises 512 64-bit entries (PTEs). A PTE is selected using the physical address defined as follows:
  - Bits 51:12 are from the PDE.
  - Bits 11:3 are bits 20:12 of the linear address.
  - Bits 2:0 are 0.
- Because a PTE is identified using bits 31:12 of the linear address, every PTE maps a 4-KByte page (see Table 4-11). The final physical address is computed as follows:
  - Bits 51:12 are from the PTE.
  - Bits 11:0 are from the original linear address.

If the P flag (bit 0) of a PDE or a PTE is 0 or if a PDE or a PTE sets any reserved bit, the entry is used neither to reference another paging-structure entry nor to map a page. There is no translation for a linear address whose translation would use such a paging-structure entry; a reference to such a linear address causes a page-fault exception (see Section 4.7).

The following bits are reserved with PAE paging:

- If the P flag (bit 0) of a PDE or a PTE is 1, bits 62:MAXPHYADDR are reserved.
- If the P flag and the PS flag (bit 7) of a PDE are both 1, bits 20:13 are reserved.
- If IA32_EFER.NXE = 0 and the P flag of a PDE or a PTE is 1, the XD flag (bit 63) is reserved.
- If the PAT is not supported:[1]
  - If the P flag of a PTE is 1, bit 7 is reserved.
  - If the P flag and the PS flag of a PDE are both 1, bit 12 is reserved.

A reference using a linear address that is successfully translated to a physical address is performed only if allowed by the access rights of the translation; see Section 4.6.

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1. See Section 4.1.4 for how to determine whether the PAT is supported.

4.5 IA-32E PAGING

A logical processor uses IA-32e paging if CR0.PG = 1, CR4.PAE = 1, and IA32_EFER.LME = 1. With IA-32e paging, linear address are translated using a hierarchy of in-memory paging structures located using the contents of CR3. IA-32e paging translates 48-bit linear addresses to 52-bit physical addresses.[1] Although 52 bits corresponds to 4 PBytes, linear addresses are limited to 48 bits; at most 256 TBytes of linear-address space may be accessed at any given time.

IA-32e paging uses a hierarchy of paging structures to produce a translation for a linear address. CR3 is used to locate the first paging-structure, the PML4 table. Use of CR3 with IA-32e paging depends on whether process-context identifiers (PCIDs) have been enabled by setting CR4.PCIDE:

- Table 4-12 illustrates how CR3 is used with IA-32e paging if CR4.PCIDE = 0.

Table 4-12 Use of CR3 with IA-32e Paging and CR4.PCIDE = 0

Bit Position(s)	Contents
2:0	Ignored
3 (PWT)	Page-level write-through; indirectly determines the memory type used to access the PML4 table during linear-address translation (see Section 4.9.2)
4 (PCD)	Page-level cache disable; indirectly determines the memory type used to access the PML4 table during linear-address translation (see Section 4.9.2)
11:5	Ignored
M–1:12	Physical address of the 4-KByte aligned PML4 table used for linear-address translation[1]
63:M	Reserved (must be 0)

NOTES:
1. M is an abbreviation for MAXPHYADDR, which is at most 52; see Section 4.1.4.

- Table 4-13 illustrates how CR3 is used with IA-32e paging if CR4.PCIDE = 1.

Table 4-13 Use of CR3 with IA-32e Paging and CR4.PCIDE = 1

Bit Position(s)	Contents
11:0	PCID (see Section 4.10.1)[1]
M–1:12	Physical address of the 4-KByte aligned PML4 table used for linear-address translation[2]
63:M	Reserved (must be 0)[3]

NOTES:
1. Section 4.9.2 explains how the processor determines the memory type used to access the PML4 table during linear-address translation with CR4.PCIDE = 1.
2. M is an abbreviation for MAXPHYADDR, which is at most 52; see Section 4.1.4.
3. See Section 4.10.4.1 for use of bit 63 of the source operand of the MOV to CR3 instruction.

1. If MAXPHYADDR < 52, bits in the range 51:MAXPHYADDR will be 0 in any physical address used by IA-32e paging. (The corresponding bits are reserved in the paging-structure entries.) See Section 4.1.4 for how to determine MAXPHYADDR.

After software modifies the value of CR4.PCIDE, the logical processor immediately begins using CR3 as specified for the new value. For example, if software changes CR4.PCIDE from 1 to 0, the current PCID immediately changes from CR3[11:0] to 000H (see also Section 4.10.4.1). In addition, the logical processor subsequently determines the memory type used to access the PML4 table using CR3.PWT and CR3.PCD, which had been bits 4:3 of the PCID.

IA-32e paging may map linear addresses to 4-KByte pages, 2-MByte pages, or 1-GByte pages.[1] Figure 4-8 illustrates the translation process when it produces a 4-KByte page; Figure 4-9 covers the case of a 2-MByte page, and Figure 4-10 the case of a 1-GByte page.

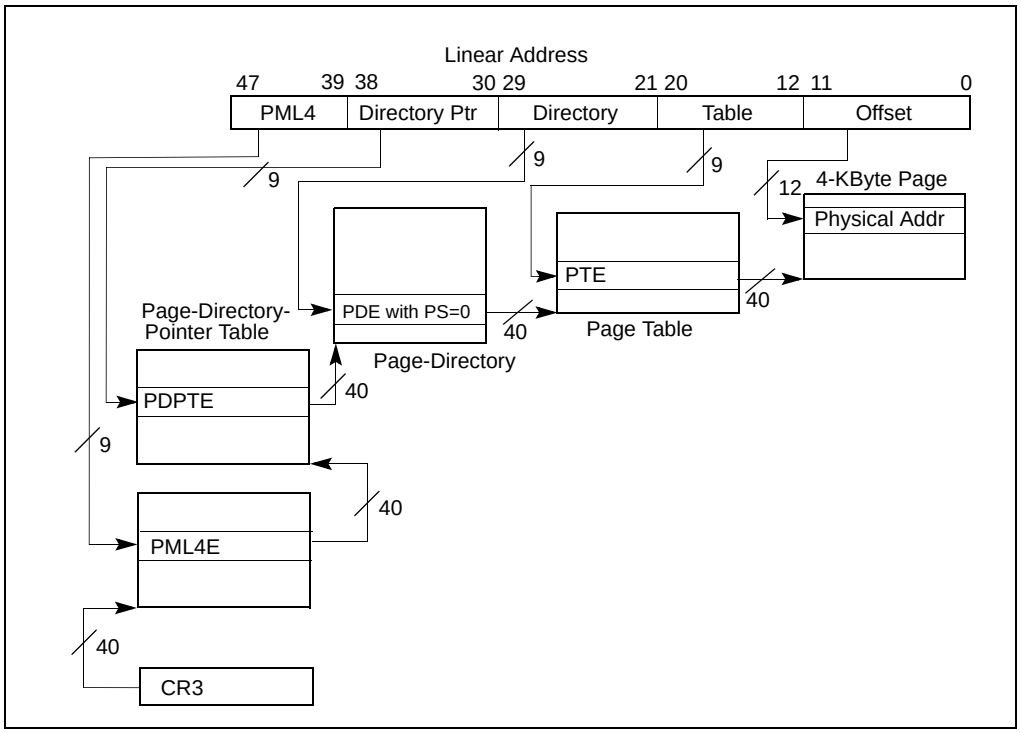

Figure 4-8 Linear-Address Translation to a 4-KByte Page using IA-32e Paging

1. Not all processors support 1-GByte pages; see Section 4.1.4.

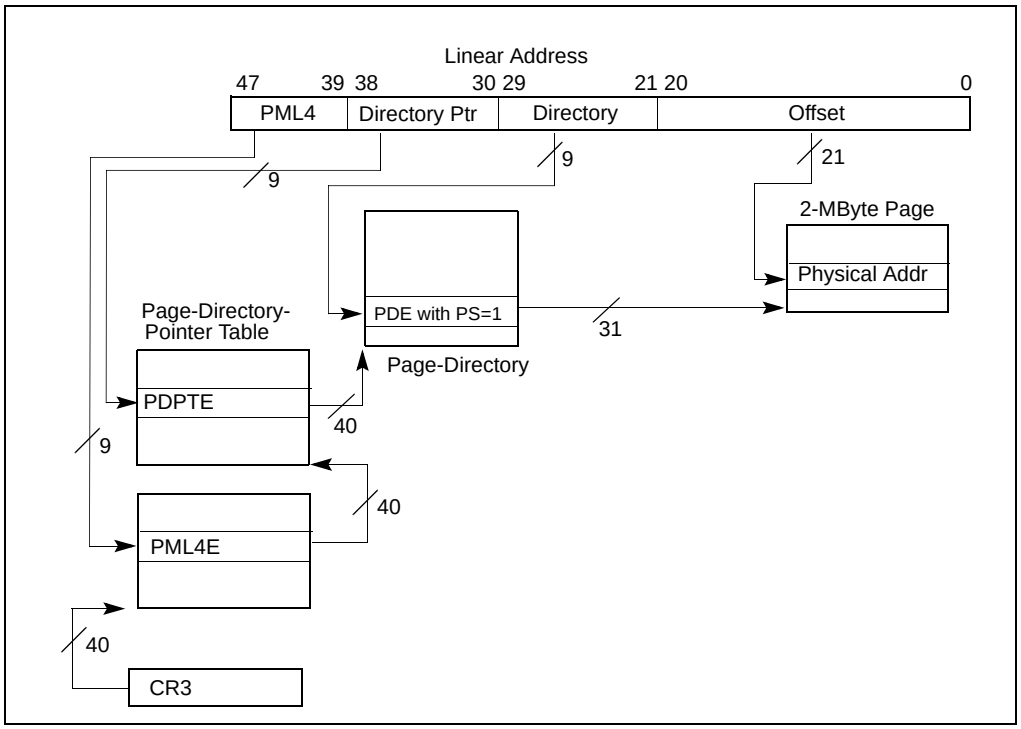

Figure 4-9 Linear-Address Translation to a 2-MByte Page using IA-32e Paging

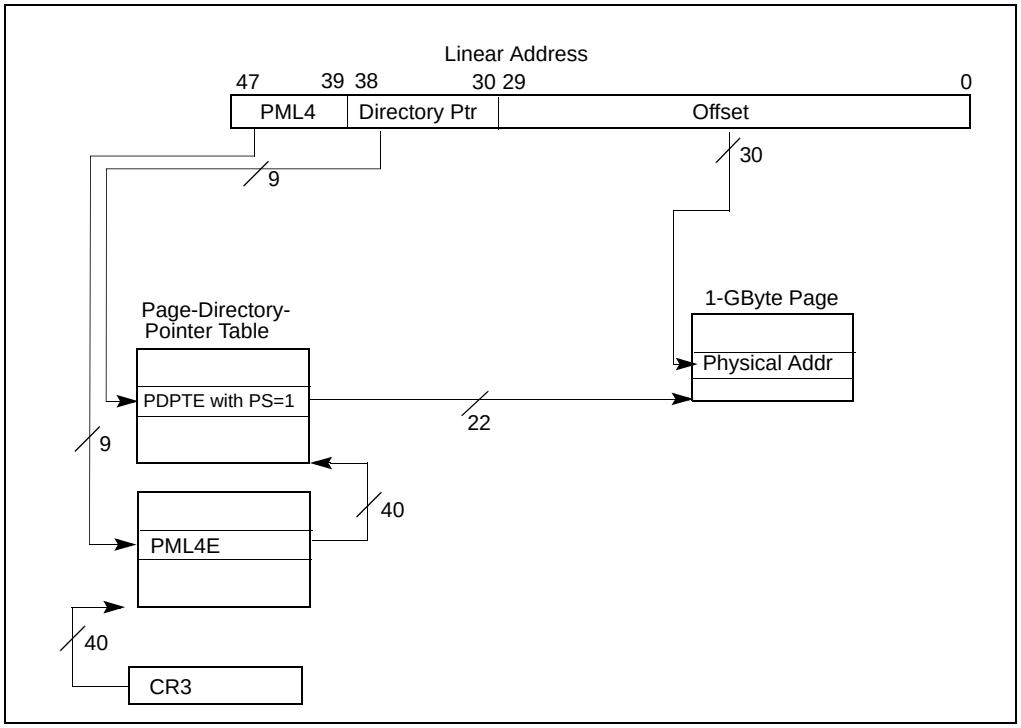

Figure 4-10 Linear-Address Translation to a 1-GByte Page using IA-32e Paging

The following items describe the IA-32e paging process in more detail as well has how the page size is determined.

- A 4-KByte naturally aligned PML4 table is located at the physical address specified in bits 51:12 of CR3 (see Table 4-12). A PML4 table comprises 512 64-bit entries (PML4Es). A PML4E is selected using the physical address defined as follows:
  - Bits 51:12 are from CR3.
  - Bits 11:3 are bits 47:39 of the linear address.
  - Bits 2:0 are all 0.

  Because a PML4E is identified using bits 47:39 of the linear address, it controls access to a 512-GByte region of the linear-address space.
- A 4-KByte naturally aligned page-directory-pointer table is located at the physical address specified in bits 51:12 of the PML4E (see Table 4-14). A page-directory-pointer table comprises 512 64-bit entries (PDPTEs). A PDPTE is selected using the physical address defined as follows:
  - Bits 51:12 are from the PML4E.
  - Bits 11:3 are bits 38:30 of the linear address.
  - Bits 2:0 are all 0.

Because a PDPTE is identified using bits 47:30 of the linear address, it controls access to a 1-GByte region of the linear-address space. Use of the PDPTE depends on its PS flag (bit 7):[1]

- If the PDPTE's PS flag is 1, the PDPTE maps a 1-GByte page (see Table 4-15). The final physical address is computed as follows:
  - Bits 51:30 are from the PDPTE.
  - Bits 29:0 are from the original linear address.
- If the PDE's PS flag is 0, a 4-KByte naturally aligned page directory is located at the physical address specified in bits 51:12 of the PDPTE (see Table 4-16). A page directory comprises 512 64-bit entries (PDEs). A PDE is selected using the physical address defined as follows:
  - Bits 51:12 are from the PDPTE.
  - Bits 11:3 are bits 29:21 of the linear address.
  - Bits 2:0 are all 0.

Because a PDE is identified using bits 47:21 of the linear address, it controls access to a 2-MByte region of the linear-address space. Use of the PDE depends on its PS flag:

- If the PDE's PS flag is 1, the PDE maps a 2-MByte page. The final physical address is computed as shown in Table 4-17.
  - Bits 51:21 are from the PDE.
  - Bits 20:0 are from the original linear address.
- If the PDE's PS flag is 0, a 4-KByte naturally aligned page table is located at the physical address specified in bits 51:12 of the PDE (see Table 4-18). A page table comprises 512 64-bit entries (PTEs). A PTE is selected using the physical address defined as follows:
  - Bits 51:12 are from the PDE.
  - Bits 11:3 are bits 20:12 of the linear address.
  - Bits 2:0 are all 0.

1. The PS flag of a PDPTE is reserved and must be 0 (if the P flag is 1) if 1-GByte pages are not supported. See Section 4.1.4 for how to determine whether 1-GByte pages are supported.

- Because a PTE is identified using bits 47:12 of the linear address, every PTE maps a 4-KByte page (see Table 4-19). The final physical address is computed as follows:
  - Bits 51:12 are from the PTE.
  - Bits 11:0 are from the original linear address.

If a paging-structure entry's P flag (bit 0) is 0 or if the entry sets any reserved bit, the entry is used neither to reference another paging-structure entry nor to map a page. There is no translation for a linear address whose translation would use such a paging-structure entry; a reference to such a linear address causes a page-fault exception (see Section 4.7).

The following bits are reserved with IA-32e paging:

- If the P flag of a paging-structure entry is 1, bits 51:MAXPHYADDR are reserved.
- If the P flag of a PML4E is 1, the PS flag is reserved.
- If 1-GByte pages are not supported and the P flag of a PDPTE is 1, the PS flag is reserved.[1]
- If the P flag and the PS flag of a PDPTE are both 1, bits 29:13 are reserved.
- If the P flag and the PS flag of a PDE are both 1, bits 20:13 are reserved.
- If IA32_EFER.NXE = 0 and the P flag of a paging-structure entry is 1, the XD flag (bit 63) is reserved.

A reference using a linear address that is successfully translated to a physical address is performed only if allowed by the access rights of the translation; see Section 4.6.

Figure 4-11 gives a summary of the formats of CR3 and the IA-32e paging-structure entries. For the paging structure entries, it identifies separately the format of entries that map pages, those that reference other paging structures, and those that do neither because they are "not present"; bit 0 (P) and bit 7 (PS) are highlighted because they determine how a paging-structure entry is used.

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4.6 ACCESS RIGHTS

There is a translation for a linear address if the processes described in Section 4.3, Section 4.4.2, and Section 4.5 (depending upon the paging mode) completes and produces a physical address. Whether an access is permitted by a translation is determined by the access rights specified by the paging-structure entries controlling the translation;[2] paging-mode modifiers in CR0, CR4, and the IA32_EFER MSR; and the mode of the access.

Every access to a linear address is either a **supervisor-mode access** or a **user-mode access**. All accesses performed while the current privilege level (CPL) is less than 3 are supervisor-mode accesses. If CPL = 3, accesses are generally user-mode accesses. However, some operations implicitly access system data structures with linear addresses; the resulting accesses to those data structures are supervisor-mode accesses regardless of CPL. Examples of such implicit supervisor accesses include the following: accesses to the global descriptor table (GDT) or local descriptor table (LDT) to load a segment descriptor; accesses to the interrupt descriptor table (IDT) when delivering an interrupt or exception; and accesses to the task-state segment (TSS) as part of a task switch or change of CPL.

The following items detail how paging determines access rights:

- For supervisor-mode accesses:
  - Data reads.
    Data may be read from any linear address with a translation.
  - Data writes.

1. See Section 4.1.4 for how to determine whether 1-GByte pages are supported.
2. With PAE paging, the PDPTEs do not determine access rights.

- If CR0.WP = 0, data may be written to any linear address with a translation.
- If CR0.WP = 1, data may be written to any linear address with a translation for which the R/W flag (bit 1) is 1 in every paging-structure entry controlling the translation.

— Instruction fetches.

- For 32-bit paging or if IA32_EFER.NXE = 0, access rights depend on the value of CR4.SMEP:
  - — If CR4.SMEP = 0, instructions may be fetched from any linear address with a translation.
  - — If CR4.SMEP = 1, instructions may be fetched from any linear address with a translation for which the U/S flag (bit 2) is 0 in at least one of the paging-structure entries controlling the translation.
- For PAE paging or IA-32e paging with IA32_EFER.NXE = 1, access rights depend on the value of CR4.SMEP:
  - — If CR4.SMEP = 0, instructions may be fetched from any linear address with a translation for which the XD flag (bit 63) is 0 in every paging-structure entry controlling the translation.
  - — If CR4.SMEP = 1, instructions may be fetched from any linear address with a translation for which (1) the U/S flag is 0 in at least one of the paging-structure entries controlling the translation; and (2) the XD flag is 0 in every paging-structure entry controlling the translation.

- For user-mode accesses:

— Data reads.
Data may be read from any linear address with a translation for which the U/S flag (bit 2) is 1 in every paging-structure entry controlling the translation.

— Data writes.
Data may be written to any linear address with a translation for which both the R/W flag and the U/S flag are 1 in every paging-structure entry controlling the translation.

— Instruction fetches.

- For 32-bit paging or if IA32_EFER.NXE = 0, instructions may be fetched from any linear address with a translation for which the U/S flag is 1 in every paging-structure entry controlling the translation.
- For PAE paging or IA-32e paging with IA32_EFER.NXE = 1, instructions may be fetched from any linear address with a translation for which the U/S flag is 1 and the XD flag is 0 in every paging-structure entry controlling the translation.

A processor may cache information from the paging-structure entries in TLBs and paging-structure caches (see Section 4.10). These structures may include information about access rights. The processor may enforce access rights based on the TLBs and paging-structure caches instead of on the paging structures in memory.

This fact implies that, if software modifies a paging-structure entry to change access rights, the processor might not use that change for a subsequent access to an affected linear address (see Section 4.10.4.3). See Section 4.10.4.2 for how software can ensure that the processor uses the modified access rights.

4.7 PAGE-FAULT EXCEPTIONS

Accesses using linear addresses may cause **page-fault exceptions** (#PF; exception 14). An access to a linear address may cause page-fault exception for either of two reasons: (1) there is no translation for the linear address; or (2) there is a translation for the linear address, but its access rights do not permit the access.

As noted in Section 4.3, Section 4.4.2, and Section 4.5, there is no translation for a linear address if the translation process for that address would use a paging-structure entry in which the P flag (bit 0) is 0 or one that sets a reserved bit. If there is a translation for a linear address, its access rights are determined as specified in Section 4.6.

Figure 4-12 illustrates the error code that the processor provides on delivery of a page-fault exception. The following items explain how the bits in the error code describe the nature of the page-fault exception:

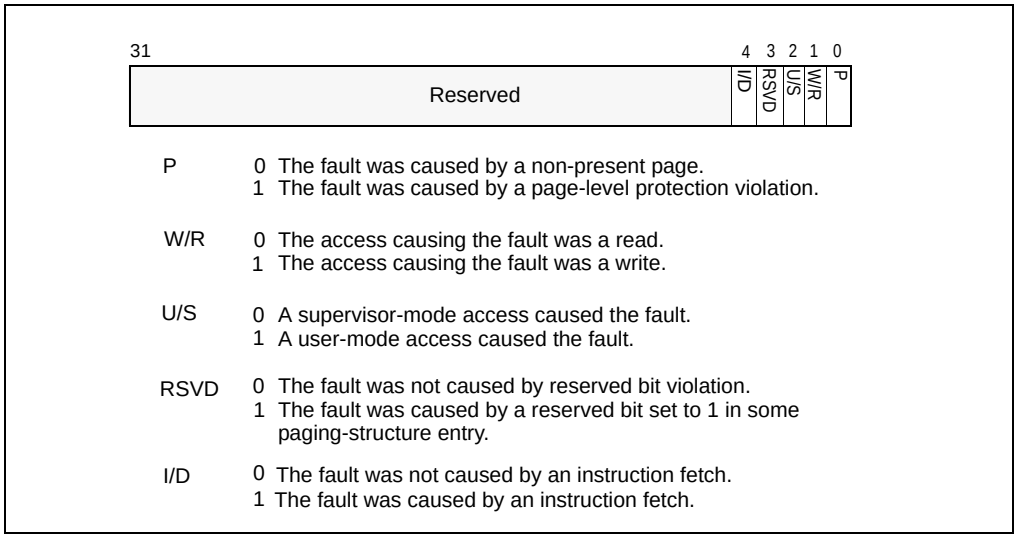

Figure 4-12 Page-Fault Error Code

- P flag (bit 0).
  This flag is 0 if there is no translation for the linear address because the P flag was 0 in one of the paging-structure entries used to translate that address.
- W/R (bit 1).
  If the access causing the page-fault exception was a write, this flag is 1; otherwise, it is 0. This flag describes the access causing the page-fault exception, not the access rights specified by paging.
- U/S (bit 2).
  If a user-mode access caused the page-fault exception, this flag is 1; it is 0 if a supervisor-mode access did so. This flag describes the access causing the page-fault exception, not the access rights specified by paging. User-mode and supervisor-mode accesses are defined in Section 4.6.
- RSVD flag (bit 3).
  This flag is 1 if there is no translation for the linear address because a reserved bit was set in one of the paging-structure entries used to translate that address. (Because reserved bits are not checked in a paging-structure entry whose P flag is 0, bit 3 of the error code can be set only if bit 0 is also set.)

  Bits reserved in the paging-structure entries are reserved for future functionality. Software developers should be aware that such bits may be used in the future and that a paging-structure entry that causes a page-fault exception on one processor might not do so in the future.
- I/D flag (bit 4).
  This flag is 1 if (1) the access causing the page-fault exception was an instruction fetch; and (2) either (a) CR4.SMEP = 1; or (b) both (i) CR4.PAE = 1 (either PAE paging or IA-32e paging is in use); and (ii) IA32_EFER.NXE = 1. Otherwise, the flag is 0. This flag describes the access causing the page-fault exception, not the access rights specified by paging.

Page-fault exceptions occur only due to an attempt to use a linear address. Failures to load the PDPTE registers with PAE paging (see Section 4.4.1) cause general-protection exceptions (#GP(0)) and not page-fault exceptions.

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4.10.2.3 Details of TLB Use

Because the TLBs cache entries only for linear addresses with translations, there can be a TLB entry for a page number only if the P flag is 1 and the reserved bits are 0 in each of the paging-structure entries used to translate that page number. In addition, the processor does not cache a translation for a page number unless the accessed flag is 1 in each of the paging-structure entries used during translation; before caching a translation, the processor sets any of these accessed flags that is not already 1.

The processor may cache translations required for prefetches and for accesses that are a result of speculative execution that would never actually occur in the executed code path.

If the page number of a linear address corresponds to a TLB entry associated with the current PCID, the processor may use that TLB entry to determine the page frame, access rights, and other attributes for accesses to that linear address. In this case, the processor may not actually consult the paging structures in memory. The processor may retain a TLB entry unmodified even if software subsequently modifies the relevant paging-structure entries in memory. See Section 4.10.4.2 for how software can ensure that the processor uses the modified paging-structure entries.

If the paging structures specify a translation using a page larger than 4 KBytes, some processors may choose to cache multiple smaller-page TLB entries for that translation. Each such TLB entry would be associated with a page number corresponding to the smaller page size (e.g., bits 47:12 of a linear address with IA-32e paging), even though part of that page number (e.g., bits 20:12) are part of the offset with respect to the page specified by the paging structures. The upper bits of the physical address in such a TLB entry are derived from the physical address in the PDE used to create the translation, while the lower bits come from the linear address of the access for which the translation is created. There is no way for software to be aware that multiple translations for smaller pages have been used for a large page.

If software modifies the paging structures so that the page size used for a 4-KByte range of linear addresses changes, the TLBs may subsequently contain multiple translations for the address range (one for each page size). A reference to a linear address in the address range may use any of these translations. Which translation is used may vary from one execution to another, and the choice may be implementation-specific.

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12. Updates to Chapter 15, Volume 3B

Change bars show changes to Chapter 15 of the *Intel® 64 and IA-32 Architectures Software Developer's Manual, Volume 3B:* System Programming Guide, Part 2.

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15.3.1.1 IA32_MCG_CAP MSR

The IA32_MCG_CAP MSR is a read-only register that provides information about the machine-check architecture of the processor. Figure Figure 15-2 shows the structure of the register in Pentium 4, Intel Xeon, and P6 family processors.

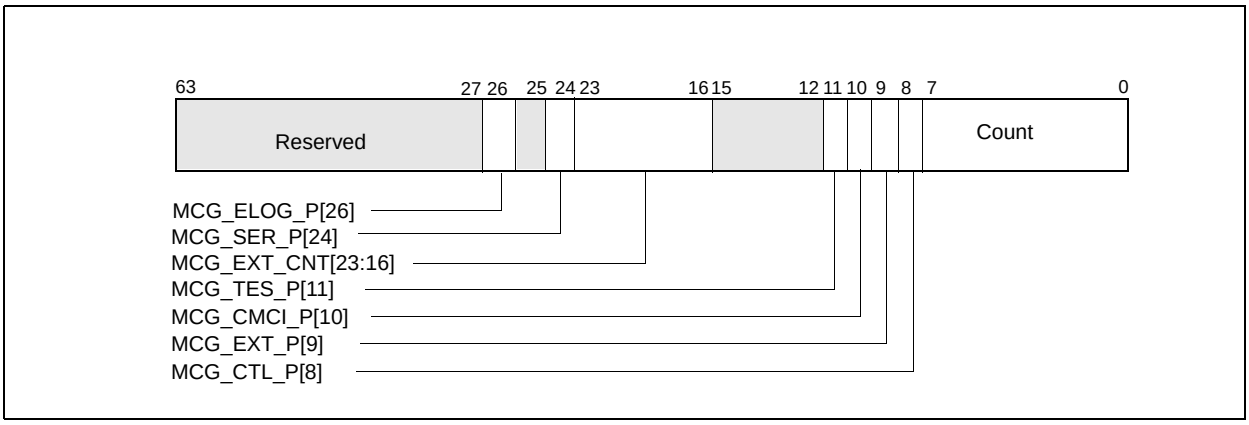

Figure 15-2 IA32_MCG_CAP Register

Where:

- **Count field, bits 7:0** — Indicates the number of hardware unit error-reporting banks available in a particular processor implementation.
- **MCG_CTL_P (control MSR present) flag, bit 8** — Indicates that the processor implements the IA32_MCG_CTL MSR when set; this register is absent when clear.
- **MCG_EXT_P (extended MSRs present) flag, bit 9** — Indicates that the processor implements the extended machine-check state registers found starting at MSR address 180H; these registers are absent when clear.
- **MCG_CMCI_P (Corrected MC error counting/signaling extension present) flag, bit 10** — Indicates (when set) that extended state and associated MSRs necessary to support the reporting of an interrupt on a corrected MC error event and/or count threshold of corrected MC errors, is present. When this bit is set, it does not imply this feature is supported across all banks. Software should check the availability of the necessary logic on a bank by bank basis when using this signaling capability (i.e. bit 30 settable in individual IA32_MCi_CTL2 register).
- **MCG_TES_P (threshold-based error status present) flag, bit 11** — Indicates (when set) that bits 56:53 of the IA32_MCi_STATUS MSR are part of the architectural space. Bits 56:55 are reserved, and bits 54:53 are used to report threshold-based error status. Note that when MCG_TES_P is not set, bits 56:53 of the IA32_MCi_STATUS MSR are model-specific.
- **MCG_EXT_CNT, bits 23:16** — Indicates the number of extended machine-check state registers present. This field is meaningful only when the MCG_EXT_P flag is set.
- **MCG_SER_P (software error recovery support present) flag, bit 24**— Indicates (when set) that the processor supports software error recovery (see Section 15.6), and IA32_MCi_STATUS MSR bits 56:55 are used to report the signaling of uncorrected recoverable errors and whether software must take recovery actions for uncorrected errors. Note that when MCG_TES_P is not set, bits 56:53 of the IA32_MCi_STATUS MSR are model-specific. If MCG_TES_P is set but MCG_SER_P is not set, bits 56:55 are reserved.
- **MCG_ELOG_P, bits 26** — Indicates that the processor allows platform firmware to be invoked when an error is detected so that it may provide additional platform specific information in an ACPI format "Generic Error Data Entry" that augments the data included in machine check bank registers.

The effect of writing to the IA32_MCG_CAP MSR is undefined.

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15.9.1 Simple Error Codes

Table 15-8 shows the simple error codes. These unique codes indicate global error information.

Table 15-8 IA32_MCi_Status [15:0] Simple Error Code Encoding

Error Code	Binary Encoding	Meaning
No Error	0000 0000 0000 0000	No error has been reported to this bank of error-reporting registers.
Unclassified	0000 0000 0000 0001	This error has not been classified into the MCA error classes.
Microcode ROM Parity Error	0000 0000 0000 0010	Parity error in internal microcode ROM
External Error	0000 0000 0000 0011	The BINIT# from another processor caused this processor to enter machine check.[1]
FRC Error	0000 0000 0000 0100	FRC (functional redundancy check) master/slave error
Internal Parity Error	0000 0000 0000 0101	Internal parity error.
Internal Timer Error	0000 0100 0000 0000	Internal timer error.
I/O Error	0000 1110 0000 1011	generic I/O error.
Internal Unclassified	0000 01xx xxxx xxxx	Internal unclassified errors. [2]

NOTES:

1. BINIT# assertion will cause a machine check exception if the processor (or any processor on the same external bus) has BINIT# observation enabled during power-on configuration (hardware strapping) and if machine check exceptions are enabled (by setting CR4.MCE = 1).
2. At least one X must equal one. Internal unclassified errors have not been classified.

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15.9.2.5 Bus and Interconnect Errors

The bus and interconnect errors are defined with the 2-bit PP (participation), 1-bit T (time-out), and 2-bit II (memory or I/O) sub-fields, in addition to the LL and RRRR sub-fields (see Table 15-13). The bus error conditions are implementation dependent and related to the type of bus implemented by the processor. Likewise, the inter-connect error conditions are predicated on a specific implementation-dependent interconnect model that describes the connections between the different levels of the storage hierarchy. The type of bus is implementation dependent, and as such is not specified in this document. A bus or interconnect transaction consists of a request involving an address and a response.

Table 15-13 Encodings of PP, T, and II Sub-Fields

Sub-Field	Transaction	Mnemonic	Binary Encoding
PP (Participation)	Local processor* originated request	SRC	00
	Local processor* responded to request	RES	01
	Local processor* observed error as third party	OBS	10
	Generic		11
T (Time-out)	Request timed out	TIMEOUT	1
	Request did not time out	NOTIMEOUT	0
II (Memory or I/O)	Memory Access	M	00
	Reserved		01
	I/O	IO	10

Table 15-13 Encodings of PP, T, and II Sub-Fields (Contd.)

	Other transaction		11

NOTE:

* Local processor differentiates the processor reporting the error from other system components (including the APIC, other processors, etc.).

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15.9.3.2 Architecturally Defined SRAR Errors

The following two SRAR errors are architecturally defined.

- UCR Errors detected on data load; and
- UCR Errors detected on instruction fetch.

The MCA error code encodings for these two architecturally-defined UCR errors corresponds to sub-classes of compound MCA error codes (see Table 15-9). Their values and compound encoding format are given in Table 15-18.

Table 15-18 MCA Compound Error Code Encoding for SRAR Errors

Type	MCACOD Value	MCA Error Code Encoding[1]
Data Load	0x134	0000_0001_0011_0100 000F 0001 RRRR TTLL (Cache Hierarchy Error), where Request subfield RRRR = 0011B (Data Load) Transaction Type subfield TT= 01B (Data) Level subfield LL = 00B (Level 0)
Instruction Fetch	0x150	0000_0001_0101_0000 000F 0001 RRRR TTLL (Cache Hierarchy Error), where Request subfield RRRR = 0101B (Instruction Fetch) Transaction Type subfield TT= 00B (Instruction) Level subfield LL = 00B (Level 0)

NOTES:

1. Note that for both of these errors the correction report filtering (F) bit (bit 12) of the MCA error is 0, indicating "normal" filtering.

Table 15-19 lists values of relevant bit fields of IA32_MCi_STATUS for architecturally defined SRAR errors.

Table 15-19 IA32_MCi_STATUS Values for SRAR Errors

SRAR Error	Valid	OVER	UC	EN	MISCV	ADDRV	PCC	S	AR	MCACOD
Data Load	1	0	1	1	1	1	0	1	1	0x134
Instruction Fetch	1	0	1	1	1	1	0	1	1	0x150

For both the data load and instruction fetch errors, the ADDRV and MISCV flags in the IA32_MCi_STATUS register are set to indicate that the offending physical address information is available from the IA32_MCi_MISC and the IA32_MCi_ADDR registers. For the memory scrubbing and L3 explicit writeback errors, the address mode in the IA32_MCi_MISC register should be set as physical address mode (010b) and the address LSB information in the IA32_MCi_MISC register should indicate the lowest valid address bit in the address information provided from the IA32_MCi_ADDR register.

An MCE signal is broadcast to all logical processors on the system on which the UCR errors are supported. The IA32_MCG_STATUS MSR allows system software to distinguish the affected logical processor of an SRAR error amongst logical processors that observed SRAR via a shared MCi_STATUS bank.

Table 15-20 shows the RIPV and EIPV flag indication in the IA32_MCG_STATUS register for the data load and instruction fetch errors on both the reporting and non-reporting logical processors. The recoverable SRAR error reported by a processor may be continuable, where the system software can interpret the context of continuable as follows: the error was isolated, contained. If software can rectify the error condition in the current instruction stream, the execution context on that logical processor can be continued without loss of information.

Table 15-20 IA32_MCG_STATUS Flag Indication for SRAR Errors

SRAR Type	Affected Logical Processor			Non-Affected Logical Processors		
	RIPV	**EIPV**	**Continuable**	**RIPV**	**EIPV**	**Continuable**
Recoverable-continuable	1	1	Yes[1]	1	0	Yes
Recoverable-not-continuable	0	x	No			

NOTES:
1. see the definition of the context of “continuable“ above and additional detail below.

SRAR Error And Affected Logical Processors

The affected logical processor is the one that has detected and raised an SRAR error at the point of the consumption in the execution flow. The affected logical processor should find the Data Load or the Instruction Fetch error information in the IA32_MCi_STATUS register that is reporting the SRAR error.

Table Table 15-20 list the actionable scenarios that system software can respond to an SRAR error on an affected logical processor according to RIPV and EIPV values:

- Recoverable-Continuable SRAR Error (RIPV=1, EIPV=1):

  For Recoverable-Continuable SRAR errors, the affected logical processor should find that both the IA32_MCG_STATUS.RIPV and the IA32_MCG_STATUS.EIPV flags are set, indicating that system software may be able to restart execution from the interrupted context if it is able to rectify the error condition. If system software cannot rectify the error condition then it must treat the error as a recoverable error where restarting execution with the interrupted context is not possible. Restarting without rectifying the error condition will result in most cases with another SRAR error on the same instruction.

- Recoverable-not-continuable SRAR Error (RIPV=0, EIPV=x):

  For Recoverable-not-continuable errors, the affected logical processor should find that either

  — IA32_MCG_STATUS.RIPV= 0, IA32_MCG_STATUS.EIPV=1, or

  — IA32_MCG_STATUS.RIPV= 0, IA32_MCG_STATUS.EIPV=0.

  In either case, this indicates that the error is detected at the instruction pointer saved on the stack for this machine check exception and restarting execution with the interrupted context is not possible. System software may take the following recovery actions for the affected logical processor:

  - The current executing thread cannot be continued. System software must terminate the interrupted stream of execution and provide a new stream of execution on return from the machine check handler for the affected logical processor.

SRAR Error And Non-Affected Logical Processors

The logical processors that observed but not affected by an SRAR error should find that the RIPV flag in the IA32_MCG_STATUS register is set and the EIPV flag in the IA32_MCG_STATUS register is cleared, indicating that it is safe to restart the execution at the instruction saved on the stack for the machine check exception on these processors after the recovery action is successfully taken by system software.

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13.Updates to Chapter 17, Volume 3B

Change bars show changes to Chapter 17 of the *Intel® 64 and IA-32 Architectures Software Developer's Manual, Volume 3B:* System Programming Guide, Part 2.

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17.4.8 LBR Stack

The last branch record stack and top-of-stack (TOS) pointer MSRs are supported across Intel 64 and IA-32 processor families. However, the number of MSRs in the LBR stack and the valid range of TOS pointer value can vary between different processor families. Table 17-3 lists the LBR stack size and TOS pointer range for several processor families according to the CPUID signatures of DisplayFamily_DisplayModel encoding (see CPUID instruction in Chapter 3 of *Intel® 64 and IA-32 Architectures Software Developer's Manual, Volume 2A*).

Table 17-3 LBR Stack Size and TOS Pointer Range

DisplayFamily_DisplayModel	Size of LBR Stack	Range of TOS Pointer
06_3CH, 06_45H, 06_46H, 06_3FH	16	0 to 15
06_2AH, 06_2DH, 06_3AH, 06_3EH	16	0 to 15
06_1AH, 06_1EH, 06_1FH, 06_2EH, 06_25H, 06_2CH, 06_2FH	16	0 to 15
06_17H, 06_1DH	4	0 to 3
06_0FH	4	0 to 3
06_1CH	8	0 to 7

The last branch recording mechanism tracks not only branch instructions (like JMP, Jcc, LOOP and CALL instructions), but also other operations that cause a change in the instruction pointer (like external interrupts, traps and faults). The branch recording mechanisms generally employs a set of MSRs, referred to as last branch record (LBR) stack. The size and exact locations of the LBR stack are generally model-specific (see Chapter 35, "Model-Specific Registers (MSRs)" of *Intel® 64 and IA-32 Architectures Software Developer's Manual, Volume 3C* for model-specific MSR addresses).

- **Last Branch Record (LBR) Stack —** The LBR consists of N pairs of MSRs (N is listed in the LBR stack size column of Table 17-3) that store source and destination address of recent branches (see Figure 17-3):
  - MSR_LASTBRANCH_0_FROM_IP (address is model specific) through the next consecutive (N-1) MSR address store source addresses
  - MSR_LASTBRANCH_0_TO_IP (address is model specific) through the next consecutive (N-1) MSR address store destination addresses.
- **Last Branch Record Top-of-Stack (TOS) Pointer** — The lowest significant M bits of the TOS Pointer MSR (MSR_LASTBRANCH_TOS, address is model specific) contains an M-bit pointer to the MSR in the LBR stack that contains the most recent branch, interrupt, or exception recorded. The valid range of the M-bit POS pointer is given in Table 17-3.

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17-8 LAST BRANCH, CALL STACK, INTERRUPT, AND EXCEPTION RECORDING FOR PROCESSORS BASED ON INTEL® MICROARCHITECTURE CODE NAME HASWELL

Generally, all of the last branch record, interrupt and exception recording facility described in Section 17.7, “Last Branch, Interrupt, and Exception Recording for Processors based on Intel® Microarchitecture code name Sandy Bridge”, apply to next generation processors based on Intel® Microarchitecture code name Haswell.

The LBR facility also supports an alternate capability to profile call stack profiles. Configuring the LBR facility to conduct call stack profiling is by writing 1 to the MSR_LBR_SELECT.EN_CALLSTACK[bit 9]; see Table 17-11. If MSR_LBR_SELECT.EN_CALLSTACK is clear, the LBR facility will capture branches normally as described in Section 17.7.

Table 17-11 MSR_LBR_SELECT for Intel microarchitecture code name Haswell

Bit Field	Bit Offset	Access	Description
CPL_EQ_0	0	R/W	When set, do not capture branches occurring in ring 0
CPL_NEQ_0	1	R/W	When set, do not capture branches occurring in ring >0
JCC	2	R/W	When set, do not capture conditional branches
NEAR_REL_CALL	3	R/W	When set, do not capture near relative calls
NEAR_IND_CALL	4	R/W	When set, do not capture near indirect calls
NEAR_RET	5	R/W	When set, do not capture near returns
NEAR_IND_JMP	6	R/W	When set, do not capture near indirect jumps except near indirect calls and near returns
NEAR_REL_JMP	7	R/W	When set, do not capture near relative jumps except near relative calls.
FAR_BRANCH	8	R/W	When set, do not capture far branches
EN_CALLSTACK[1]	9		Enable LBR stack to use LIFO filtering to capture Call stack profile
Reserved	63:10		Must be zero

NOTES:
1. Must set valid combination of bits 0-8 in conjunction with bit 9, otherwise the counter result is undefined.

The call stack profiling capability is an enhancement of the LBR facility. The LBR stack is a ring buffer typically used to profile control flow transitions resulting from branches. However, the finite depth of the LBR stack often become less effective when profiling certain high-level languages (e.g. C++), where a transition of the execution flow is accompanied by a large number of leaf function calls, each of which returns an individual parameter to form the list of parameters for the main execution function call. A long list of such parameters returned by the leaf functions would serve to flush the data captured in the LBR stack, often losing the main execution context.

When the call stack feature is enabled, the LBR stack will capture unfiltered call data normally, but as return instructions are executed the last captured branch record is flushed from the on-chip registers in a last-in first-out (LIFO) manner. Thus, branch information relative to leaf functions will not be captured, while preserving the call stack information of the main line execution path.

The configuration of the call stack facility is summarized below:

- Set IA32_DEBUGCTL.LBR (bit 0) to enable the LBR stack to capture branch records. The source and target addresses of the call branches will be captured in the 16 pairs of From/To LBR MSRs that form the LBR stack.
- Program the Top of Stack (TOS) MSR that points to the last valid from/to pair. This register is incremented by 1, modulo 16, before recording the next pair of addresses.
- Program the branch filtering bits of MSR_LBR_SELECT (bits 0:8) as desired.
- Program the MSR_LBR_SELECT to enable LIFO filtering of return instructions with:

— The following bits in MSR_LBR_SELECT must be set to ‘1’: JCC, NEAR_IND_JMP, NEAR_REL_JMP, FAR_BRANCH, EN_CALLSTACK;

— The following bits in MSR_LBR_SELECT must be cleared: NEAR_REL_CALL, NEAR-IND_CALL, NEAR_RET;

— At most one of CPL_EQ_0, CPL_NEQ_0 is set.

Note that when call stack profiling is enabled, "zero length calls" are excluded from writing into the LBRs. (A "zero length call" uses the attribute of the call instruction to push the immediate instruction pointer on to the stack and then pops off that address into a register. This is accomplished without any matching return on the call.)

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17.14.2 Enumeration and Detection Support of Cache QoS Monitoring

Software can query processor support of QoS capabilities by executing CPUID instruction with EAX = 07H, ECX = 0H as input. If CPUID.(EAX=07H, ECX=0):EBX.QOS[bit 12] reports 1, the processor provides the following programming interfaces for QoS monitoring:

- One or more sub-leaves in CPUID leaf function 0FH (QoS Enumeration leaf):

  — QoS leaf sub-function 0 enumerates available resources that support QoS monitoring, i.e. executing CPUID with EAX=0FH and ECX=0H. In the initial implementation, L3 cache QoS is the only resource type available. Each supported resource type is represented by a bit field in CPUID.(EAX=0FH, ECX=0):EDX[31:1]. The bit position corresponds the sub-leaf index that software must use to query details of the QoS monitoring capability of that resource type. Reserved bit fields of CPUID.(EAX=0FH, ECX=0):EDX[31:2] corresponds to unsupported sub-leaves of the CPUID.0FH leaf (see Figure 17-19 and Figure 17-20). Additionally, CPUID.(EAX=0FH, ECX=0H):EBX reports the highest RMID value of any resource type that supports QoS monitoring in the processor.

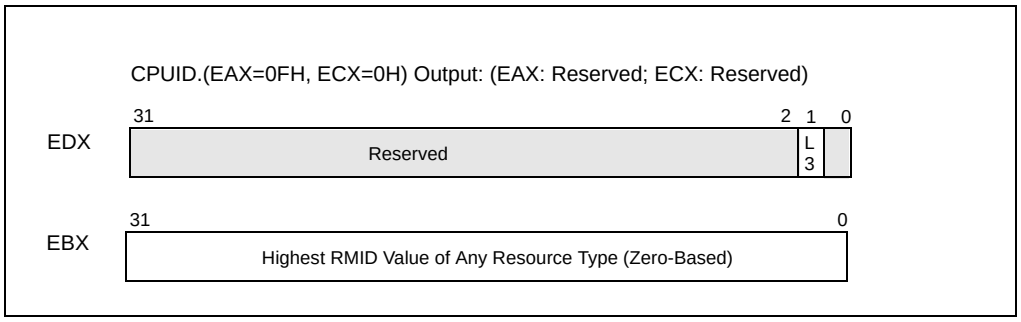

Figure 17-19 CPUID.(EAX=0FH, ECX=0H) QoS Resource Type Enumeration

— Additional sub-leaves of CPUID.EAX=0FH enumerate the specific details for software to program QoS monitoring MSRs. Software must query the capability of each available resource type that supports QoS monitoring from a sub-leaf of leaf 0FH using the sub-leaf index reported by the corresponding non-zero bit in CPUID.(EAX=0FH, ECX=0):EDX[31:1]. Cache QoS monitoring capability for L3 is enumerated by CPUID.(EAX=0FH, ECX=1H), see Figure 17-19. For each supported QoS monitoring resource type, hardware supports only a finite number of RMIDs. CPUID.(EAX=0FH, ECX=1H).ECX enumerates the highest RMID value that can be monitored with this resource type. CPUID.(EAX=0FH, ECX=1H).ECX specifies a bit vector that is used to look up the eventID (See Table 17-14) that software must program with IA32_QM_EVTSEL. After software configures IA32_QMEVTSEL with the desired RMID and eventID, it

can read QoS data from IA32_QM_CTR. The raw numerical value reported from IA32_QM_CTR can be converted to occupancy metric by multiplying from CPUID.(EAX=0FH, ECX=1H).EBX, see Figure 17-20.

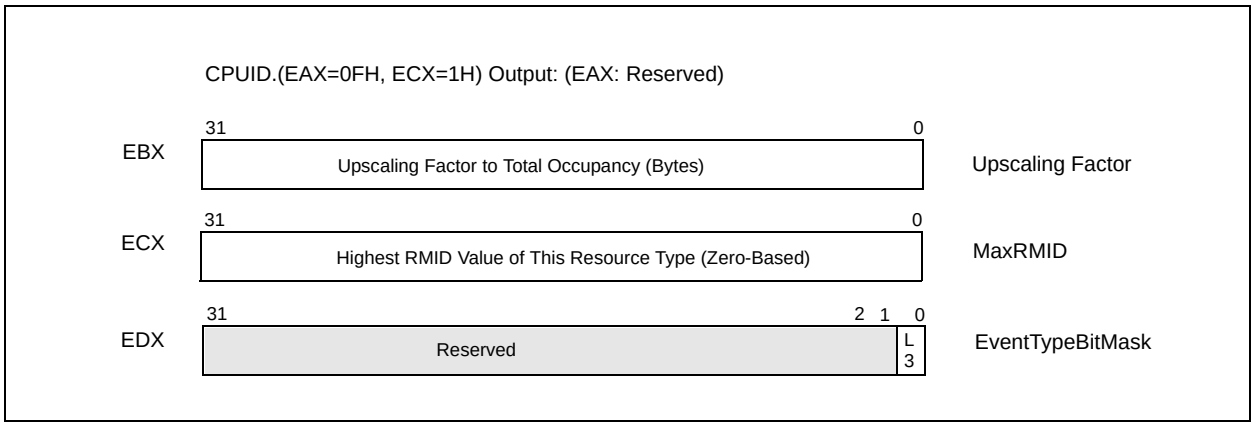

Figure 17-20 L3 Cache QoS Monitoring Capability Enumeration (CPUID.(EAX=0FH, ECX=1H))

Table 17-14 Cache QoS Supported Event IDs

Event Type	Event ID
L3 Cache Occupancy	1
Reserved	All other event codes

- IA32_PQR_ASSOC: This MSR specifies the active RMID that QoS monitoring hardware will use to tag internal operations, such as L3 cache request. The layout of the MSR is shown in Figure 17-21. Software specifies the active RMID to monitor in the IA32_PQR_ASSOC.RMID field. The width of the RMID field can vary from one implementation to another, and is derived from LOG_2 (1 + CPUID.(EAX=0FH, ECX=0):EBX[31:0]). In the initial implementation, the width of the RMID field is 10 bits. The value of this MSR after power-on is 0.
- IA32_QM_EVTSEL: This MSR provides a role similar to the event select MSRs for programmable performance monitoring described in Chapter 18. The simplified layout of the MSR is shown in Figure 17-21. Bits IA32_QM_EVTSEL.EvtID (bits 7:0) specifies an event code of a supported resource type for hardware to report QoS monitored data associated with IA32_QM_EVTSEL.RMID (bits 41:32). Software can configure IA32_QM_EVTSEL.RMID with any RMID that are active within the physical processor. The width of IA32_QM_EVTSEL.RMID matches that of IA32_PQR_ASSOC.RMID. Supported event codes for the IA32_QM_EVTSEL register are shown in Table 17-14. Note that valid event codes may not necessarily map directly to the bit position used to enumerate support for the resource via CPUID
- IA32_QM_CTR: This MSR reports monitored QoS data when available. It contains three bit fields. If software configures an unsupported RMID or event type in IA32_QM_EVTSEL, then IA32_QM_CTR.Error (bit 63) will be set, indicating there is no valid data to report. If IA32_QM_CTR.Unavailable (bit 62) is set, it indicates QoS monitored data for the RMID is not available, and IA32_QM_CTR.data (bits 61:0) should be ignored. Therefore, IA32_QM_CTR.data (bits 61:0) is valid only if bit 63 and 32 are both clear. For Cache QoS monitoring, software can convert IA32_QM_CTR.data into cache occupancy metric by multiplying with CPUID.(EAX=0FH, ECX=1H).EBX.

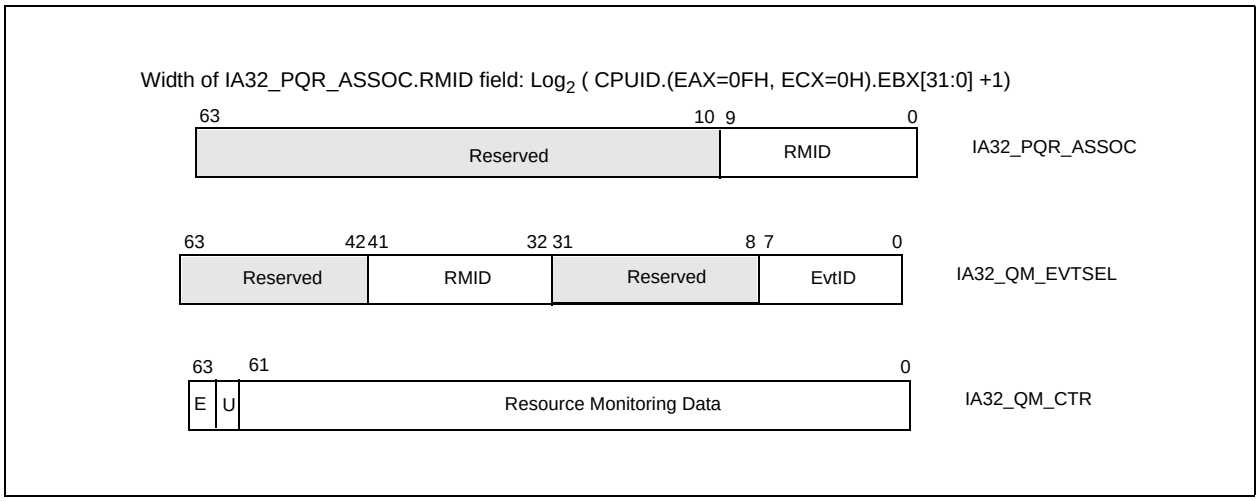

Figure 17-21 IA32_PQR_ASSOC, IA32_QM_EVTSEL and IA32_QM_CTR MSRs

Software must follow the following sequence of enumeration to discover Cache QoS Monitoring capabilities:

1. Execute CPUID with EAX=0 to discover the "cpuid_maxLeaf" supported in the processor;
2. If cpuid_maxLeaf >= 7, then execute CPUID with EAX=7, ECX= 0 to verify CPUID.(EAX=07H, ECX=0):EBX.QOS[bit 12] is set;
3. If CPUID.(EAX=07H, ECX=0):EBX.QOS[bit 12] = 1, then execute CPUID with EAX=0FH, ECX= 0 to query available resource types that support QoS monitoring;
4. If CPUID.(EAX=0FH, ECX=0):EBX.L3[bit 1] = 1, then execute CPUID with EAX=0FH, ECX= 1 to query the capability of L3 Cache QoS monitoring.
5. If CPUID.(EAX=0FH, ECX=0):EBX reports additional resource types supporting QoS monitoring, then execute CPUID with EAX=0FH, ECX set to a corresponding resource type ID as enumerated by the bit position of CPUID.(EAX=0FH, ECX=0):EBX.

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14. Updates to Chapter 18, Volume 3B

Change bars show changes to Chapter 18 of the *Intel® 64 and IA-32 Architectures Software Developer's Manual, Volume 3B:* System Programming Guide, Part 2.

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18.8.4 PEBS Support in Intel® Microarchitecture Code Name Sandy Bridge

Processors based on Intel microarchitecture code name Sandy Bridge support PEBS, similar to those offered in prior generation, with several enhanced features. The key components and differences of PEBS facility relative to Intel microarchitecture code name Westmere is summarized in Table 18-20.

Table 18-20 PEBS Facility Comparison

Box	Sandy Bridge	Westmere	Comment
Valid IA32_PMCx	PMC0-PMC3	PMC0-PMC3	No PEBS on PMC4-PMC7
PEBS Buffer Programming	Section 18.6.1.1	Section 18.6.1.1	Unchanged
IA32_PEBS_ENABLE Layout	Figure 18-29	Figure 18-15	
PEBS record layout	Physical Layout same as Table 18-12	Table 18-12	Enhanced fields at offsets 98H, A0H, A8H
PEBS Events	See Table 18-21	See Table 18-10	IA32_PMC4-IA32_PMC7 do not support PEBS.
PEBS-Load Latency	See Table 18-22	Table 18-13	
PEBS-Precise Store	yes; see Section 18.8.4.3	No	IA32_PMC3 only
PEBS-PDIR	yes	No	IA32_PMC1 only
PEBS skid from EventingIP	1 (or 2 if micro+macro fusion)	1	
SAMPLING Restriction	Small SAV(CountDown) value incur higher overhead than prior generation.		

Only IA32_PMC0 through IA32_PMC3 support PEBS.

NOTE

PEBS events are only valid when the following fields of IA32_PERFEVTSELx are all zero: AnyThread, Edge, Invert, CMask.

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18.8.4.1 PEBS Record Format

The layout of PEBS records physically identical to those shown in Table 18-12, but the fields at offset 98H, A0H and A8H have been enhanced to support additional PEBS capabilities.

- Load/Store Data Linear Address (Offset 98H): This field will contain the linear address of the source of the load, or linear address of the destination of the store.
- Data Source /Store Status (Offset A0H):When load latency is enabled, this field will contain three piece of information (including an encoded value indicating the source which satisfied the load operation). The source field encodings are detailed in Table 18-13. When precise store is enabled, this field will contain information indicating the status of the store, as detailed in Table 19.
- Latency Value/0 (Offset A8H): When load latency is enabled, this field contains the latency in cycles to service the load. This field is not meaningful when precise store is enabled and will be written to zero in that case. Upon writing the PEBS record, microcode clears the overflow status bits in the IA32_PERF_GLOBAL_STATUS corresponding to those counters that both overflowed and were enabled in the IA32_PEBS_ENABLE register. The status bits of other counters remain unaffected.

The number PEBS events has expanded. The list of PEBS events supported in Intel microarchitecture code name Sandy Bridge is shown in Table 18-21.

Table 18-21 PEBS Performance Events for Intel® Microarchitecture Code Name Sandy Bridge

Event Name	Event Select	Sub-event	UMask
INST_RETIRED	C0H	PREC_DIST	01H[1]
UOPS_RETIRED	C2H	All	01H
		Retire_Slots	02H
BR_INST_RETIRED	C4H	Conditional	01H
		Near_Call	02H
		All_branches	04H
		Near_Return	08H
		Near_Taken	20H
BR_MISP_RETIRED	C5H	Conditional	01H
		Near_Call	02H
		All_branches	04H
		Not_Taken	10H
		Taken	20H
MEM_UOPS_RETIRED	D0H	STLB_MISS_LOADS	11H
		STLB_MISS_STORE	12H
		LOCK_LOADS	21H
		SPLIT_LOADS	41H
		SPLIT_STORES	42H
		ALL_LOADS	81H
		ALL_STORES	82H
MEM_LOAD_UOPS_RETIRED	D1H	L1_Hit	01H
		L2_Hit	02H
		L3_Hit	04H
		Hit_LFB	40H
MEM_LOAD_UOPS_LLC_HIT_RETIRED	D2H	XSNP_Miss	01H
		XSNP_Hit	02H
		XSNP_Hitm	04H
		XSNP_None	08H

NOTES:
1. Only available on IA32_PMC1.

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18.10 4H GENERATION INTEL® CORE™ PROCESSOR PERFORMANCE MONITORING FACILITY

The 4th generation Intel® Core™ processor and Intel® Xeon® processor E3-1200 v3 product family are based on Intel® microarchitecture code name Haswell. The core PMU supports architectural performance monitoring capability with version ID 3 (see Section 18.2.2.2) and a host of non-architectural monitoring capabilities.

Architectural performance monitoring events and non-architectural monitoring events are programmed using fixed counters and programmable counters/event select MSRS as described in Section 18.2.2.2.

The core PMU's capability is similar to those described in Section 18.8 through Section 18.8.5, with some differences and enhancements summarized in Table 18-31. Additionally, the core PMU provides some enhancement to support performance monitoring when the target workload contains instruction streams using Intel® Transactional Synchronization Extensions (TSX), see Section 18.10.5. For details of Intel TSX, see Chapter 8 of *Intel® Architecture Instruction Set Extensions Programming Reference*.

Table 18-31 Core PMU Comparison

Box	Haswell	Sandy Bridge	Comment
# of Fixed counters per thread	3	3	
# of general-purpose counters per core	8	8	
Counter width (R,W)	R:48 , W: 32/48	R:48 , W: 32/48	See Section 18.2.2.3.
# of programmable counters per thread	4 or (8 if a core not shared by two threads)	4 or (8 if a core not shared by two threads)	Use CPUID to enumerate # of counters.
Precise Event Based Sampling (PEBS) Events	See Table 18-21	See Table 18-21	IA32_PMC4-IA32_PMC7 do not support PEBS.
PEBS-Load Latency	See Section 18.8.4.2;	See Section 18.8.4.2;	
PEBS-Precise Store	No, replaced by Data Address profiling	Section 18.8.4.3	
PEBS-PDIR	yes (using precise INST_RETIRED.ALL)	yes (using precise INST_RETIRED.ALL)	
PEBS-EventingIP	yes	no	
Data Address Profiling	yes	no	
LBR Profiling	yes	yes	
Call Stack Profiling	yes, see Section 17.8	no	Use LBR facility
Off-core Response Event	MSR 1A6H and 1A7H; Extended request and response types	MSR 1A6H and 1A7H; Extended request and response types	
Intel TSX support for Perfmon	See Section 18.10.5;	no	

18.10.1 Precise Event Based Sampling (PEBS) Facility

The PEBS facility in the Next Generation Intel Core processor is similar to those in processors based on Intel microarchitecture code name Sandy Bridge, with several enhanced features. The key components and differences of PEBS facility relative to Intel microarchitecture code name Sandy Bridge is summarized in Table 18-32.

Table 18-32 PEBS Facility Comparison

Box	Haswell	Sandy Bridge	Comment
Valid IA32_PMCx	PMC0-PMC3	PMC0-PMC3	No PEBS on PMC4-PMC7
PEBS Buffer Programming	Section 18.6.1.1	Section 18.6.1.1	Unchanged
IA32_PEBS_ENABLE Layout	Figure 18-29	Figure 18-15	
PEBS record layout	Table 18-33, Enhanced fields at offsets 98H, A0H, A8H, B0H	Table 18-12, Enhanced fields at offsets 98H, A0H, A8H	
PEBS Events	See Table 18-21	See Table 18-21	IA32_PMC4-IA32_PMC7 do not support PEBS.
PEBS-Load Latency	See Table 18-22	Table 18-22	
PEBS-Precise Store	no, replaced by data address profiling	yes; see Section 18.8.4.3	
PEBS-PDIR	yes	yes	IA32_PMC1 only
PEBS skid from EventingIP	1 (or 2 if micro+macro fusion)	1	
SAMPLING Restriction	Small SAV(CountDown) value incur higher overhead than prior generation.		

Only IA32_PMC0 through IA32_PMC3 support PEBS.

NOTE

PEBS events are only valid when the following fields of IA32_PERFEVTSELx are all zero: AnyThread, Edge, Invert, CMask.

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18.10.5 Performance Monitoring and Intel® TSX

Chapter 14 of *Intel® 64 and IA-32 Architectures Software Developer's Manual, Volume 1* describes the details of Intel® Transactional Synchronization Extensions (Intel TSX). This section describes performance monitoring support for Intel TSX.

If a processor supports Intel TSX, the core PMU enhances it's IA32_PERFEVTSELx MSR with two additional bit fields for event filtering. Support for Intel TSX is indicated by either (a) CPUID.(EAX=7, ECX=0):RTM[bit 11]=1, or (b) if CPUID.07H.EBX.HLE [bit 4] = 1. The TSX-enhanced layout of IA32_PERFEVTSELx is shown in Figure 18-34. The two additional bit fields are:

- **IN_TX** (bit 32): When set, the counter will only include counts that occurred inside a transactional region, regardless of whether that region was aborted or committed. This bit may only be set if the processor supports HLE or RTM.
- **IN_TXCP** (bit 33): When set, the counter will not include counts that occurred inside of an aborted transactional region. This bit may only be set if the processor supports HLE or RTM. This bit may only be set for IA32_PERFEVTSEL2.

When the IA32_PERFEVTSELx MSR is programmed with both IN_TX=0 and IN_TXCP=0 on a processor that supports Intel TSX, the result in a counter may include detectable conditions associated with a transaction code region for its aborted execution (if any) and completed execution.

In the initial implementation, software may need to take pre-caution when using the IN_TXCP bit. see Table 35-17.

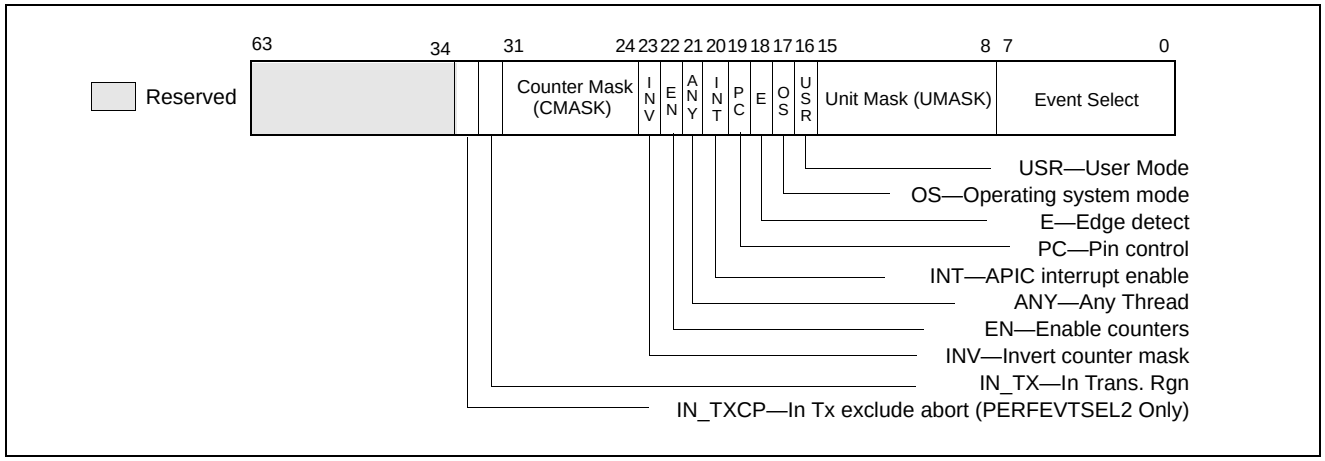

Figure 18-34 Layout of IA32_PERFEVTSELx MSRs Supporting Intel TSX

A common usage of setting IN_TXCP=1 is to capture the number of events that were discarded due to a transactional abort. With IA32_PMC2 configured to count in such a manner, then when a transactional region aborts, the value for that counter is restored to the value it had prior to the aborted transactional region. As a result, any updates performed to the counter during the aborted transactional region are discarded.

On the other hand, setting IN_TX=1 can be used to drill down on the performance characteristics of transactional code regions. When a PMCx is configured with the corresponding IA32_PERFEVTSELx.IN_TX=1, only eventing conditions that occur inside transactional code regions are propagated to the event logic and reflected in the counter result. Eventing conditions specified by IA32_PERFEVTSELx but occurring outside a transactional region are discarded. The following example illustrates using three counters to drill down cycles spent inside and outside of transactional regions:

- Program IA32_PERFEVTSEL2 to count Unhalted_Core_Cycles with (IN_TXCP=1, IN_TX=0), such that IA32_PMC2 will count cycles spent due to aborted TSX transactions;
- Program IA32_PERFEVTSEL0 to count Unhalted_Core_Cycles with (IN_TXCP=0, IN_TX=1), such that IA32_PMC0 will count cycles spent by the transactional code regions;
- Program IA32_PERFEVTSEL1 to count Unhalted_Core_Cycles with (IN_TXCP=0, IN_TX=0), such that IA32_PMC1 will count total cycles spent by the non-transactional code and transactional code regions.

Additionally, a number of performance events are solely focused on characterizing the execution of Intel TSX transactional code, they are listed in Table 19-3.

18.10.5.1 Intel TSX and PEBS Support

If a PEBS event would have occurred inside a transactional region, then the transactional region first aborts, and then the PEBS event is processed.

Two of the TSX performance monitoring events in Table 19-3 also support using PEBS facility to capture additional information. They are:

- HLE_RETIRED.ABORT ED (encoding 0xc8 mask 0x4),
- RTM_RETIRED.ABORTED (encoding 0xc9 mask 0x4).

A transactional abort (HLE_RETIRED.ABORTED,RTM_RETIRED.ABORTED) can also be programmed to cause PEBS events. In this scenario, a PEBS event is processed following the abort.

Pending a PEBS record inside of a transactional region will cause a transactional abort. If a PEBS record was pended at the time of the abort or on an overflow of the TSX PEBS events listed above, only the following PEBS entries will be valid (enumerated by PEBS entry offset 0xB8 bits[33:32] to indicate an HLE abort or an RTM abort):

- Offset B0H: EventingIP,
- Offset B8H: TX Abort Information

These fields are set for all PEBS events.

- Offset 0x08 (RIP/EIP) corresponds to the instruction following the outermost XACQUIRE in HLE or the first instruction of the fallback handler of the outermost XBEGIN instruction in RTM. This is useful to identify the aborted transactional region.

In the case of HLE, an aborted transaction will restart execution deterministically at the start of the HLE region. In the case of RTM, an aborted transaction will transfer execution to the RTM fallback handler.

The layout of the TX Abort Information field is given in Table 18-37.

Table 18-37 TX Abort Information Field Definition

Bit Name	Offset	Description
Cycles_Last_TX	31:0	The number of cycles in the last TSX region, regardless of whether that region had aborted or committed.
HLE_Abort	32	If set, the abort information corresponds to an aborted HLE execution
RTM_Abort	33	If set, the abort information corresponds to an aborted RTM execution
Instruction_Abort	34	If set, the abort was associated with the instruction corresponding to the eventing IP (offset 0B0H) within the transactional region.
Non_Instruction_Abort	35	If set, the instruction corresponding to the eventing IP may not necessarily be related to the transactional abort.
Retry	36	If set, retrying the transactional execution may have succeeded.
Data_Conflict	37	If set, another logical processor conflicted with a memory address that was part of the transactional region that aborted.
Capacity Writes	38	If set, the transactional region aborted due to exceeding resources for transactional writes.
Capacity Reads	39	If set, the transactional region aborted due to exceeding resources for transactional reads.
Reserved	63:40	Reserved

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15.Updates to Chapter 19, Volume 3B

Change bars show changes to Chapter 19 of the *Intel® 64 and IA-32 Architectures Software Developer's Manual, Volume 3B:* System Programming Guide, Part 2.

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This chapter lists the performance-monitoring events that can be monitored with the Intel 64 or IA-32 processors. The ability to monitor performance events and the events that can be monitored in these processors are mostly model-specific, except for architectural performance events, described in Section 19.1.

Non-architectural performance events (i.e. model-specific events) are listed for each generation of microarchitecture:

- Section 19.2 - Processors based on Intel® microarchitecture code name Haswell
- Section 19.3 - Processors based on Intel® microarchitecture code name Ivy Bridge
- Section 19.4 - Processors based on Intel® microarchitecture code name Sandy Bridge
- Section 19.5 - Processors based on Intel® microarchitecture code name Nehalem
- Section 19.6 - Processors based on Intel® microarchitecture code name Westmere
- Section 19.7 - Processors based on Enhanced Intel® Core™ microarchitecture
- Section 19.8 - Processors based on Intel® Core™ microarchitecture
- Section 19.9 - Processors based on Intel® Atom™ microarchitecture
- Section 19.10 - Intel® Core™ Solo and Intel® Core™ Duo processors
- Section 19.11 - Processors based on Intel NetBurst® microarchitecture
- Section 19.12 - Pentium® M family processors
- Section 19.13 - P6 family processors
- Section 19.14 - Pentium® processors

NOTE

These performance-monitoring events are intended to be used as guides for performance tuning. The counter values reported by the performance-monitoring events are approximate and believed to be useful as relative guides for tuning software. Known discrepancies are documented where applicable.

19.1 ARCHITECTURAL PERFORMANCE-MONITORING EVENTS

Architectural performance events are introduced in Intel Core Solo and Intel Core Duo processors. They are also supported on processors based on Intel Core microarchitecture. Table 19-1 lists pre-defined architectural performance events that can be configured using general-purpose performance counters and associated event-select registers.

Table 19-1 Architectural Performance Events

Event Num.	Event Mask Mnemonic	Umask Value	Description	Comment
3CH	UnHalted Core Cycles	00H	Unhalted core cycles	
3CH	UnHalted Reference Cycles	01H	Unhalted reference cycles	Measures bus cycle[1]
C0H	Instruction Retired	00H	Instruction retired	
2EH	LLC Reference	4FH	Longest latency cache references	
2EH	LLC Misses	41H	Longest latency cache misses	
C4H	Branch Instruction Retired	00H	Branch instruction at retirement	
C5H	Branch Misses Retired	00H	Mispredicted Branch Instruction at retirement	

NOTES:
1. Implementation of this event in Intel Core 2 processor family, Intel Core Duo, and Intel Core Solo processors measures bus clocks.

19.2 PERFORMANCE MONITORING EVENTS FOR THE 4TH GENERATION INTEL® CORE™ PROCESSORS

4th generation Intel® Core™ processors and Intel Xeon processor E3-1200 v3 product family are based on the Intel microarchitecture code name Haswell. They support the architectural performance-monitoring events listed in Table 19-1. Non-architectural performance-monitoring events in the processor core are listed in Table 19-2. The events in Table 19-2 apply to processors with CPUID signature of DisplayFamily_DisplayModel encoding with the following values: 06_3CH, 06_45H and 06_46H. Table 19-3 lists performance events focused on supporting Intel TSX (see Section 18.10.5).

Additional information on event specifics (e.g. derivative events using specific IA32_PERFEVTSELx modifiers, limitations, special notes and recommendations) can be found at http://software.intel.com/en-us/forums/software-tuning-performance-optimization-platform-monitoring.

Table 19-2 Non-Architectural Performance Events In the Processor Core of 4th Generation Intel® Core™ Processors

Event Num.	Umask Value	Event Mask Mnemonic	Description	Comment
03H	02H	LD_BLOCKS.STORE_FORWARD	loads blocked by overlapping with store buffer that cannot be forwarded .	
03H	08H	LD_BLOCKS.NO_SR	The number of times that split load operations are temporarily blocked because all resources for handling the split accesses are in use.	
05H	01H	MISALIGN_MEM_REF.LOADS	Speculative cache-line split load uops dispatched to L1D.	
05H	02H	MISALIGN_MEM_REF.STORES	Speculative cache-line split Store-address uops dispatched to L1D.	
07H	01H	LD_BLOCKS_PARTIAL.ADDRESS_ALIAS	False dependencies in MOB due to partial compare on address.	
08H	01H	DTLB_LOAD_MISSES.MISS_CAUSES_A_WALK	Misses in all TLB levels that cause a page walk of any page size.	
08H	02H	DTLB_LOAD_MISSES.WALK_COMPLETED_4K	Completed page walks due to demand load misses that caused 4K page walks in any TLB levels.	
08H	04H	DTLB_LOAD_MISSES.WALK_COMPLETED_2M_4M	Completed page walks due to demand load misses that caused 2M/4M page walks in any TLB levels.	
08H	0EH	DTLB_LOAD_MISSES.WALK_COMPLETED	Completed page walks in any TLB of any page size due to demand load misses	
08H	10H	DTLB_LOAD_MISSES.WALK_DURATION	Cycle PMH is busy with a walk.	
08H	20H	DTLB_LOAD_MISSES.STLB_HIT_4K	Load misses that missed DTLB but hit STLB (4K).	
08H	40H	DTLB_LOAD_MISSES.STLB_HIT_2M	Load misses that missed DTLB but hit STLB (2M).	
08H	60H	DTLB_LOAD_MISSES.STLB_HIT	Number of cache load STLB hits. No page walk.	
08H	80H	DTLB_LOAD_MISSES.PDE_CACHE_MISS	DTLB demand load misses with low part of linear-to-physical address translation missed	
0DH	03H	INT_MISC.RECOVERY_CYCLES	Cycles waiting to recover after Machine Clears except JEClear. Set Cmask= 1.	Set Edge to count occurrences

Table 19-2 Non-Architectural Performance Events In the Processor Core of 4th Generation Intel® Core™ Processors (Contd.)

Event Num.	Umask Value	Event Mask Mnemonic	Description	Comment
0EH	01H	UOPS_ISSUED.ANY	Increments each cycle the # of Uops issued by the RAT to RS. Set Cmask = 1, Inv = 1, Any= 1to count stalled cycles of this core.	Set Cmask = 1, Inv = 1to count stalled cycles
0EH	10H	UOPS_ISSUED.FLAGS_MERGE	Number of flags-merge uops allocated. Such uops adds delay.	
0EH	20H	UOPS_ISSUED.SLOW_LEA	Number of slow LEA or similar uops allocated. Such uop has 3 sources (e.g. 2 sources + immediate) regardless if as a result of LEA instruction or not.	
0EH	40H	UOPS_ISSUED.SiNGLE_MUL	Number of multiply packed/scalar single precision uops allocated.	
24H	21H	L2_RQSTS.DEMAND_DATA_RD_MISS	Demand Data Read requests that missed L2, no rejects.	
24H	41H	L2_RQSTS.DEMAND_DATA_RD_HIT	Demand Data Read requests that hit L2 cache.	
24H	E1H	L2_RQSTS.ALL_DEMAND_DATA_RD	Counts any demand and L1 HW prefetch data load requests to L2.	
24H	42H	L2_RQSTS.RFO_HIT	Counts the number of store RFO requests that hit the L2 cache.	
24H	22H	L2_RQSTS.RFO_MISS	Counts the number of store RFO requests that miss the L2 cache.	
24H	E2H	L2_RQSTS.ALL_RFO	Counts all L2 store RFO requests.	
24H	44H	L2_RQSTS.CODE_RD_HIT	Number of instruction fetches that hit the L2 cache.	
24H	24H	L2_RQSTS.CODE_RD_MISS	Number of instruction fetches that missed the L2 cache.	
24H	27H	L2_RQSTS.ALL_DEMAND_MISS	Demand requests that miss L2 cache.	
24H	E7H	L2_RQSTS.ALL_DEMAND_REFERENCES	Demand requests to L2 cache.	
24H	E4H	L2_RQSTS.ALL_CODE_RD	Counts all L2 code requests.	
24H	50H	L2_RQSTS.L2_PF_HIT	Counts all L2 HW prefetcher requests that hit L2.	
24H	30H	L2_RQSTS.L2_PF_MISS	Counts all L2 HW prefetcher requests that missed L2.	
24H	F8H	L2_RQSTS.ALL_PF	Counts all L2 HW prefetcher requests.	
24H	3FH	L2_RQSTS.MISS	All requests that missed L2.	
24H	FFH	L2_RQSTS.REFERENCES	All requests to L2 cache.	
27H	50H	L2_DEMAND_RQSTS.WB_HIT	Not rejected writebacks that hit L2 cache	
2EH	4FH	LONGEST_LAT_CACHE.REFERENCE	This event counts requests originating from the core that reference a cache line in the last level cache.	see Table 19-1
2EH	41H	LONGEST_LAT_CACHE.MISS	This event counts each cache miss condition for references to the last level cache.	see Table 19-1

Table 19-2 Non-Architectural Performance Events In the Processor Core of 4th Generation Intel® Core™ Processors (Contd.)

Event Num.	Umask Value	Event Mask Mnemonic	Description	Comment
3CH	00H	CPU_CLK_UNHALTED.THREAD_P	Counts the number of thread cycles while the thread is not in a halt state. The thread enters the halt state when it is running the HLT instruction. The core frequency may change from time to time due to power or thermal throttling.	see Table 19-1
3CH	01H	CPU_CLK_THREAD_UNHALTED.REF_XCLK	Increments at the frequency of XCLK (100 MHz) when not halted.	see Table 19-1
48H	01H	L1D_PEND_MISS.PENDING	Increments the number of outstanding L1D misses every cycle. Set Cmaks = 1 and Edge =1 to count occurrences.	Counter 2 only; Set Cmask = 1 to count cycles.
49H	01H	DTLB_STORE_MISSES.MISS_CAUSES_A_WALK	Miss in all TLB levels causes an page walk of any page size (4K/2M/4M/1G).	
49H	02H	DTLB_STORE_MISSES.WALK_COMPLETED_4K	Completed page walks due to store misses in one or more TLB levels of 4K page structure.	
49H	04H	DTLB_STORE_MISSES.WALK_COMPLETED_2M_4M	Completed page walks due to store misses in one or more TLB levels of 2M/4M page structure.	
49H	0EH	DTLB_STORE_MISSES.WALK_COMPLETED	Completed page walks due to store miss in any TLB levels of any page size (4K/2M/4M/1G).	
49H	10H	DTLB_STORE_MISSES.WALK_DURATION	Cycles PMH is busy with this walk.	
49H	20H	DTLB_STORE_MISSES.STLB_HIT_4K	Store misses that missed DTLB but hit STLB (4K).	
49H	40H	DTLB_STORE_MISSES.STLB_HIT_2M	Store misses that missed DTLB but hit STLB (2M).	
49H	60H	DTLB_STORE_MISSES.STLB_HIT	Store operations that miss the first TLB level but hit the second and do not cause page walks.	
49H	80H	DTLB_STORE_MISSES.PDE_CACHE_MISS	DTLB store misses with low part of linear-to-physical address translation missed.	
4CH	01H	LOAD_HIT_PRE.SW_PF	Non-SW-prefetch load dispatches that hit fill buffer allocated for S/W prefetch.	
4CH	02H	LOAD_HIT_PRE.HW_PF	Non-SW-prefetch load dispatches that hit fill buffer allocated for H/W prefetch.	
51H	01H	L1D.REPLACEMENT	Counts the number of lines brought into the L1 data cache.	
58H	04H	MOVE_ELIMINATION.INT_NOT_ELIMINATED	Number of integer Move Elimination candidate uops that were not eliminated.	
58H	08H	MOVE_ELIMINATION.SIMD_NOT_ELIMINATED	Number of SIMD Move Elimination candidate uops that were not eliminated.	
58H	01H	MOVE_ELIMINATION.INT_ELIMINATED	Number of integer Move Elimination candidate uops that were eliminated.	
58H	02H	MOVE_ELIMINATION.SIMD_ELIMINATED	Number of SIMD Move Elimination candidate uops that were eliminated.	

Table 19-2 Non-Architectural Performance Events In the Processor Core of 4th Generation Intel® Core™ Processors (Contd.)

Event Num.	Umask Value	Event Mask Mnemonic	Description	Comment
5CH	01H	CPL_CYCLES.RING0	Unhalted core cycles when the thread is in ring 0.	Use Edge to count transition
5CH	02H	CPL_CYCLES.RING123	Unhalted core cycles when the thread is not in ring 0.	
5EH	01H	RS_EVENTS.EMPTY_CYCLES	Cycles the RS is empty for the thread.	
60H	01H	OFFCORE_REQUESTS_OUTSTANDING.DEMAND_DATA_RD	Offcore outstanding Demand Data Read transactions in SQ to uncore. Set Cmask=1 to count cycles.	Use only when HTT is off
60H	02H	OFFCORE_REQUESTS_OUTSTANDING.DEMAND_CODE_RD	Offcore outstanding Demand code Read transactions in SQ to uncore. Set Cmask=1 to count cycles.	Use only when HTT is off
60H	04H	OFFCORE_REQUESTS_OUTSTANDING.DEMAND_RFO	Offcore outstanding RFO store transactions in SQ to uncore. Set Cmask=1 to count cycles.	Use only when HTT is off
60H	08H	OFFCORE_REQUESTS_OUTSTANDING.ALL_DATA_RD	Offcore outstanding cacheable data read transactions in SQ to uncore. Set Cmask=1 to count cycles.	Use only when HTT is off
63H	01H	LOCK_CYCLES.SPLIT_LOCK_UC_LOCK_DURATION	Cycles in which the L1D and L2 are locked, due to a UC lock or split lock.	
63H	02H	LOCK_CYCLES.CACHE_LOCK_DURATION	Cycles in which the L1D is locked.	
79H	02H	IDQ.EMPTY	Counts cycles the IDQ is empty.	
79H	04H	IDQ.MITE_UOPS	Increment each cycle # of uops delivered to IDQ from MITE path. Set Cmask = 1 to count cycles.	Can combine Umask 04H and 20H
79H	08H	IDQ.DSB_UOPS	Increment each cycle. # of uops delivered to IDQ from DSB path. Set Cmask = 1 to count cycles.	Can combine Umask 08H and 10H
79H	10H	IDQ.MS_DSB_UOPS	Increment each cycle # of uops delivered to IDQ when MS_busy by DSB. Set Cmask = 1 to count cycles. Add Edge=1 to count # of delivery.	Can combine Umask 04H, 08H
79H	20H	IDQ.MS_MITE_UOPS	Increment each cycle # of uops delivered to IDQ when MS_busy by MITE. Set Cmask = 1 to count cycles.	Can combine Umask 04H, 08H
79H	30H	IDQ.MS_UOPS	Increment each cycle # of uops delivered to IDQ from MS by either DSB or MITE. Set Cmask = 1 to count cycles.	Can combine Umask 04H, 08H
79H	18H	IDQ.ALL_DSB_CYCLES_ANY_UOPS	Counts cycles DSB is delivered at least one uops. Set Cmask = 1.	
79H	18H	IDQ.ALL_DSB_CYCLES_4_UOPS	Counts cycles DSB is delivered four uops. Set Cmask = 4.	
79H	24H	IDQ.ALL_MITE_CYCLES_ANY_UOPS	Counts cycles MITE is delivered at least one uops. Set Cmask = 1.	
79H	24H	IDQ.ALL_MITE_CYCLES_4_UOPS	Counts cycles MITE is delivered four uops. Set Cmask = 4.	
79H	3CH	IDQ.MITE_ALL_UOPS	# of uops delivered to IDQ from any path.	

Table 19-2 Non-Architectural Performance Events In the Processor Core of 4th Generation Intel® Core™ Processors (Contd.)

Event Num.	Umask Value	Event Mask Mnemonic	Description	Comment
80H	02H	ICACHE.MISSES	Number of Instruction Cache, Streaming Buffer and Victim Cache Misses. Includes UC accesses.	
85H	01H	ITLB_MISSES.MISS_CAUSES_A_WALK	Misses in ITLB that causes a page walk of any page size.	
85H	02H	ITLB_MISSES.WALK_COMPLETED_4K	Completed page walks due to misses in ITLB 4K page entries.	
85H	04H	ITLB_MISSES.WALK_COMPLETED_2M_4M	Completed page walks due to misses in ITLB 2M/4M page entries.	
85H	0EH	ITLB_MISSES.WALK_COMPLETED	Completed page walks in ITLB of any page size.	
85H	10H	ITLB_MISSES.WALK_DURATION	Cycle PMH is busy with a walk.	
85H	20H	ITLB_MISSES.STLB_HIT_4K	ITLB misses that hit STLB (4K).	
85H	40H	ITLB_MISSES.STLB_HIT_2M	ITLB misses that hit STLB (2M).	
85H	60H	ITLB_MISSES.STLB_HIT	ITLB misses that hit STLB. No page walk.	
87H	01H	ILD_STALL.LCP	Stalls caused by changing prefix length of the instruction.	
87H	04H	ILD_STALL.IQ_FULL	Stall cycles due to IQ is full.	
88H	01H	BR_INST_EXEC.COND	Qualify conditional near branch instructions executed, but not necessarily retired.	Must combine with umask 40H, 80H
88H	02H	BR_INST_EXEC.DIRECT_JMP	Qualify all unconditional near branch instructions excluding calls and indirect branches.	Must combine with umask 80H
88H	04H	BR_INST_EXEC.INDIRECT_JMP_NON_CALL_RET	Qualify executed indirect near branch instructions that are not calls nor returns.	Must combine with umask 80H
88H	08H	BR_INST_EXEC.RETURN_NEAR	Qualify indirect near branches that have a return mnemonic.	Must combine with umask 80H
88H	10H	BR_INST_EXEC.DIRECT_NEAR_CALL	Qualify unconditional near call branch instructions, excluding non call branch, executed.	Must combine with umask 80H
88H	20H	BR_INST_EXEC.INDIRECT_NEAR_CALL	Qualify indirect near calls, including both register and memory indirect, executed.	Must combine with umask 80H
88H	40H	BR_INST_EXEC.NONTAKEN	Qualify non-taken near branches executed.	Applicable to umask 01H only
88H	80H	BR_INST_EXEC.TAKEN	Qualify taken near branches executed. Must combine with 01H,02H, 04H, 08H, 10H, 20H.	
88H	FFH	BR_INST_EXEC.ALL_BRANCHES	Counts all near executed branches (not necessarily retired).	
89H	01H	BR_MISP_EXEC.COND	Qualify conditional near branch instructions mispredicted.	Must combine with umask 40H, 80H
89H	04H	BR_MISP_EXEC.INDIRECT_JMP_NON_CALL_RET	Qualify mispredicted indirect near branch instructions that are not calls nor returns.	Must combine with umask 80H
89H	08H	BR_MISP_EXEC.RETURN_NEAR	Qualify mispredicted indirect near branches that have a return mnemonic.	Must combine with umask 80H

Table 19-2 Non-Architectural Performance Events In the Processor Core of 4th Generation Intel® Core™ Processors (Contd.)

Event Num.	Umask Value	Event Mask Mnemonic	Description	Comment
89H	10H	BR_MISP_EXEC.DIRECT_NEAR_CALL	Qualify mispredicted unconditional near call branch instructions, excluding non call branch, executed.	Must combine with umask 80H
89H	20H	BR_MISP_EXEC.INDIRECT_NEAR_CALL	Qualify mispredicted indirect near calls, including both register and memory indirect, executed.	Must combine with umask 80H
89H	40H	BR_MISP_EXEC.NONTAKEN	Qualify mispredicted non-taken near branches executed.	Applicable to umask 01H only
89H	80H	BR_MISP_EXEC.TAKEN	Qualify mispredicted taken near branches executed. Must combine with 01H,02H, 04H, 08H, 10H, 20H.	
89H	FFH	BR_MISP_EXEC.ALL_BRANCHES	Counts all near executed branches (not necessarily retired).	
9CH	01H	IDQ_UOPS_NOT_DELIVERED.CORE	Count number of non-delivered uops to RAT per thread.	Use Cmask to qualify uop b/w
A1H	01H	UOPS_EXECUTED_PORT.PORT_0	Cycles which a Uop is dispatched on port 0 in this thread.	Set AnyThread to count per core
A1H	02H	UOPS_EXECUTED_PORT.PORT_1	Cycles which a Uop is dispatched on port 1 in this thread.	Set AnyThread to count per core
A1H	04H	UOPS_EXECUTED_PORT.PORT_2	Cycles which a uop is dispatched on port 2 in this thread.	Set AnyThread to count per core
A1H	08H	UOPS_EXECUTED_PORT.PORT_3	Cycles which a uop is dispatched on port 3 in this thread.	Set AnyThread to count per core
A1H	10H	UOPS_EXECUTED_PORT.PORT_4	Cycles which a uop is dispatched on port 4 in this thread.	Set AnyThread to count per core
A1H	20H	UOPS_EXECUTED_PORT.PORT_5	Cycles which a uop is dispatched on port 5 in this thread.	Set AnyThread to count per core
A1H	40H	UOPS_EXECUTED_PORT.PORT_6	Cycles which a Uop is dispatched on port 6 in this thread.	Set AnyThread to count per core
A1H	80H	UOPS_EXECUTED_PORT.PORT_7	Cycles which a Uop is dispatched on port 7 in this thread	Set AnyThread to count per core
A2H	01H	RESOURCE_STALLS.ANY	Cycles Allocation is stalled due to Resource Related reason.	
A2H	04H	RESOURCE_STALLS.RS	Cycles stalled due to no eligible RS entry available.	
A2H	08H	RESOURCE_STALLS.SB	Cycles stalled due to no store buffers available (not including draining form sync).	
A2H	10H	RESOURCE_STALLS.ROB	Cycles stalled due to re-order buffer full.	
A3H	01H	CYCLE_ACTIVITY.CYCLES_L2_PENDING	Cycles with pending L2 miss loads. Set Cmask=2 to count cycle.	Use only when HTT is off
A3H	02H	CYCLE_ACTIVITY.CYCLES_LDM_PENDING	Cycles with pending memory loads. Set Cmask=2 to count cycle.	
A3H	05H	CYCLE_ACTIVITY.STALLS_L2_PENDING	Number of loads missed L2.	Use only when HTT is off
A3H	08H	CYCLE_ACTIVITY.CYCLES_L1D_PENDING	Cycles with pending L1 cache miss loads. Set Cmask=8 to count cycle.	PMC2 only

Table 19-2 Non-Architectural Performance Events In the Processor Core of 4th Generation Intel® Core™ Processors (Contd.)

Event Num.	Umask Value	Event Mask Mnemonic	Description	Comment
A8H	01H	LSD.UOPS	Number of Uops delivered by the LSD.	
AEH	01H	ITLB.ITLB_FLUSH	Counts the number of ITLB flushes, includes 4k/2M/4M pages.	
B0H	01H	OFFCORE_REQUESTS.DEMAND_DATA_RD	Demand data read requests sent to uncore.	Use only when HTT is off
B0H	02H	OFFCORE_REQUESTS.DEMAND_CODE_RD	Demand code read requests sent to uncore.	Use only when HTT is off
B0H	04H	OFFCORE_REQUESTS.DEMAND_RFO	Demand RFO read requests sent to uncore, including regular RFOs, locks, ItoM.	Use only when HTT is off
B0H	08H	OFFCORE_REQUESTS.ALL_DATA_RD	Data read requests sent to uncore (demand and prefetch).	Use only when HTT is off
B1H	02H	UOPS_EXECUTED.CORE	Counts total number of uops to be executed per-core each cycle.	Do not need to set ANY
B7H	01H	OFF_CORE_RESPONSE_0	see Section 18.8.5, “Off-core Response Performance Monitoring”.	Requires MSR 01A6H
BBH	01H	OFF_CORE_RESPONSE_1	See Section 18.8.5, “Off-core Response Performance Monitoring”.	Requires MSR 01A7H
BCH	11H	PAGE_WALKER_LOADS.DTLB_L1	Number of DTLB page walker loads that hit in the L1+FB.	
BCH	21H	PAGE_WALKER_LOADS.ITLB_L1	Number of ITLB page walker loads that hit in the L1+FB.	
BCH	12H	PAGE_WALKER_LOADS.DTLB_L2	Number of DTLB page walker loads that hit in the L2.	
BCH	22H	PAGE_WALKER_LOADS.ITLB_L2	Number of ITLB page walker loads that hit in the L2.	
BCH	14H	PAGE_WALKER_LOADS.DTLB_L3	Number of DTLB page walker loads that hit in the L3.	
BCH	24H	PAGE_WALKER_LOADS.ITLB_L3	Number of ITLB page walker loads that hit in the L3.	
BCH	18H	PAGE_WALKER_LOADS.DTLB_MEMORY	Number of DTLB page walker loads from memory.	
BCH	28H	PAGE_WALKER_LOADS.ITLB_MEMORY	Number of ITLB page walker loads from memory.	
BDH	01H	TLB_FLUSH.DTLB_THREAD	DTLB flush attempts of the thread-specific entries.	
BDH	20H	TLB_FLUSH.STLB_ANY	Count number of STLB flush attempts.	
C0H	00H	INST_RETIRED.ANY_P	Number of instructions at retirement.	See Table 19-1
C0H	01H	INST_RETIRED.ALL	Precise instruction retired event with HW to reduce effect of PEBS shadow in IP distribution.	PMC1 only;
C1H	08H	OTHER_ASSISTS.AVX_TO_SSE	Number of transitions from AVX-256 to legacy SSE when penalty applicable.	
C1H	10H	OTHER_ASSISTS.SSE_TO_AVX	Number of transitions from SSE to AVX-256 when penalty applicable.	
C1H	40H	OTHER_ASSISTS.ANY_WB_ASSIST	Number of microcode assists invoked by HW upon uop writeback.	

Table 19-2 Non-Architectural Performance Events In the Processor Core of 4th Generation Intel® Core™ Processors (Contd.)

Event Num.	Umask Value	Event Mask Mnemonic	Description	Comment
C2H	01H	UOPS_RETIRED.ALL	Counts the number of micro-ops retired, Use cmask=1 and invert to count active cycles or stalled cycles.	Supports PEBS, use Any=1 for core granular.
C2H	02H	UOPS_RETIRED.RETIRE_SLOTS	Counts the number of retirement slots used each cycle.	Supports PEBS
C3H	02H	MACHINE_CLEARS.MEMORY_ORDERING	Counts the number of machine clears due to memory order conflicts.	
C3H	04H	MACHINE_CLEARS.SMC	Number of self-modifying-code machine clears detected.	
C3H	20H	MACHINE_CLEARS.MASKMOV	Counts the number of executed AVX masked load operations that refer to an illegal address range with the mask bits set to 0.	
C4H	00H	BR_INST_RETIRED.ALL_BRANCHES	Branch instructions at retirement.	See Table 19-1
C4H	01H	BR_INST_RETIRED.CONDITIONAL	Counts the number of conditional branch instructions retired.	Supports PEBS
C4H	02H	BR_INST_RETIRED.NEAR_CALL	Direct and indirect near call instructions retired.	Supports PEBS
C4H	04H	BR_INST_RETIRED.ALL_BRANCHES	Counts the number of branch instructions retired.	Supports PEBS
C4H	08H	BR_INST_RETIRED.NEAR_RETURN	Counts the number of near return instructions retired.	Supports PEBS
C4H	10H	BR_INST_RETIRED.NOT_TAKEN	Counts the number of not taken branch instructions retired.	
C4H	20H	BR_INST_RETIRED.NEAR_TAKEN	Number of near taken branches retired.	Supports PEBS
C4H	40H	BR_INST_RETIRED.FAR_BRANCH	Number of far branches retired.	
C5H	00H	BR_MISP_RETIRED.ALL_BRANCHES	Mispredicted branch instructions at retirement	See Table 19-1
C5H	01H	BR_MISP_RETIRED.CONDITIONAL	Mispredicted conditional branch instructions retired.	Supports PEBS
C5H	04H	BR_MISP_RETIRED.ALL_BRANCHES	Mispredicted macro branch instructions retired.	Supports PEBS
C5H	20H	BR_MISP_RETIRED.NEAR_TAKEN	Number of near branch instructions retired that were taken but mispredicted.	
CAH	02H	FP_ASSIST.X87_OUTPUT	Number of X87 FP assists due to Output values.	
CAH	04H	FP_ASSIST.X87_INPUT	Number of X87 FP assists due to input values.	
CAH	08H	FP_ASSIST.SIMD_OUTPUT	Number of SIMD FP assists due to Output values.	
CAH	10H	FP_ASSIST.SIMD_INPUT	Number of SIMD FP assists due to input values.	
CAH	1EH	FP_ASSIST.ANY	Cycles with any input/output SSE* or FP assists.	
CCH	20H	ROB_MISC_EVENTS.LBR_INSERTS	Count cases of saving new LBR records by hardware.	

Table 19-2 Non-Architectural Performance Events In the Processor Core of 4th Generation Intel® Core™ Processors (Contd.)

Event Num.	Umask Value	Event Mask Mnemonic	Description	Comment
CDH	01H	MEM_TRANS_RETIRED.LOAD_LATENCY	Randomly sampled loads whose latency is above a user defined threshold. A small fraction of the overall loads are sampled due to randomization.	Specify threshold in MSR 0x3F6
D0H	01H	MEM_UOPS_RETIRED.LOADS	Qualify retired memory uops that are loads. Combine with umask 10H, 20H, 40H, 80H.	Supports PEBS and DataLA
D0H	10H	MEM_UOPS_RETIRED.STLB_MISS	Qualify retired memory uops with STLB miss. Must combine with umask 01H, 02H, to produce counts.	Supports PEBS and DataLA
D0H	40H	MEM_UOPS_RETIRED.SPLIT	Qualify retired memory uops with line split. Must combine with umask 01H, 02H, to produce counts.	Supports PEBS and DataLA
D0H	80H	MEM_UOPS_RETIRED.ALL	Qualify any retired memory uops. Must combine with umask 01H, 02H, to produce counts.	Supports PEBS and DataLA
D1H	01H	MEM_LOAD_UOPS_RETIRED.L1_HIT	Retired load uops with L1 cache hits as data sources.	Supports PEBS and DataLA
D1H	02H	MEM_LOAD_UOPS_RETIRED.L2_HIT	Retired load uops with L2 cache hits as data sources.	Supports PEBS and DataLA
D1H	04H	MEM_LOAD_UOPS_RETIRED.L3_HIT	Retired load uops with L3 cache hits as data sources.	Supports PEBS and DataLA
D1H	08H	MEM_LOAD_UOPS_RETIRED.L1_MISS	Retired load uops missed L1 cache as data sources.	Supports PEBS and DataLA
D1H	10H	MEM_LOAD_UOPS_RETIRED.L2_MISS	Retired load uops missed L2. Unknown data source excluded.	Supports PEBS and DataLA
D1H	20H	MEM_LOAD_UOPS_RETIRED.L3_MISS	Retired load uops missed L3. Excludes unknown data source .	Supports PEBS and DataLA
D1H	40H	MEM_LOAD_UOPS_RETIRED.HIT_LFB	Retired load uops which data sources were load uops missed L1 but hit FB due to preceding miss to the same cache line with data not ready.	
D2H	01H	MEM_LOAD_UOPS_L3_HIT_RETIRED.XSNP_MISS	Retired load uops which data sources were L3 hit and cross-core snoop missed in on-pkg core cache.	Supports PEBS and DataLA
D2H	02H	MEM_LOAD_UOPS_L3_HIT_RETIRED.XSNP_HIT	Retired load uops which data sources were L3 and cross-core snoop hits in on-pkg core cache.	Supports PEBS and DataLA
D2H	04H	MEM_LOAD_UOPS_L3_HIT_RETIRED.XSNP_HITM	Retired load uops which data sources were HitM responses from shared L3.	Supports PEBS and DataLA
D2H	08H	MEM_LOAD_UOPS_L3_HIT_RETIRED.XSNP_NONE	Retired load uops which data sources were hits in L3 without snoops required.	Supports PEBS and DataLA
D3H	01H	MEM_LOAD_UOPS_L3_MISS_RETIRED.LOCAL_DRAM	Retired load uops which data sources missed L3 but serviced from local dram.	Supports PEBS and DataLA.
E6H	1FH	BACLEARS.ANY	Number of front end re-steers due to BPU misprediction.	
F0H	01H	L2_TRANS.DEMAND_DATA_RD	Demand Data Read requests that access L2 cache.	
F0H	02H	L2_TRANS.RFO	RFO requests that access L2 cache.	
F0H	04H	L2_TRANS.CODE_RD	L2 cache accesses when fetching instructions.	

Table 19-2 Non-Architectural Performance Events In the Processor Core of 4th Generation Intel® Core™ Processors (Contd.)

Event Num.	Umask Value	Event Mask Mnemonic	Description	Comment
F0H	08H	L2_TRANS.ALL_PF	Any MLC or L3 HW prefetch accessing L2, including rejects.	
F0H	10H	L2_TRANS.L1D_WB	L1D writebacks that access L2 cache.	
F0H	20H	L2_TRANS.L2_FILL	L2 fill requests that access L2 cache.	
F0H	40H	L2_TRANS.L2_WB	L2 writebacks that access L2 cache.	
F0H	80H	L2_TRANS.ALL_REQUESTS	Transactions accessing L2 pipe.	
F1H	01H	L2_LINES_IN.I	L2 cache lines in I state filling L2.	Counting does not cover rejects.
F1H	02H	L2_LINES_IN.S	L2 cache lines in S state filling L2.	Counting does not cover rejects.
F1H	04H	L2_LINES_IN.E	L2 cache lines in E state filling L2.	Counting does not cover rejects.
F1H	07H	L2_LINES_IN.ALL	L2 cache lines filling L2.	Counting does not cover rejects.
F2H	05H	L2_LINES_OUT.DEMAND_CLEAN	Clean L2 cache lines evicted by demand.	
F2H	06H	L2_LINES_OUT.DEMAND_DIRTY	Dirty L2 cache lines evicted by demand.	

Table 19-3 Intel TSX Performance Events

Event Num.	Umask Value	Event Mask Mnemonic	Description	Comment
54H	01H	TX_MEM.ABORT_CONFLICT	Number of times a transactional abort was signaled due to a data conflict on a transactionally accessed address	
54H	02H	TX_MEM.ABORT_CAPACITY_WRITE	Number of times a transactional abort was signaled due to a data capacity limitation for transactional writes	
54H	04H	TX_MEM.ABORT_HLE_STORE_TO_ELIDED_LOCK	Number of times a HLE transactional region aborted due to a non XRELEASE prefixed instruction writing to an elided lock in the elision buffer	
54H	08H	TX_MEM.ABORT_HLE_ELISION_BUFFER_NOT_EMPTY	Number of times an HLE transactional execution aborted due to NoAllocatedElisionBuffer being non-zero.	
54H	10H	TX_MEM.ABORT_HLE_ELISION_BUFFER_MISMATCH	Number of times an HLE transactional execution aborted due to XRELEASE lock not satisfying the address and value requirements in the elision buffer.	
54H	20H	TX_MEM.ABORT_HLE_ELISION_BUFFER_UNSUPPORTED_ALIGNMENT	Number of times an HLE transactional execution aborted due to an unsupported read alignment from the elision buffer.	
54H	40H	TX_MEM.HLE_ELISION_BUFFER_FULL	Number of times HLE lock could not be elided due to ElisionBufferAvailable being zero.	
5DH	01H	TX_EXEC.MISC1	Counts the number of times a class of instructions that may cause a transactional abort was executed. Since this is the count of execution, it may not always cause a transactional abort.	

Table 19-3 Intel TSX Performance Events (Contd.)

Event Num.	Umask Value	Event Mask Mnemonic	Description	Comment
5DH	02H	TX_EXEC.MISC2	Counts the number of times a class of instructions (e.g. vzeroupper) that may cause a transactional abort was executed inside a transactional region	
5DH	04H	TX_EXEC.MISC3	Counts the number of times an instruction execution caused the transactional nest count supported to be exceeded	
5DH	08H	TX_EXEC.MISC4	Counts the number of times an XBEGIN instruction was executed inside an HLE transactional region	
5DH	10H	TX_EXEC.MISC5	Counts the number of times an instruction with HLE-XACQUIRE semantic was executed inside an RTM transactional region	
C8H	01H	HLE_RETIRED.START	Number of times an HLE execution started.	IF HLE is supported
C8H	02H	HLE_RETIRED.COMMIT	Number of times an HLE execution successfully committed	
C8H	04H	HLE_RETIRED.ABORTED	Number of times an HLE execution aborted due to any reasons (multiple categories may count as one). Supports PEBS	
C8H	08H	HLE_RETIRED.ABORTED_MISC1	Number of times an HLE execution aborted due to various memory events (e.g. read/write capacity and conflicts)	
C8H	10H	HLE_RETIRED.ABORTED_MISC2	Number of times an HLE execution aborted due to uncommon conditions	
C8H	20H	HLE_RETIRED.ABORTED_MISC3	Number of times an HLE execution aborted due to HLE-unfriendly instructions	
C8H	40H	HLE_RETIRED.ABORTED_MISC4	Number of times an HLE execution aborted due to incompatible memory type	
C8H	80H	HLE_RETIRED.ABORTED_MISC5	Number of times an HLE execution aborted due to none of the previous 4 categories (e.g. interrupts)	
C9H	01H	RTM_RETIRED.START	Number of times an RTM execution started.	IF RTM is supported
C9H	02H	RTM_RETIRED.COMMIT	Number of times an RTM execution successfully committed	
C9H	04H	RTM_RETIRED.ABORTED	Number of times an RTM execution aborted due to any reasons (multiple categories may count as one). Supports PEBS	

Table 19-3 Intel TSX Performance Events (Contd.)

Event Num.	Umask Value	Event Mask Mnemonic	Description	Comment
C9H	08H	RTM_RETIRED.ABORTED_MISC1	Number of times an RTM execution aborted due to various memory events (e.g. read/write capacity and conflicts)	IF RTM is supported
C9H	10H	RTM_RETIRED.ABORTED_MISC2	Number of times an RTM execution aborted due to uncommon conditions	
C9H	20H	RTM_RETIRED.ABORTED_MISC3	Number of times an RTM execution aborted due to HLE-unfriendly instructions	
C9H	40H	RTM_RETIRED.ABORTED_MISC4	Number of times an RTM execution aborted due to incompatible memory type	
C9H	80H	RTM_RETIRED.ABORTED_MISC5	Number of times an RTM execution aborted due to none of the previous 4 categories (e.g. interrupt)	

Non-architectural performance monitoring events that are located in the uncore sub-system are implementation specific between different platforms using processors based on Intel microarchitecture code name Haswell. Processors with CPUID signature of DisplayFamily_DisplayModel 06_3CH and 06_45H support performance events listed in Table 19-4.

Table 19-4 Non-Architectural Uncore Performance Events In the 4th Generation Intel® Core™ Processors

Event Num.[1]	Umask Value	Event Mask Mnemonic	Description	Comment
22H	01H	UNC_CBO_XSNP_RESPONSE.MISS	A snoop misses in some processor core.	Must combine with one of the umask values of 20H, 40H, 80H
22H	02H	UNC_CBO_XSNP_RESPONSE.INVAL	A snoop invalidates a non-modified line in some processor core.	
22H	04H	UNC_CBO_XSNP_RESPONSE.HIT	A snoop hits a non-modified line in some processor core.	
22H	08H	UNC_CBO_XSNP_RESPONSE.HITM	A snoop hits a modified line in some processor core.	
22H	10H	UNC_CBO_XSNP_RESPONSE.INVAL_M	A snoop invalidates a modified line in some processor core.	
22H	20H	UNC_CBO_XSNP_RESPONSE.EXTERNAL_FILTER	Filter on cross-core snoops initiated by this Cbox due to external snoop request.	Must combine with at least one of 01H, 02H, 04H, 08H, 10H
22H	40H	UNC_CBO_XSNP_RESPONSE.XCORE_FILTER	Filter on cross-core snoops initiated by this Cbox due to processor core memory request.	
22H	80H	UNC_CBO_XSNP_RESPONSE.EVICTION_FILTER	Filter on cross-core snoops initiated by this Cbox due to L3 eviction.	
34H	01H	UNC_CBO_CACHE_LOOKUP.M	L3 lookup request that access cache and found line in M-state.	Must combine with one of the umask values of 10H, 20H, 40H, 80H
34H	06H	UNC_CBO_CACHE_LOOKUP.ES	L3 lookup request that access cache and found line in E or S state.	
34H	08H	UNC_CBO_CACHE_LOOKUP.I	L3 lookup request that access cache and found line in I-state.	

Table 19-4 Non-Architectural Uncore Performance Events In the 4th Generation Intel® Core™ Processors (Contd.)

Event Num.[1]	Umask Value	Event Mask Mnemonic	Description	Comment
34H	10H	UNC_CBO_CACHE_LOOKUP.READ_FILTER	Filter on processor core initiated cacheable read requests. Must combine with at least one of 01H, 02H, 04H, 08H.	
34H	20H	UNC_CBO_CACHE_LOOKUP.WRITE_FILTER	Filter on processor core initiated cacheable write requests. Must combine with at least one of 01H, 02H, 04H, 08H.	
34H	40H	UNC_CBO_CACHE_LOOKUP.EXTSNP_FILTER	Filter on external snoop requests. Must combine with at least one of 01H, 02H, 04H, 08H.	
34H	80H	UNC_CBO_CACHE_LOOKUP.ANY_REQUEST_FILTER	Filter on any IRQ or IPQ initiated requests including uncacheable, non-coherent requests. Must combine with at least one of 01H, 02H, 04H, 08H.	
80H	01H	UNC_ARB_TRK_OCCUPANCY.ALL	Counts cycles weighted by the number of requests waiting for data returning from the memory controller. Accounts for coherent and non-coherent requests initiated by IA cores, processor graphic units, or L3.	Counter 0 only
81H	01H	UNC_ARB_TRK_REQUEST.ALL	Counts the number of coherent and in-coherent requests initiated by IA cores, processor graphic units, or L3.	
81H	20H	UNC_ARB_TRK_REQUEST.WRITES	Counts the number of allocated write entries, include full, partial, and L3 evictions.	
81H	80H	UNC_ARB_TRK_REQUEST.EVICTIONS	Counts the number of L3 evictions allocated.	
83H	01H	UNC_ARB_COH_TRK_OCCUPANCY.ALL	Cycles weighted by number of requests pending in Coherency Tracker.	Counter 0 only
84H	01H	UNC_ARB_COH_TRK_REQUEST.ALL	Number of requests allocated in Coherency Tracker.	

NOTES:

1. The uncore events must be programmed using MSRs located in specific performance monitoring units in the uncore. UNC_CBO* events are supported using MSR_UNC_CBO* MSRs; UNC_ARB* events are supported using MSR_UNC_ARB*MSRs.

19.3 PERFORMANCE MONITORING EVENTS FOR 3RD GENERATION INTEL® CORE™ PROCESSORS

3rd generation Intel® Core™ processors and Intel Xeon processors E3-1200 v2 product family are based on the Intel microarchitecture code name Ivy Bridge. They support architectural performance-monitoring events listed in Table 19-1. Non-architectural performance-monitoring events in the processor core are listed in Table 19-5. The events in Table 19-5 apply to processors with CPUID signature of DisplayFamily_DisplayModel encoding with the following values: 06_3AH.

Additional informations on event specifics (e.g. derivative events using specific IA32_PERFEVTSELx modifiers, limitations, special notes and recommendations) can be found at http://software.intel.com/en-us/forums/software-tuning-performance-optimization-platform-monitoring.

Table 19-5 Non-Architectural Performance Events In the Processor Core of 3rd Generation Intel® Core™ i7, i5, i3 Processors

Event Num.	Umask Value	Event Mask Mnemonic	Description	Comment
03H	02H	LD_BLOCKS.STORE_FORWARD	loads blocked by overlapping with store buffer that cannot be forwarded .	
03H	08H	LD_BLOCKS.NO_SR	The number of times that split load operations are temporarily blocked because all resources for handling the split accesses are in use.	
05H	01H	MISALIGN_MEM_REF.LOADS	Speculative cache-line split load uops dispatched to L1D.	
05H	02H	MISALIGN_MEM_REF.STORES	Speculative cache-line split Store-address uops dispatched to L1D.	
07H	01H	LD_BLOCKS_PARTIAL.ADDRESS_ALIAS	False dependencies in MOB due to partial compare on address.	
08H	81H	DTLB_LOAD_MISSES.MISS_CAUSES_A_WALK	Misses in all TLB levels that cause a page walk of any page size from demand loads.	
08H	82H	DTLB_LOAD_MISSES.WALK_COMPLETED	Misses in all TLB levels that caused page walk completed of any size by demand loads.	
08H	84H	DTLB_LOAD_MISSES.WALK_DURATION	Cycle PMH is busy with a walk due to demand loads.	
08H	88H	DTLB_LOAD_MISSES.LARGE_PAGE_WALK_DURATION	Page walk for a large page completed for Demand load	
0EH	01H	UOPS_ISSUED.ANY	Increments each cycle the # of Uops issued by the RAT to RS. Set Cmask = 1, Inv = 1, Any= 1to count stalled cycles of this core.	Set Cmask = 1, Inv = 1to count stalled cycles
0EH	10H	UOPS_ISSUED.FLAGS_MERGE	Number of flags-merge uops allocated. Such uops adds delay.	
0EH	20H	UOPS_ISSUED.SLOW_LEA	Number of slow LEA or similar uops allocated. Such uop has 3 sources (e.g. 2 sources + immediate) regardless if as a result of LEA instruction or not.	
0EH	40H	UOPS_ISSUED.SiNGLE_MUL	Number of multiply packed/scalar single precision uops allocated.	
10H	01H	FP_COMP_OPS_EXE.X87	Counts number of X87 uops executed.	
10H	10H	FP_COMP_OPS_EXE.SSE_FP_PACKED_DOUBLE	Counts number of SSE* or AVX-128 double precision FP packed uops executed.	
10H	20H	FP_COMP_OPS_EXE.SSE_FP_SCALAR_SINGLE	Counts number of SSE* or AVX-128 single precision FP scalar uops executed.	
10H	40H	FP_COMP_OPS_EXE.SSE_PACKED SINGLE	Counts number of SSE* or AVX-128 single precision FP packed uops executed.	
10H	80H	FP_COMP_OPS_EXE.SSE_SCALAR_DOUBLE	Counts number of SSE* or AVX-128 double precision FP scalar uops executed.	
11H	01H	SIMD_FP_256.PACKED_SINGLE	Counts 256-bit packed single-precision floating-point instructions.	

Table 19-5 Non-Architectural Performance Events In the Processor Core of 3rd Generation Intel® Core™ i7, i5, i3 Processors (Contd.)

Event Num.	Umask Value	Event Mask Mnemonic	Description	Comment
11H	02H	SIMD_FP_256.PACKED_DOUBLE	Counts 256-bit packed double-precision floating-point instructions.	
14H	01H	ARITH.FPU_DIV_ACTIVE	Cycles that the divider is active, includes INT and FP. Set 'edge =1, cmask=1' to count the number of divides.	
24H	01H	L2_RQSTS.DEMAND_DATA_RD_HIT	Demand Data Read requests that hit L2 cache	
24H	03H	L2_RQSTS.ALL_DEMAND_DATA_RD	Counts any demand and L1 HW prefetch data load requests to L2.	
24H	04H	L2_RQSTS.RFO_HITS	Counts the number of store RFO requests that hit the L2 cache.	
24H	08H	L2_RQSTS.RFO_MISS	Counts the number of store RFO requests that miss the L2 cache.	
24H	0CH	L2_RQSTS.ALL_RFO	Counts all L2 store RFO requests.	
24H	10H	L2_RQSTS.CODE_RD_HIT	Number of instruction fetches that hit the L2 cache.	
24H	20H	L2_RQSTS.CODE_RD_MISS	Number of instruction fetches that missed the L2 cache.	
24H	30H	L2_RQSTS.ALL_CODE_RD	Counts all L2 code requests.	
24H	40H	L2_RQSTS.PF_HIT	Counts all L2 HW prefetcher requests that hit L2.	
24H	80H	L2_RQSTS.PF_MISS	Counts all L2 HW prefetcher requests that missed L2.	
24H	C0H	L2_RQSTS.ALL_PF	Counts all L2 HW prefetcher requests.	
27H	01H	L2_STORE_LOCK_RQSTS.MISS	RFOs that miss cache lines	
27H	08H	L2_STORE_LOCK_RQSTS.HIT_M	RFOs that hit cache lines in M state	
27H	0FH	L2_STORE_LOCK_RQSTS.ALL	RFOs that access cache lines in any state	
28H	01H	L2_L1D_WB_RQSTS.MISS	Not rejected writebacks that missed LLC.	
28H	04H	L2_L1D_WB_RQSTS.HIT_E	Not rejected writebacks from L1D to L2 cache lines in E state.	
28H	08H	L2_L1D_WB_RQSTS.HIT_M	Not rejected writebacks from L1D to L2 cache lines in M state.	
28H	0FH	L2_L1D_WB_RQSTS.ALL	Not rejected writebacks from L1D to L2 cache lines in any state.	
2EH	4FH	LONGEST_LAT_CACHE.REFERENCE	This event counts requests originating from the core that reference a cache line in the last level cache.	see Table 19-1
2EH	41H	LONGEST_LAT_CACHE.MISS	This event counts each cache miss condition for references to the last level cache.	see Table 19-1
3CH	00H	CPU_CLK_UNHALTED.THREAD_P	Counts the number of thread cycles while the thread is not in a halt state. The thread enters the halt state when it is running the HLT instruction. The core frequency may change from time to time due to power or thermal throttling.	see Table 19-1

Table 19-5 Non-Architectural Performance Events In the Processor Core of 3rd Generation Intel® Core™ i7, i5, i3 Processors (Contd.)

Event Num.	Umask Value	Event Mask Mnemonic	Description	Comment
3CH	01H	CPU_CLK_THREAD_UNHALTED.REF_XCLK	Increments at the frequency of XCLK (100 MHz) when not halted.	see Table 19-1
48H	01H	L1D_PEND_MISS.PENDING	Increments the number of outstanding L1D misses every cycle. Set Cmaks = 1 and Edge =1 to count occurrences.	PMC2 only; Set Cmask = 1 to count cycles.
49H	01H	DTLB_STORE_MISSES.MISS_CAUSES_A_WALK	Miss in all TLB levels causes an page walk of any page size (4K/2M/4M/1G).	
49H	02H	DTLB_STORE_MISSES.WALK_COMPLETED	Miss in all TLB levels causes a page walk that completes of any page size (4K/2M/4M/1G).	
49H	04H	DTLB_STORE_MISSES.WALK_DURATION	Cycles PMH is busy with this walk.	
49H	10H	DTLB_STORE_MISSES.STLB_HIT	Store operations that miss the first TLB level but hit the second and do not cause page walks	
4CH	01H	LOAD_HIT_PRE.SW_PF	Non-SW-prefetch load dispatches that hit fill buffer allocated for S/W prefetch.	
4CH	02H	LOAD_HIT_PRE.HW_PF	Non-SW-prefetch load dispatches that hit fill buffer allocated for H/W prefetch.	
51H	01H	L1D.REPLACEMENT	Counts the number of lines brought into the L1 data cache.	
58H	04H	MOVE_ELIMINATION.INT_NOT_ELIMINATED	Number of integer Move Elimination candidate uops that were not eliminated.	
58H	08H	MOVE_ELIMINATION.SIMD_NOT_ELIMINATED	Number of SIMD Move Elimination candidate uops that were not eliminated.	
58H	01H	MOVE_ELIMINATION.INT_ELIMINATED	Number of integer Move Elimination candidate uops that were eliminated.	
58H	02H	MOVE_ELIMINATION.SIMD_ELIMINATED	Number of SIMD Move Elimination candidate uops that were eliminated.	
5CH	01H	CPL_CYCLES.RING0	Unhalted core cycles when the thread is in ring 0.	Use Edge to count transition
5CH	02H	CPL_CYCLES.RING123	Unhalted core cycles when the thread is not in ring 0.	
5EH	01H	RS_EVENTS.EMPTY_CYCLES	Cycles the RS is empty for the thread.	
5FH	04H	DTLB_LOAD_MISSES.STLB_HIT	Counts load operations that missed 1st level DTLB but hit the 2nd level.	
60H	01H	OFFCORE_REQUESTS_OUTSTANDING.DEMAND_DATA_RD	Offcore outstanding Demand Data Read transactions in SQ to uncore. Set Cmask=1 to count cycles.	
60H	02H	OFFCORE_REQUESTS_OUTSTANDING.DEMAND_CODE_RD	Offcore outstanding Demand Code Read transactions in SQ to uncore. Set Cmask=1 to count cycles.	
60H	04H	OFFCORE_REQUESTS_OUTSTANDING.DEMAND_RFO	Offcore outstanding RFO store transactions in SQ to uncore. Set Cmask=1 to count cycles.	

Table 19-5 Non-Architectural Performance Events In the Processor Core of 3rd Generation Intel® Core™ i7, i5, i3 Processors (Contd.)

Event Num.	Umask Value	Event Mask Mnemonic	Description	Comment
60H	08H	OFFCORE_REQUESTS_OUTSTANDING.ALL_DATA_RD	Offcore outstanding cacheable data read transactions in SQ to uncore. Set Cmask=1 to count cycles.	
63H	01H	LOCK_CYCLES.SPLIT_LOCK_UC_LOCK_DURATION	Cycles in which the L1D and L2 are locked, due to a UC lock or split lock.	
63H	02H	LOCK_CYCLES.CACHE_LOCK_DURATION	Cycles in which the L1D is locked.	
79H	02H	IDQ.EMPTY	Counts cycles the IDQ is empty.	
79H	04H	IDQ.MITE_UOPS	Increment each cycle # of uops delivered to IDQ from MITE path. Set Cmask = 1 to count cycles.	Can combine Umask 04H and 20H
79H	08H	IDQ.DSB_UOPS	Increment each cycle. # of uops delivered to IDQ from DSB path. Set Cmask = 1 to count cycles.	Can combine Umask 08H and 10H
79H	10H	IDQ.MS_DSB_UOPS	Increment each cycle # of uops delivered to IDQ when MS_busy by DSB. Set Cmask = 1 to count cycles. Add Edge=1 to count # of delivery.	Can combine Umask 04H, 08H
79H	20H	IDQ.MS_MITE_UOPS	Increment each cycle # of uops delivered to IDQ when MS_busy by MITE. Set Cmask = 1 to count cycles.	Can combine Umask 04H, 08H
79H	30H	IDQ.MS_UOPS	Increment each cycle # of uops delivered to IDQ from MS by either DSB or MITE. Set Cmask = 1 to count cycles.	Can combine Umask 04H, 08H
79H	18H	IDQ.ALL_DSB_CYCLES_ANY_UOPS	Counts cycles DSB is delivered at least one uops. Set Cmask = 1.	
79H	18H	IDQ.ALL_DSB_CYCLES_4_UOPS	Counts cycles DSB is delivered four uops. Set Cmask = 4.	
79H	24H	IDQ.ALL_MITE_CYCLES_ANY_UOPS	Counts cycles MITE is delivered at least one uops. Set Cmask = 1.	
79H	24H	IDQ.ALL_MITE_CYCLES_4_UOPS	Counts cycles MITE is delivered four uops. Set Cmask = 4.	
79H	3CH	IDQ.MITE_ALL_UOPS	# of uops delivered to IDQ from any path.	
80H	04H	ICACHE.IFETCH_STALL	Cycles where a code-fetch stalled due to L1 instruction-cache miss or an iTLB miss	
80H	02H	ICACHE.MISSES	Number of Instruction Cache, Streaming Buffer and Victim Cache Misses. Includes UC accesses.	
85H	01H	ITLB_MISSES.MISS_CAUSES_A_WALK	Misses in all ITLB levels that cause page walks	
85H	02H	ITLB_MISSES.WALK_COMPLETED	Misses in all ITLB levels that cause completed page walks	
85H	04H	ITLB_MISSES.WALK_DURATION	Cycle PMH is busy with a walk.	
85H	10H	ITLB_MISSES.STLB_HIT	Number of cache load STLB hits. No page walk.	

Table 19-5 Non-Architectural Performance Events In the Processor Core of 3rd Generation Intel® Core™ i7, i5, i3 Processors (Contd.)

Event Num.	Umask Value	Event Mask Mnemonic	Description	Comment
87H	01H	ILD_STALL.LCP	Stalls caused by changing prefix length of the instruction.	
87H	04H	ILD_STALL.IQ_FULL	Stall cycles due to IQ is full.	
88H	01H	BR_INST_EXEC.COND	Qualify conditional near branch instructions executed, but not necessarily retired.	Must combine with umask 40H, 80H
88H	02H	BR_INST_EXEC.DIRECT_JMP	Qualify all unconditional near branch instructions excluding calls and indirect branches.	Must combine with umask 80H
88H	04H	BR_INST_EXEC.INDIRECT_JMP_NON_CALL_RET	Qualify executed indirect near branch instructions that are not calls nor returns.	Must combine with umask 80H
88H	08H	BR_INST_EXEC.RETURN_NEAR	Qualify indirect near branches that have a return mnemonic.	Must combine with umask 80H
88H	10H	BR_INST_EXEC.DIRECT_NEAR_CALL	Qualify unconditional near call branch instructions, excluding non call branch, executed.	Must combine with umask 80H
88H	20H	BR_INST_EXEC.INDIRECT_NEAR_CALL	Qualify indirect near calls, including both register and memory indirect, executed.	Must combine with umask 80H
88H	40H	BR_INST_EXEC.NONTAKEN	Qualify non-taken near branches executed.	Applicable to umask 01H only
88H	80H	BR_INST_EXEC.TAKEN	Qualify taken near branches executed. Must combine with 01H,02H, 04H, 08H, 10H, 20H.	
88H	FFH	BR_INST_EXEC.ALL_BRANCHES	Counts all near executed branches (not necessarily retired).	
89H	01H	BR_MISP_EXEC.COND	Qualify conditional near branch instructions mispredicted.	Must combine with umask 40H, 80H
89H	04H	BR_MISP_EXEC.INDIRECT_JMP_NON_CALL_RET	Qualify mispredicted indirect near branch instructions that are not calls nor returns.	Must combine with umask 80H
89H	08H	BR_MISP_EXEC.RETURN_NEAR	Qualify mispredicted indirect near branches that have a return mnemonic.	Must combine with umask 80H
89H	10H	BR_MISP_EXEC.DIRECT_NEAR_CALL	Qualify mispredicted unconditional near call branch instructions, excluding non call branch, executed.	Must combine with umask 80H
89H	20H	BR_MISP_EXEC.INDIRECT_NEAR_CALL	Qualify mispredicted indirect near calls, including both register and memory indirect, executed.	Must combine with umask 80H
89H	40H	BR_MISP_EXEC.NONTAKEN	Qualify mispredicted non-taken near branches executed.	Applicable to umask 01H only
89H	80H	BR_MISP_EXEC.TAKEN	Qualify mispredicted taken near branches executed. Must combine with 01H,02H, 04H, 08H, 10H, 20H.	
89H	FFH	BR_MISP_EXEC.ALL_BRANCHES	Counts all near executed branches (not necessarily retired).	
9CH	01H	IDQ_UOPS_NOT_DELIVERED.CORE	Count number of non-delivered uops to RAT per thread.	Use Cmask to qualify uop b/w
A1H	01H	UOPS_DISPATCHED_PORT.PORT_0	Cycles which a Uop is dispatched on port 0.	

Table 19-5 Non-Architectural Performance Events In the Processor Core of 3rd Generation Intel® Core™ i7, i5, i3 Processors (Contd.)

Event Num.	Umask Value	Event Mask Mnemonic	Description	Comment
A1H	02H	UOPS_DISPATCHED_PORT.PORT_1	Cycles which a Uop is dispatched on port 1	
A1H	0CH	UOPS_DISPATCHED_PORT.PORT_2	Cycles which a Uop is dispatched on port 2.	
A1H	30H	UOPS_DISPATCHED_PORT.PORT_3	Cycles which a Uop is dispatched on port 3.	
A1H	40H	UOPS_DISPATCHED_PORT.PORT_4	Cycles which a Uop is dispatched on port 4.	
A1H	80H	UOPS_DISPATCHED_PORT.PORT_5	Cycles which a Uop is dispatched on port 5.	
A2H	01H	RESOURCE_STALLS.ANY	Cycles Allocation is stalled due to Resource Related reason.	
A2H	04H	RESOURCE_STALLS.RS	Cycles stalled due to no eligible RS entry available.	
A2H	08H	RESOURCE_STALLS.SB	Cycles stalled due to no store buffers available (not including draining form sync).	
A2H	10H	RESOURCE_STALLS.ROB	Cycles stalled due to re-order buffer full.	
A3H	01H	CYCLE_ACTIVITY.CYCLES_L2_PENDING	Cycles with pending L2 miss loads. Set AnyThread to count per core.	
A3H	02H	CYCLE_ACTIVITY.CYCLES_LDM_PENDING	Cycles with pending memory loads. Set AnyThread to count per core.	PMC0-3 only.
A3H	08H	CYCLE_ACTIVITY.CYCLES_L1D_PENDING	Cycles with pending L1 cache miss loads. Set AnyThread to count per core.	PMC2 only
A3H	04H	CYCLE_ACTIVITY.CYCLES_NO_EXECUTE	Cycles of dispatch stalls. Set AnyThread to count per core.	
A8H	01H	LSD.UOPS	Number of Uops delivered by the LSD.	
ABH	01H	DSB2MITE_SWITCHES.COUNT	Number of DSB to MITE switches.	
ABH	02H	DSB2MITE_SWITCHES.PENALTY_CYCLES	Cycles DSB to MITE switches caused delay.	
ACH	08H	DSB_FILL.EXCEED_DSB_LINES	DSB Fill encountered > 3 DSB lines.	
AEH	01H	ITLB.ITLB_FLUSH	Counts the number of ITLB flushes, includes 4k/2M/4M pages.	
B0H	01H	OFFCORE_REQUESTS.DEMAND_DATA_RD	Demand data read requests sent to uncore.	
B0H	02H	OFFCORE_REQUESTS.DEMAND_CODE_RD	Demand code read requests sent to uncore.	
B0H	04H	OFFCORE_REQUESTS.DEMAND_RFO	Demand RFO read requests sent to uncore, including regular RFOs, locks, ItoM	
B0H	08H	OFFCORE_REQUESTS.ALL_DATA_RD	Data read requests sent to uncore (demand and prefetch).	
B1H	01H	UOPS_EXECUTED.THREAD	Counts total number of uops to be executed per-thread each cycle. Set Cmask = 1, INV =1 to count stall cycles.	

Table 19-5 Non-Architectural Performance Events In the Processor Core of 3rd Generation Intel® Core™ i7, i5, i3 Processors (Contd.)

Event Num.	Umask Value	Event Mask Mnemonic	Description	Comment
B1H	02H	UOPS_EXECUTED.CORE	Counts total number of uops to be executed per-core each cycle.	Do not need to set ANY
B7H	01H	OFFCORE_RESPONSE_0	see Section 18.8.5, “Off-core Response Performance Monitoring”.	Requires MSR 01A6H
BBH	01H	OFFCORE_RESPONSE_1	See Section 18.8.5, “Off-core Response Performance Monitoring”.	Requires MSR 01A7H
BDH	01H	TLB_FLUSH.DTLB_THREAD	DTLB flush attempts of the thread-specific entries.	
BDH	20H	TLB_FLUSH.STLB_ANY	Count number of STLB flush attempts.	
C0H	00H	INST_RETIRED.ANY_P	Number of instructions at retirement.	See Table 19-1
C0H	01H	INST_RETIRED.ALL	Precise instruction retired event with HW to reduce effect of PEBS shadow in IP distribution.	PMC1 only
C1H	08H	OTHER_ASSISTS.AVX_STORE	Number of assists associated with 256-bit AVX store operations.	
C1H	10H	OTHER_ASSISTS.AVX_TO_SSE	Number of transitions from AVX-256 to legacy SSE when penalty applicable.	
C1H	20H	OTHER_ASSISTS.SSE_TO_AVX	Number of transitions from SSE to AVX-256 when penalty applicable.	
C1H	80H	OTHER_ASSISTS.WB	Number of times microcode assist is invoked by hardware upon uop writeback	
C2H	01H	UOPS_RETIRED.ALL	Counts the number of micro-ops retired, Use cmask=1 and invert to count active cycles or stalled cycles.	Supports PEBS, use Any=1 for core granular.
C2H	02H	UOPS_RETIRED.RETIRE_SLOTS	Counts the number of retirement slots used each cycle.	Supports PEBS
C3H	02H	MACHINE_CLEARS.MEMORY_ORDERING	Counts the number of machine clears due to memory order conflicts.	
C3H	04H	MACHINE_CLEARS.SMC	Number of self-modifying-code machine clears detected.	
C3H	20H	MACHINE_CLEARS.MASKMOV	Counts the number of executed AVX masked load operations that refer to an illegal address range with the mask bits set to 0.	
C4H	00H	BR_INST_RETIRED.ALL_BRANCHES	Branch instructions at retirement.	See Table 19-1
C4H	01H	BR_INST_RETIRED.CONDITIONAL	Counts the number of conditional branch instructions retired.	Supports PEBS
C4H	02H	BR_INST_RETIRED.NEAR_CALL	Direct and indirect near call instructions retired.	Supports PEBS
C4H	04H	BR_INST_RETIRED.ALL_BRANCHES	Counts the number of branch instructions retired.	Supports PEBS
C4H	08H	BR_INST_RETIRED.NEAR_RETURN	Counts the number of near return instructions retired.	Supports PEBS
C4H	10H	BR_INST_RETIRED.NOT_TAKEN	Counts the number of not taken branch instructions retired.	Supports PEBS

Table 19-5 Non-Architectural Performance Events In the Processor Core of 3rd Generation Intel® Core™ i7, i5, i3 Processors (Contd.)

Event Num.	Umask Value	Event Mask Mnemonic	Description	Comment
C4H	20H	BR_INST_RETIRED.NEAR_TAKEN	Number of near taken branches retired.	Supports PEBS
C4H	40H	BR_INST_RETIRED.FAR_BRANCH	Number of far branches retired.	Supports PEBS
C5H	00H	BR_MISP_RETIRED.ALL_BRANCHES	Mispredicted branch instructions at retirement.	See Table 19-1
C5H	01H	BR_MISP_RETIRED.CONDITIONAL	Mispredicted conditional branch instructions retired.	Supports PEBS
C5H	04H	BR_MISP_RETIRED.ALL_BRANCHES	Mispredicted macro branch instructions retired.	Supports PEBS
C5H	20H	BR_MISP_RETIRED.NEAR_TAKEN	Mispredicted taken branch instructions retired.	Supports PEBS
CAH	02H	FP_ASSIST.X87_OUTPUT	Number of X87 FP assists due to Output values.	Supports PEBS
CAH	04H	FP_ASSIST.X87_INPUT	Number of X87 FP assists due to input values.	Supports PEBS
CAH	08H	FP_ASSIST.SIMD_OUTPUT	Number of SIMD FP assists due to Output values.	Supports PEBS
CAH	10H	FP_ASSIST.SIMD_INPUT	Number of SIMD FP assists due to input values.	
CAH	1EH	FP_ASSIST.ANY	Cycles with any input/output SSE* or FP assists.	
CCH	20H	ROB_MISC_EVENTS.LBR_INSERTS	Count cases of saving new LBR records by hardware.	
CDH	01H	MEM_TRANS_RETIRED.LOAD_LATENCY	Randomly sampled loads whose latency is above a user defined threshold. A small fraction of the overall loads are sampled due to randomization.	Specify threshold in MSR 0x3F6
CDH	02H	MEM_TRANS_RETIRED.PRECISE_STORE	Sample stores and collect precise store operation via PEBS record. PMC3 only.	See Section 18.8.4.3
D0H	01H	MEM_UOPS_RETIRED.LOADS	Qualify retired memory uops that are loads. Combine with umask 10H, 20H, 40H, 80H.	Supports PEBS
D0H	10H	MEM_UOPS_RETIRED.STLB_MISS	Qualify retired memory uops with STLB miss. Must combine with umask 01H, 02H, to produce counts.	Supports PEBS
D0H	40H	MEM_UOPS_RETIRED.SPLIT	Qualify retired memory uops with line split. Must combine with umask 01H, 02H, to produce counts.	Supports PEBS
D0H	80H	MEM_UOPS_RETIRED.ALL	Qualify any retired memory uops. Must combine with umask 01H, 02H, to produce counts.	Supports PEBS
D1H	01H	MEM_LOAD_UOPS_RETIRED.L1_HIT	Retired load uops with L1 cache hits as data sources.	Supports PEBS
D1H	02H	MEM_LOAD_UOPS_RETIRED.L2_HIT	Retired load uops with L2 cache hits as data sources.	Supports PEBS
D1H	04H	MEM_LOAD_UOPS_RETIRED.LLC_HIT	Retired load uops whose data source was LLC hit with no snoop required.	Supports PEBS
D1H	08H	MEM_LOAD_UOPS_RETIRED.L1_MISS	Retired load uops whose data source followed an L1 miss	Supports PEBS
D1H	10H	MEM_LOAD_UOPS_RETIRED.L2_MISS	Retired load uops that missed L2, excluding unknown sources	Supports PEBS
D1H	20H	MEM_LOAD_UOPS_RETIRED.LLC_MISS	Retired load uops whose data source is LLC miss	Supports PEBS

Table 19-5 Non-Architectural Performance Events In the Processor Core of 3rd Generation Intel® Core™ i7, i5, i3 Processors (Contd.)

Event Num.	Umask Value	Event Mask Mnemonic	Description	Comment
D1H	40H	MEM_LOAD_UOPS_RETIRED.HIT_LFB	Retired load uops which data sources were load uops missed L1 but hit FB due to preceding miss to the same cache line with data not ready.	Supports PEBS
D2H	01H	MEM_LOAD_UOPS_LLC_HIT_RETIRED.XSNP_MISS	Retired load uops whose data source was an on-package core cache LLC hit and cross-core snoop missed.	Supports PEBS
D2H	02H	MEM_LOAD_UOPS_LLC_HIT_RETIRED.XSNP_HIT	Retired load uops whose data source was an on-package LLC hit and cross-core snoop hits.	Supports PEBS
D2H	04H	MEM_LOAD_UOPS_LLC_HIT_RETIRED.XSNP_HITM	Retired load uops whose data source was an on-package core cache with HitM responses.	Supports PEBS
D2H	08H	MEM_LOAD_UOPS_LLC_HIT_RETIRED.XSNP_NONE	Retired load uops whose data source was LLC hit with no snoop required.	Supports PEBS
D3H	01H	MEM_LOAD_UOPS_LLC_MISS_RETIRED.LOCAL_DRAM	Retired load uops whose data source was local memory (cross-socket snoop not needed or missed).	Supports PEBS.
E6H	1FH	BACLEARS.ANY	Number of front end re-steers due to BPU misprediction.	
F0H	01H	L2_TRANS.DEMAND_DATA_RD	Demand Data Read requests that access L2 cache.	
F0H	02H	L2_TRANS.RFO	RFO requests that access L2 cache.	
F0H	04H	L2_TRANS.CODE_RD	L2 cache accesses when fetching instructions.	
F0H	08H	L2_TRANS.ALL_PF	Any MLC or LLC HW prefetch accessing L2, including rejects.	
F0H	10H	L2_TRANS.L1D_WB	L1D writebacks that access L2 cache.	
F0H	20H	L2_TRANS.L2_FILL	L2 fill requests that access L2 cache.	
F0H	40H	L2_TRANS.L2_WB	L2 writebacks that access L2 cache.	
F0H	80H	L2_TRANS.ALL_REQUESTS	Transactions accessing L2 pipe.	
F1H	01H	L2_LINES_IN.I	L2 cache lines in I state filling L2.	Counting does not cover rejects.
F1H	02H	L2_LINES_IN.S	L2 cache lines in S state filling L2.	Counting does not cover rejects.
F1H	04H	L2_LINES_IN.E	L2 cache lines in E state filling L2.	Counting does not cover rejects.
F1H	07H	L2_LINES_IN.ALL	L2 cache lines filling L2.	Counting does not cover rejects.
F2H	01H	L2_LINES_OUT.DEMAND_CLEAN	Clean L2 cache lines evicted by demand.	
F2H	02H	L2_LINES_OUT.DEMAND_DIRTY	Dirty L2 cache lines evicted by demand.	
F2H	04H	L2_LINES_OUT.PF_CLEAN	Clean L2 cache lines evicted by the MLC prefetcher.	
F2H	08H	L2_LINES_OUT.PF_DIRTY	Dirty L2 cache lines evicted by the MLC prefetcher.	
F2H	0AH	L2_LINES_OUT.DIRTY_ALL	Dirty L2 cache lines filling the L2.	Counting does not cover rejects.

Non-architecture performance monitoring events in the processor core that are applicable only to next generation Intel Xeon processor family based on Intel microarchitecture Ivy Bridge, with CPUID signature of DisplayFamily_DisplayModel 06_3EH, are listed in Table 19-6.

Table 19-6 Non-Architectural Performance Events Applicable only to the Processor Core of Next Generation Intel® Xeon® Processor E5 Family

Event Num.	Umask Value	Event Mask Mnemonic	Description	Comment
D3H	03H	MEM_LOAD_UOPS_LLC_MISS_RETIRED.LOCAL_DRAM	Retired load uops whose data sources was local DRAM (snoop not needed, Snoop Miss, or Snoop Hit data not forwarded).	Supports PEBS
D3H	0CH	MEM_LOAD_UOPS_LLC_MISS_RETIRED.REMOTE_DRAM	Retired load uops whose data source was remote DRAM (snoop not needed, Snoop Miss, or Snoop Hit data not forwarded).	Supports PEBS
D3H	10H	MEM_LOAD_UOPS_LLC_MISS_RETIRED.REMOTE_HITM	Retired load uops whose data sources was remote HITM.	Supports PEBS
D3H	20H	MEM_LOAD_UOPS_LLC_MISS_RETIRED.REMOTE_FWD	Retired load uops whose data sources was forwards from a remote cache.	Supports PEBS

19.4 PERFORMANCE MONITORING EVENTS FOR 2ND GENERATION INTEL® CORE™ I7-2XXX, INTEL® CORE™ I5-2XXX, INTEL® CORE™ I3-2XXX PROCESSOR SERIES

2nd generation Intel® Core™ i7-2xxx, Intel® Core™ i5-2xxx, Intel® Core™ i3-2xxx processor series, and Intel Xeon processor E3-1200 product family are based on the Intel microarchitecture code name Sandy Bridge. They support architectural performance-monitoring events listed in Table 19-1. Non-architectural performance-monitoring events in the processor core are listed in Table 19-7, Table 19-8, and Table 19-9. The events in Table 19-7 apply to processors with CPUID signature of DisplayFamily_DisplayModel encoding with the following values: 06_2AH and 06_2DH. The events in Table 19-8 apply to processors with CPUID signature 06_2AH. The events in Table 19-9 apply to processors with CPUID signature 06_2DH.

Additional informations on event specifics (e.g. derivative events using specific IA32_PERFEVTSELx modifiers, limitations, special notes and recommendations) can be found at http://software.intel.com/en-us/forums/software-tuning-performance-optimization-platform-monitoring.

Table 19-7 Non-Architectural Performance Events In the Processor Core Common to 2nd Generation Intel® Core™ i7-2xxx, Intel® Core™ i5-2xxx, Intel® Core™ i3-2xxx Processor Series and Intel® Xeon® Processors E3 and E5 Family

Event Num.	Umask Value	Event Mask Mnemonic	Description	Comment
03H	01H	LD_BLOCKS.DATA_UNKNOWN	blocked loads due to store buffer blocks with unknown data.	
03H	02H	LD_BLOCKS.STORE_FORWARD	loads blocked by overlapping with store buffer that cannot be forwarded .	
03H	08H	LD_BLOCKS.NO_SR	# of Split loads blocked due to resource not available.	
03H	10H	LD_BLOCKS.ALL_BLOCK	Number of cases where any load is blocked but has no DCU miss.	

Table 19-7 Non-Architectural Performance Events In the Processor Core Common to 2nd Generation Intel® Core™ i7-2xxx, Intel® Core™ i5-2xxx, Intel® Core™ i3-2xxx Processor Series and Intel® Xeon® Processors E3 and E5 Family

Event Num.	Umask Value	Event Mask Mnemonic	Description	Comment
05H	01H	MISALIGN_MEM_REF.LOADS	Speculative cache-line split load uops dispatched to L1D.	
05H	02H	MISALIGN_MEM_REF.STORES	Speculative cache-line split Store-address uops dispatched to L1D.	
07H	01H	LD_BLOCKS_PARTIAL.ADDRESS_ALIAS	False dependencies in MOB due to partial compare on address.	
07H	08H	LD_BLOCKS_PARTIAL.ALL_STA_BLOCK	The number of times that load operations are temporarily blocked because of older stores, with addresses that are not yet known. A load operation may incur more than one block of this type.	
08H	01H	DTLB_LOAD_MISSES.MISS_CAUSES_A_WALK	Misses in all TLB levels that cause a page walk of any page size.	
08H	02H	DTLB_LOAD_MISSES.WALK_COMPLETED	Misses in all TLB levels that caused page walk completed of any size.	
08H	04H	DTLB_LOAD_MISSES.WALK_DURATION	Cycle PMH is busy with a walk.	
08H	10H	DTLB_LOAD_MISSES.STLB_HIT	Number of cache load STLB hits. No page walk.	
0DH	03H	INT_MISC.RECOVERY_CYCLES	Cycles waiting to recover after Machine Clears or JEClear. Set Cmask= 1.	Set Edge to count occurrences
0DH	40H	INT_MISC.RAT_STALL_CYCLES	Cycles RAT external stall is sent to IDQ for this thread.	
0EH	01H	UOPS_ISSUED.ANY	Increments each cycle the # of Uops issued by the RAT to RS. Set Cmask = 1, Inv = 1, Any= 1to count stalled cycles of this core.	Set Cmask = 1, Inv = 1to count stalled cycles
10H	01H	FP_COMP_OPS_EXE.X87	Counts number of X87 uops executed.	
10H	10H	FP_COMP_OPS_EXE.SSE_FP_PACKED_DOUBLE	Counts number of SSE* double precision FP packed uops executed.	
10H	20H	FP_COMP_OPS_EXE.SSE_FP_SCALAR_SINGLE	Counts number of SSE* single precision FP scalar uops executed.	
10H	40H	FP_COMP_OPS_EXE.SSE_PACKED SINGLE	Counts number of SSE* single precision FP packed uops executed.	
10H	80H	FP_COMP_OPS_EXE.SSE_SCALAR_DOUBLE	Counts number of SSE* double precision FP scalar uops executed.	
11H	01H	SIMD_FP_256.PACKED_SINGLE	Counts 256-bit packed single-precision floating-point instructions.	
11H	02H	SIMD_FP_256.PACKED_DOUBLE	Counts 256-bit packed double-precision floating-point instructions.	
14H	01H	ARITH.FPU_DIV_ACTIVE	Cycles that the divider is active, includes INT and FP. Set 'edge =1, cmask=1' to count the number of divides.	

Table 19-7 Non-Architectural Performance Events In the Processor Core Common to 2nd Generation Intel® Core™ i7-2xxx, Intel® Core™ i5-2xxx, Intel® Core™ i3-2xxx Processor Series and Intel® Xeon® Processors E3 and E5 Family

Event Num.	Umask Value	Event Mask Mnemonic	Description	Comment
17H	01H	INSTS_WRITTEN_TO_IQ.INSTS	Counts the number of instructions written into the IQ every cycle.	
24H	01H	L2_RQSTS.DEMAND_DATA_RD_HIT	Demand Data Read requests that hit L2 cache.	
24H	03H	L2_RQSTS.ALL_DEMAND_DATA_RD	Counts any demand and L1 HW prefetch data load requests to L2.	
24H	04H	L2_RQSTS.RFO_HITS	Counts the number of store RFO requests that hit the L2 cache.	
24H	08H	L2_RQSTS.RFO_MISS	Counts the number of store RFO requests that miss the L2 cache.	
24H	0CH	L2_RQSTS.ALL_RFO	Counts all L2 store RFO requests.	
24H	10H	L2_RQSTS.CODE_RD_HIT	Number of instruction fetches that hit the L2 cache.	
24H	20H	L2_RQSTS.CODE_RD_MISS	Number of instruction fetches that missed the L2 cache.	
24H	30H	L2_RQSTS.ALL_CODE_RD	Counts all L2 code requests.	
24H	40H	L2_RQSTS.PF_HIT	Requests from L2 Hardware prefetcher that hit L2.	
24H	80H	L2_RQSTS.PF_MISS	Requests from L2 Hardware prefetcher that missed L2.	
24H	C0H	L2_RQSTS.ALL_PF	Any requests from L2 Hardware prefetchers.	
27H	01H	L2_STORE_LOCK_RQSTS.MISS	RFOs that miss cache lines.	
27H	04H	L2_STORE_LOCK_RQSTS.HIT_E	RFOs that hit cache lines in E state.	
27H	08H	L2_STORE_LOCK_RQSTS.HIT_M	RFOs that hit cache lines in M state.	
27H	0FH	L2_STORE_LOCK_RQSTS.ALL	RFOs that access cache lines in any state.	
28H	01H	L2_L1D_WB_RQSTS.MISS	Not rejected writebacks from L1D to L2 cache lines that missed L2.	
28H	02H	L2_L1D_WB_RQSTS.HIT_S	Not rejected writebacks from L1D to L2 cache lines in S state.	
28H	04H	L2_L1D_WB_RQSTS.HIT_E	Not rejected writebacks from L1D to L2 cache lines in E state.	
28H	08H	L2_L1D_WB_RQSTS.HIT_M	Not rejected writebacks from L1D to L2 cache lines in M state.	
28H	0FH	L2_L1D_WB_RQSTS.ALL	Not rejected writebacks from L1D to L2 cache.	
2EH	4FH	LONGEST_LAT_CACHE.REFERENCE	This event counts requests originating from the core that reference a cache line in the last level cache.	see Table 19-1
2EH	41H	LONGEST_LAT_CACHE.MISS	This event counts each cache miss condition for references to the last level cache.	see Table 19-1

Table 19-7 Non-Architectural Performance Events In the Processor Core Common to 2nd Generation Intel® Core™ i7-2xxx, Intel® Core™ i5-2xxx, Intel® Core™ i3-2xxx Processor Series and Intel® Xeon® Processors E3 and E5 Family

Event Num.	Umask Value	Event Mask Mnemonic	Description	Comment
3CH	00H	CPU_CLK_UNHALTED.THREAD_P	Counts the number of thread cycles while the thread is not in a halt state. The thread enters the halt state when it is running the HLT instruction. The core frequency may change from time to time due to power or thermal throttling.	see Table 19-1
3CH	01H	CPU_CLK_THREAD_UNHALTED.REF_XCLK	Increments at the frequency of XCLK (100 MHz) when not halted.	see Table 19-1
48H	01H	L1D_PEND_MISS.PENDING	Increments the number of outstanding L1D misses every cycle. Set Cmaks = 1 and Edge =1 to count occurrences.	PMC2 only; Set Cmask = 1 to count cycles.
49H	01H	DTLB_STORE_MISSES.MISS_CAUSES_A_WALK	Miss in all TLB levels causes an page walk of any page size (4K/2M/4M/1G).	
49H	02H	DTLB_STORE_MISSES.WALK_COMPLETED	Miss in all TLB levels causes a page walk that completes of any page size (4K/2M/4M/1G).	
49H	04H	DTLB_STORE_MISSES.WALK_DURATION	Cycles PMH is busy with this walk.	
49H	10H	DTLB_STORE_MISSES.STLB_HIT	Store operations that miss the first TLB level but hit the second and do not cause page walks.	
4CH	01H	LOAD_HIT_PRE.SW_PF	Not SW-prefetch load dispatches that hit fill buffer allocated for S/W prefetch.	
4CH	02H	LOAD_HIT_PRE.HW_PF	Not SW-prefetch load dispatches that hit fill buffer allocated for H/W prefetch.	
4EH	02H	HW_PRE_REQ.DL1_MISS	Hardware Prefetch requests that miss the L1D cache. A request is being counted each time it access the cache & miss it, including if a block is applicable or if hit the Fill Buffer for example.	This accounts for both L1 streamer and IP-based (IPP) HW prefetchers.
51H	01H	L1D.REPLACEMENT	Counts the number of lines brought into the L1 data cache.	
51H	02H	L1D.ALLOCATED_IN_M	Counts the number of allocations of modified L1D cache lines.	
51H	04H	L1D.EVICTION	Counts the number of modified lines evicted from the L1 data cache due to replacement.	
51H	08H	L1D.ALL_M_REPLACEMENT	Cache lines in M state evicted out of L1D due to Snoop HitM or dirty line replacement.	
59H	20H	PARTIAL_RAT_STALLS.FLAGS_MERGE_UOP	Increments the number of flags-merge uops in flight each cycle. Set Cmask = 1 to count cycles.	
59H	40H	PARTIAL_RAT_STALLS.SLOW_LEA_WINDOW	Cycles with at least one slow LEA uop allocated.	
59H	80H	PARTIAL_RAT_STALLS.MUL_SINGLE_UOP	Number of Multiply packed/scalar single precision uops allocated.	
5BH	0CH	RESOURCE_STALLS2.ALL_FL_EMPTY	Cycles stalled due to free list empty.	PMC0-3 only regardless HTT

Table 19-7 Non-Architectural Performance Events In the Processor Core Common to 2nd Generation Intel® Core™ i7-2xxx, Intel® Core™ i5-2xxx, Intel® Core™ i3-2xxx Processor Series and Intel® Xeon® Processors E3 and E5 Family

Event Num.	Umask Value	Event Mask Mnemonic	Description	Comment
5BH	0FH	RESOURCE_STALLS2.ALL_PRF_CONTROL	Cycles stalled due to control structures full for physical registers.	
5BH	40H	RESOURCE_STALLS2.BOB_FULL	Cycles Allocator is stalled due Branch Order Buffer.	
5BH	4FH	RESOURCE_STALLS2.OOO_RSRC	Cycles stalled due to out of order resources full.	
5CH	01H	CPL_CYCLES.RING0	Unhalted core cycles when the thread is in ring 0.	Use Edge to count transition
5CH	02H	CPL_CYCLES.RING123	Unhalted core cycles when the thread is not in ring 0.	
5EH	01H	RS_EVENTS.EMPTY_CYCLES	Cycles the RS is empty for the thread.	
60H	01H	OFFCORE_REQUESTS_OUTSTANDING.DEMAND_DATA_RD	Offcore outstanding Demand Data Read transactions in SQ to uncore. Set Cmask=1 to count cycles.	
60H	04H	OFFCORE_REQUESTS_OUTSTANDING.DEMAND_RFO	Offcore outstanding RFO store transactions in SQ to uncore. Set Cmask=1 to count cycles.	
60H	08H	OFFCORE_REQUESTS_OUTSTANDING.ALL_DATA_RD	Offcore outstanding cacheable data read transactions in SQ to uncore. Set Cmask=1 to count cycles.	
63H	01H	LOCK_CYCLES.SPLIT_LOCK_UC_LOCK_DURATION	Cycles in which the L1D and L2 are locked, due to a UC lock or split lock.	
63H	02H	LOCK_CYCLES.CACHE_LOCK_DURATION	Cycles in which the L1D is locked.	
79H	02H	IDQ.EMPTY	Counts cycles the IDQ is empty.	
79H	04H	IDQ.MITE_UOPS	Increment each cycle # of uops delivered to IDQ from MITE path. Set Cmask = 1 to count cycles.	Can combine Umask 04H and 20H
79H	08H	IDQ.DSB_UOPS	Increment each cycle. # of uops delivered to IDQ from DSB path. Set Cmask = 1 to count cycles.	Can combine Umask 08H and 10H
79H	10H	IDQ.MS_DSB_UOPS	Increment each cycle # of uops delivered to IDQ when MS busy by DSB. Set Cmask = 1 to count cycles MS is busy. Set Cmask=1 and Edge =1 to count MS activations.	Can combine Umask 08H and 10H
79H	20H	IDQ.MS_MITE_UOPS	Increment each cycle # of uops delivered to IDQ when MS is busy by MITE. Set Cmask = 1 to count cycles.	Can combine Umask 04H and 20H
79H	30H	IDQ.MS_UOPS	Increment each cycle # of uops delivered to IDQ from MS by either DSB or MITE. Set Cmask = 1 to count cycles.	Can combine Umask 04H, 08H and 30H
80H	02H	ICACHE.MISSES	Number of Instruction Cache, Streaming Buffer and Victim Cache Misses. Includes UC accesses.	

Table 19-7 Non-Architectural Performance Events In the Processor Core Common to 2nd Generation Intel® Core™ i7-2xxx, Intel® Core™ i5-2xxx, Intel® Core™ i3-2xxx Processor Series and Intel® Xeon® Processors E3 and E5 Family

Event Num.	Umask Value	Event Mask Mnemonic	Description	Comment
85H	01H	ITLB_MISSES.MISS_CAUSES_A_WALK	Misses in all ITLB levels that cause page walks.	
85H	02H	ITLB_MISSES.WALK_COMPLETED	Misses in all ITLB levels that cause completed page walks.	
85H	04H	ITLB_MISSES.WALK_DURATION	Cycle PMH is busy with a walk.	
85H	10H	ITLB_MISSES.STLB_HIT	Number of cache load STLB hits. No page walk.	
87H	01H	ILD_STALL.LCP	Stalls caused by changing prefix length of the instruction.	
87H	04H	ILD_STALL.IQ_FULL	Stall cycles due to IQ is full.	
88H	41H	BR_INST_EXEC.NONTAKEN_CONDITIONAL	Not-taken macro conditional branches	
88H	81H	BR_INST_EXEC.TAKEN_CONDITIONAL	Taken speculative and retired conditional branches	
88H	82H	BR_INST_EXEC.TAKEN_DIRECT_JUMP	Taken speculative and retired conditional branches excluding calls and indirects	
88H	84H	BR_INST_EXEC.TAKEN_INDIRECT_JUMP_NON_CALL_RET	Taken speculative and retired indirect branches excluding calls and returns	
88H	88H	BR_INST_EXEC.TAKEN_INDIRECT_NEAR_RETURN	Taken speculative and retired indirect branches that are returns	
88H	90H	BR_INST_EXEC.TAKEN_DIRECT_NEAR_CALL	Taken speculative and retired direct near calls	
88H	A0H	BR_INST_EXEC.TAKEN_INDIRECT_NEAR_CALL	Taken speculative and retired indirect near calls	
88H	C1H	BR_INST_EXEC.ALL_CONDITIONAL	Speculative and retired conditional branches	
88H	C2H	BR_INST_EXEC.ALL_DIRECT_JUMP	Speculative and retired conditional branches excluding calls and indirects	
88H	C4H	BR_INST_EXEC.ALL_INDIRECT_JUMP_NON_CALL_RET	Speculative and retired indirect branches excluding calls and returns	
88H	C8H	BR_INST_EXEC.ALL_INDIRECT_NEAR_RETURN	Speculative and retired indirect branches that are returns	
88H	D0H	BR_INST_EXEC.ALL_NEAR_CALL	Speculative and retired direct near calls	
88H	FFH	BR_INST_EXEC.ALL_BRANCHES	Speculative and retired branches	
89H	41H	BR_MISP_EXEC.NONTAKEN_CONDITIONAL	Not-taken mispredicted macro conditional branches	
89H	81H	BR_MISP_EXEC.TAKEN_CONDITIONAL	Taken speculative and retired mispredicted conditional branches	
89H	84H	BR_MISP_EXEC.TAKEN_INDIRECT_JUMP_NON_CALL_RET	Taken speculative and retired mispredicted indirect branches excluding calls and returns	

Table 19-7 Non-Architectural Performance Events In the Processor Core Common to 2nd Generation Intel® Core™ i7-2xxx, Intel® Core™ i5-2xxx, Intel® Core™ i3-2xxx Processor Series and Intel® Xeon® Processors E3 and E5 Family

Event Num.	Umask Value	Event Mask Mnemonic	Description	Comment
89H	88H	BR_MISP_EXEC.TAKEN_RETURN_NEAR	Taken speculative and retired mispredicted indirect branches that are returns	
89H	90H	BR_MISP_EXEC.TAKEN_DIRECT_NEAR_CALL	Taken speculative and retired mispredicted direct near calls	
89H	A0H	BR_MISP_EXEC.TAKEN_INDIRECT_NEAR_CALL	Taken speculative and retired mispredicted indirect near calls	
89H	C1H	BR_MISP_EXEC.ALL_CONDITIONAL	Speculative and retired mispredicted conditional branches	
89H	C4H	BR_MISP_EXEC.ALL_INDIRECT_JUMP_NON_CALL_RET	Speculative and retired mispredicted indirect branches excluding calls and returns	
89H	D0H	BR_MISP_EXEC.ALL_NEAR_CALL	Speculative and retired mispredicted direct near calls	
89H	FFH	BR_MISP_EXEC.ALL_BRANCHES	Speculative and retired mispredicted branches	
9CH	01H	IDQ_UOPS_NOT_DELIVERED.CORE	Count number of non-delivered uops to RAT per thread.	Use Cmask to qualify uop b/w
A1H	01H	UOPS_DISPATCHED_PORT.PORT_0	Cycles which a Uop is dispatched on port 0.	
A1H	02H	UOPS_DISPATCHED_PORT.PORT_1	Cycles which a Uop is dispatched on port 1.	
A1H	0CH	UOPS_DISPATCHED_PORT.PORT_2	Cycles which a Uop is dispatched on port 2.	
A1H	30H	UOPS_DISPATCHED_PORT.PORT_3	Cycles which a Uop is dispatched on port 3.	
A1H	40H	UOPS_DISPATCHED_PORT.PORT_4	Cycles which a Uop is dispatched on port 4.	
A1H	80H	UOPS_DISPATCHED_PORT.PORT_5	Cycles which a Uop is dispatched on port 5.	
A2H	01H	RESOURCE_STALLS.ANY	Cycles Allocation is stalled due to Resource Related reason.	
A2H	02H	RESOURCE_STALLS.LB	Counts the cycles of stall due to lack of load buffers.	
A2H	04H	RESOURCE_STALLS.RS	Cycles stalled due to no eligible RS entry available.	
A2H	08H	RESOURCE_STALLS.SB	Cycles stalled due to no store buffers available. (not including draining form sync).	
A2H	10H	RESOURCE_STALLS.ROB	Cycles stalled due to re-order buffer full.	
A2H	20H	RESOURCE_STALLS.FCSW	Cycles stalled due to writing the FPU control word.	
A3H	02H	CYCLE_ACTIVITY.CYCLES_L1D_PENDING	Cycles with pending L1 cache miss loads.Set AnyThread to count per core.	PMC2 only
A3H	01H	CYCLE_ACTIVITY.CYCLES_L2_PENDING	Cycles with pending L2 miss loads. Set AnyThread to count per core.	
A3H	04H	CYCLE_ACTIVITY.CYCLES_NO_DISPATCH	Cycles of dispatch stalls. Set AnyThread to count per core.	PMC0-3 only

Table 19-7 Non-Architectural Performance Events In the Processor Core Common to 2nd Generation Intel® Core™ i7-2xxx, Intel® Core™ i5-2xxx, Intel® Core™ i3-2xxx Processor Series and Intel® Xeon® Processors E3 and E5 Family

Event Num.	Umask Value	Event Mask Mnemonic	Description	Comment
A8H	01H	LSD.UOPS	Number of Uops delivered by the LSD.	
ABH	01H	DSB2MITE_SWITCHES.COUNT	Number of DSB to MITE switches.	
ABH	02H	DSB2MITE_SWITCHES.PENALTY_CYCLES	Cycles DSB to MITE switches caused delay.	
ACH	02H	DSB_FILL.OTHER_CANCEL	Cases of cancelling valid DSB fill not because of exceeding way limit.	
ACH	08H	DSB_FILL.EXCEED_DSB_LINES	DSB Fill encountered > 3 DSB lines.	
AEH	01H	ITLB.ITLB_FLUSH	Counts the number of ITLB flushes, includes 4k/2M/4M pages.	
B0H	01H	OFFCORE_REQUESTS.DEMAND_DATA_RD	Demand data read requests sent to uncore.	
B0H	04H	OFFCORE_REQUESTS.DEMAND_RFO	Demand RFO read requests sent to uncore, including regular RFOs, locks, ItoM.	
B0H	08H	OFFCORE_REQUESTS.ALL_DATA_RD	Data read requests sent to uncore (demand and prefetch).	
B1H	01H	UOPS_DISPATCHED.THREAD	Counts total number of uops to be dispatched per-thread each cycle. Set Cmask = 1, INV =1 to count stall cycles.	PMC0-3 only regardless HTT
B1H	02H	UOPS_DISPATCHED.CORE	Counts total number of uops to be dispatched per-core each cycle.	Do not need to set ANY
B2H	01H	OFFCORE_REQUESTS_BUFFER.SQ_FULL	Offcore requests buffer cannot take more entries for this thread core.	
B6H	01H	AGU_BYPASS_CANCEL.COUNT	Counts executed load operations with all the following traits: 1. addressing of the format [base + offset], 2. the offset is between 1 and 2047, 3. the address specified in the base register is in one page and the address [base+offset] is in another page.	
B7H	01H	OFF_CORE_RESPONSE_0	see Section 18.8.5, “Off-core Response Performance Monitoring”.	Requires MSR 01A6H
BBH	01H	OFF_CORE_RESPONSE_1	See Section 18.8.5, “Off-core Response Performance Monitoring”.	Requires MSR 01A7H
BDH	01H	TLB_FLUSH.DTLB_THREAD	DTLB flush attempts of the thread-specific entries.	
BDH	20H	TLB_FLUSH.STLB_ANY	Count number of STLB flush attempts.	
BFH	05H	L1D_BLOCKS.BANK_CONFLICT_CYCLES	Cycles when dispatched loads are cancelled due to L1D bank conflicts with other load ports.	cmask=1
C0H	00H	INST_RETIRED.ANY_P	Number of instructions at retirement.	See Table 19-1
C0H	01H	INST_RETIRED.ALL	Precise instruction retired event with HW to reduce effect of PEBS shadow in IP distribution.	PMC1 only; Must quiesce other PMCs.
C1H	02H	OTHER_ASSISTS.ITLB_MISS_RETIRED	Instructions that experienced an ITLB miss.	
C1H	08H	OTHER_ASSISTS.AVX_STORE	Number of assists associated with 256-bit AVX store operations.	

Table 19-7 Non-Architectural Performance Events In the Processor Core Common to 2nd Generation Intel® Core™ i7-2xxx, Intel® Core™ i5-2xxx, Intel® Core™ i3-2xxx Processor Series and Intel® Xeon® Processors E3 and E5 Family

Event Num.	Umask Value	Event Mask Mnemonic	Description	Comment
C1H	10H	OTHER_ASSISTS.AVX_TO_SSE	Number of transitions from AVX-256 to legacy SSE when penalty applicable.	
C1H	20H	OTHER_ASSISTS.SSE_TO_AVX	Number of transitions from SSE to AVX-256 when penalty applicable.	
C2H	01H	UOPS_RETIRED.ALL	Counts the number of micro-ops retired, Use cmask=1 and invert to count active cycles or stalled cycles.	Supports PEBS
C2H	02H	UOPS_RETIRED.RETIRE_SLOTS	Counts the number of retirement slots used each cycle.	Supports PEBS
C3H	02H	MACHINE_CLEARS.MEMORY_ORDERING	Counts the number of machine clears due to memory order conflicts.	
C3H	04H	MACHINE_CLEARS.SMC	Counts the number of times that a program writes to a code section.	
C3H	20H	MACHINE_CLEARS.MASKMOV	Counts the number of executed AVX masked load operations that refer to an illegal address range with the mask bits set to 0.	
C4H	00H	BR_INST_RETIRED.ALL_BRANCHES	Branch instructions at retirement.	See Table 19-1
C4H	01H	BR_INST_RETIRED.CONDITIONAL	Counts the number of conditional branch instructions retired.	Supports PEBS
C4H	02H	BR_INST_RETIRED.NEAR_CALL	Direct and indirect near call instructions retired.	Supports PEBS
C4H	04H	BR_INST_RETIRED.ALL_BRANCHES	Counts the number of branch instructions retired.	Supports PEBS
C4H	08H	BR_INST_RETIRED.NEAR_RETURN	Counts the number of near return instructions retired.	Supports PEBS
C4H	10H	BR_INST_RETIRED.NOT_TAKEN	Counts the number of not taken branch instructions retired.	
C4H	20H	BR_INST_RETIRED.NEAR_TAKEN	Number of near taken branches retired.	Supports PEBS
C4H	40H	BR_INST_RETIRED.FAR_BRANCH	Number of far branches retired.	
C5H	00H	BR_MISP_RETIRED.ALL_BRANCHES	Mispredicted branch instructions at retirement.	See Table 19-1
C5H	01H	BR_MISP_RETIRED.CONDITIONAL	Mispredicted conditional branch instructions retired.	Supports PEBS
C5H	02H	BR_MISP_RETIRED.NEAR_CALL	Direct and indirect mispredicted near call instructions retired.	Supports PEBS
C5H	04H	BR_MISP_RETIRED.ALL_BRANCHES	Mispredicted macro branch instructions retired.	Supports PEBS
C5H	10H	BR_MISP_RETIRED.NOT_TAKEN	Mispredicted not taken branch instructions retired.	Supports PEBS
C5H	20H	BR_MISP_RETIRED.TAKEN	Mispredicted taken branch instructions retired.	Supports PEBS

Table 19-7 Non-Architectural Performance Events In the Processor Core Common to 2nd Generation Intel® Core™ i7-2xxx, Intel® Core™ i5-2xxx, Intel® Core™ i3-2xxx Processor Series and Intel® Xeon® Processors E3 and E5 Family

Event Num.	Umask Value	Event Mask Mnemonic	Description	Comment
CAH	02H	FP_ASSIST.X87_OUTPUT	Number of X87 assists due to output value.	
CAH	04H	FP_ASSIST.X87_INPUT	Number of X87 assists due to input value.	
CAH	08H	FP_ASSIST.SIMD_OUTPUT	Number of SIMD FP assists due to output values.	
CAH	10H	FP_ASSIST.SIMD_INPUT	Number of SIMD FP assists due to input values.	
CAH	1EH	FP_ASSIST.ANY	Cycles with any input/output SSE* or FP assists.	
CCH	20H	ROB_MISC_EVENTS.LBR_INSERTS	Count cases of saving new LBR records by hardware.	
CDH	01H	MEM_TRANS_RETIRED.LOAD_LATENCY	Randomly sampled loads whose latency is above a user defined threshold. A small fraction of the overall loads are sampled due to randomization. PMC3 only.	Specify threshold in MSR 0x3F6
CDH	02H	MEM_TRANS_RETIRED.PRECISE_STORE	Sample stores and collect precise store operation via PEBS record. PMC3 only.	See Section 18.8.4.3
D0H	11H	MEM_UOP_RETIRED.STLB_MISS_LOADS	Load uops with true STLB miss retired to architectural path.	Supports PEBS. PMC0-3 only regardless HTT.
D0H	12H	MEM_UOP_RETIRED.STLB_MISS_STORES	Store uops with true STLB miss retired to architectural path.	Supports PEBS. PMC0-3 only regardless HTT.
D0H	21H	MEM_UOP_RETIRED.LOCK_LOADS	Load uops with lock access retired to architectural path.	Supports PEBS. PMC0-3 only regardless HTT.
D0H	22H	MEM_UOP_RETIRED.LOCK_STORES	Store uops with lock access retired to architectural path.	Supports PEBS. PMC0-3 only regardless HTT.
D0H	41H	MEM_UOP_RETIRED.SPLIT_LOADS	Load uops with cacheline split retired to architectural path.	Supports PEBS. PMC0-3 only regardless HTT.
D0H	42H	MEM_UOP_RETIRED.SPLIT_STORES	Store uops with cacheline split retired to architectural path.	Supports PEBS. PMC0-3 only regardless HTT.
D0H	81H	MEM_UOP_RETIRED.ALL_LOADS	ALL Load uops retired to architectural path.	Supports PEBS. PMC0-3 only regardless HTT.
D0H	82H	MEM_UOP_RETIRED.ALL_STORES	ALL Store uops retired to architectural path.	Supports PEBS. PMC0-3 only regardless HTT.
D0H	80H	MEM_UOP_RETIRED.ALL	Qualify any retired memory uops. Must combine with umask 01H, 02H, to produce counts.	
D1H	01H	MEM_LOAD_UOPS_RETIRED.L1_HIT	Retired load uops with L1 cache hits as data sources.	Supports PEBS. PMC0-3 only regardless HTT
D1H	02H	MEM_LOAD_UOPS_RETIRED.L2_HIT	Retired load uops with L2 cache hits as data sources.	Supports PEBS
D1H	04H	MEM_LOAD_UOPS_RETIRED.LLC_HIT	Retired load uops which data sources were data hits in LLC without snoops required.	Supports PEBS
D1H	20H	MEM_LOAD_UOPS_RETIRED.LLC_MISS	Retired load uops which data sources were data missed LLC (excluding unknown data source).	
D1H	40H	MEM_LOAD_UOPS_RETIRED.HIT_LFB	Retired load uops which data sources were load uops missed L1 but hit FB due to preceding miss to the same cache line with data not ready.	Supports PEBS

Table 19-7 Non-Architectural Performance Events In the Processor Core Common to 2nd Generation Intel® Core™ i7-2xxx, Intel® Core™ i5-2xxx, Intel® Core™ i3-2xxx Processor Series and Intel® Xeon® Processors E3 and E5 Family

Event Num.	Umask Value	Event Mask Mnemonic	Description	Comment
D2H	01H	MEM_LOAD_UOPS_LLC_HIT_RETIRED.XSNP_MISS	Retired load uops whose data source was an on-package core cache LLC hit and cross-core snoop missed.	Supports PEBS
D2H	02H	MEM_LOAD_UOPS_LLC_HIT_RETIRED.XSNP_HIT	Retired load uops whose data source was an on-package LLC hit and cross-core snoop hits.	Supports PEBS
D2H	04H	MEM_LOAD_UOPS_LLC_HIT_RETIRED.XSNP_HITM	Retired load uops whose data source was an on-package core cache with HitM responses.	Supports PEBS
D2H	08H	MEM_LOAD_UOPS_LLC_HIT_RETIRED.XSNP_NONE	Retired load uops whose data source was LLC hit with no snoop required.	Supports PEBS
E6H	01H	BACLEARS.ANY	Counts the number of times the front end is re-steered, mainly when the BPU cannot provide a correct prediction and this is corrected by other branch handling mechanisms at the front end.	
F0H	01H	L2_TRANS.DEMAND_DATA_RD	Demand Data Read requests that access L2 cache.	
F0H	02H	L2_TRANS.RFO	RFO requests that access L2 cache.	
F0H	04H	L2_TRANS.CODE_RD	L2 cache accesses when fetching instructions.	
F0H	08H	L2_TRANS.ALL_PF	L2 or LLC HW prefetches that access L2 cache.	including rejects
F0H	10H	L2_TRANS.L1D_WB	L1D writebacks that access L2 cache.	
F0H	20H	L2_TRANS.L2_FILL	L2 fill requests that access L2 cache.	
F0H	40H	L2_TRANS.L2_WB	L2 writebacks that access L2 cache.	
F0H	80H	L2_TRANS.ALL_REQUESTS	Transactions accessing L2 pipe.	
F1H	01H	L2_LINES_IN.I	L2 cache lines in I state filling L2.	Counting does not cover rejects.
F1H	02H	L2_LINES_IN.S	L2 cache lines in S state filling L2.	Counting does not cover rejects.
F1H	04H	L2_LINES_IN.E	L2 cache lines in E state filling L2.	Counting does not cover rejects.
F1H	07H	L2_LINES_IN.ALL	L2 cache lines filling L2.	Counting does not cover rejects.
F2H	01H	L2_LINES_OUT.DEMAND_CLEAN	Clean L2 cache lines evicted by demand.	
F2H	02H	L2_LINES_OUT.DEMAND_DIRTY	Dirty L2 cache lines evicted by demand.	
F2H	04H	L2_LINES_OUT.PF_CLEAN	Clean L2 cache lines evicted by L2 prefetch.	
F2H	08H	L2_LINES_OUT.PF_DIRTY	Dirty L2 cache lines evicted by L2 prefetch.	
F2H	0AH	L2_LINES_OUT.DIRTY_ALL	Dirty L2 cache lines filling the L2.	Counting does not cover rejects.
F4H	10H	SQ_MISC.SPLIT_LOCK	Split locks in SQ.	

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16.Updates to Chapter 34, Volume 3C

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34.17 MODEL-SPECIFIC SYSTEM MANAGEMENT ENHANCEMENT

This section describes enhancement of system management features that apply only to the 4th generation Intel Core processors. These features are model-specific. BIOS and SMM handler must use CPUID to enumerate DisplayFamily_DisplayModel signature when programming with these interfaces.

34.17.1 SMM Handler Code Access Control

The BIOS may choose to restrict the address ranges of code that SMM handler executes. When SMM handler code execution check is enabled, an attempt by the SMM handler to execute outside the ranges specified by SMRR (see Section 34.4.2.1) will cause the assertion of an unrecoverable machine check exception (MCE).

The interface to enable SMM handler code access check resides in a per-package scope model-specific register MSR_SMM_FEATURE_CONTROL at address 4E0H. An attempt to access MSR_SMM_FEATURE_CONTROL outside of SMM will cause a #GP. Writes to MSR_SMM_FEATURE_CONTROL is further protected by configuration interface of MSR_SMM_MCA_CAP at address 17DH.

Details of the interface of MSR_SMM_FEATURE_CONTROL and MSR_SMM_MCA_CAP are described in Table 35-17.

34.17.2 SMI Delivery Delay Reporting

Entry into the system management mode occurs at instruction boundary. In situations where a logical processor is executing an instruction involving a long flow of internal operations, servicing an SMI by that logical processor will be delayed. Delayed servicing of SMI of each logical processor due to executing long flows of internal operation in a physical processor can be queried via a package-scope register MSR_SMM_DELAYED at address 4E2H.

The interface to enable reporting of SMI delivery delay due to long internal flows resides in a per-package scope model-specific register MSR_SMM_DELAYED. An attempt to access MSR_SMM_DELAYED outside of SMM will cause a #GP. Availability to MSR_SMM_DELAYED is protected by configuration interface of MSR_SMM_MCA_CAP at address 17DH.

Details of the interface of MSR_SMM_DELAYED and MSR_SMM_MCA_CAP are described in Table 35-17.

34.17.3 Blocked SMI Reporting

A logical processor may have entered into a state and blocked from servicing other interrupts (including SMI). Logical processors in a physical processor that are blocked in serving SMI can be queried in a package-scope register MSR_SMM_BLOCKED at address 4E3H. An attempt to access MSR_SMM_BLOCKED outside of SMM will cause a #GP.

Details of the interface of MSR_SMM_BLOCKED is described in Table 35-17.

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17. Updates to Chapter 35, Volume 3C

Change bars show changes to Chapter 35 of the *Intel® 64 and IA-32 Architectures Software Developer's Manual, Volume 3C:* System Programming Guide, Part 3.

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This chapter lists MSRs provided in Intel® Core™ 2 processor family, Intel® Atom™, Intel® Core™ Duo, Intel® Core™ Solo, Pentium® 4 and Intel® Xeon® processors, P6 family processors, and Pentium® processors in Tables 35-21, 35-26, and 35-27, respectively. All MSRs listed can be read with the RDMSR and written with the WRMSR instructions.

Register addresses are given in both hexadecimal and decimal. The register name is the mnemonic register name and the bit description describes individual bits in registers.

Model specific registers and its bit-fields may be supported for a finite range of processor families/models. To distinguish between different processor family and/or models, software must use CPUID.01H leaf function to query the combination of DisplayFamily and DisplayModel to determine model-specific availability of MSRs (see CPUID instruction in Chapter 3, "Instruction Set Reference, A-M" in the *Intel® 64 and IA-32 Architectures Software Developer's Manual, Volume 2A*). Table 35-1 lists the signature values of DisplayFamily and DisplayModel for various processor families or processor number series.

Table 35-1 CPUID Signature Values of DisplayFamily_DisplayModel

DisplayFamily_DisplayModel	Processor Families/Processor Number Series
06_3FH	Future Generation Intel Xeon Processor
06_3CH, 06_45H, 06_46H	4th Generation Intel Core Processor and Intel Xeon Processor E3-1200v3 Product Family based on Intel microarchitecture Haswell
06_3EH	Next Generation Intel Xeon Processor E5/E7 Family based on Intel microarchitecture Ivy Bridge
06_3AH	3rd Generation Intel Core Processor and Intel Xeon Processor E3-1200v2 Product Family based on Intel microarchitecture Ivy Bridge
06_2DH	Intel Xeon Processor E5 Family based on Intel microarchitecture Sandy Bridge
06_2FH	Intel Xeon Processor E7 Family
06_2AH	Intel Xeon Processor E3-1200 Family; 2nd Generation Intel Core i7, i5, i3 Processors 2xxx Series
06_2EH	Intel Xeon processor 7500, 6500 series
06_25H, 06_2CH	Intel Xeon processors 3600, 5600 series, Intel Core i7, i5 and i3 Processors
06_1EH, 06_1FH	Intel Core i7 and i5 Processors
06_1AH	Intel Core i7 Processor, Intel Xeon Processor 3400, 3500, 5500 series
06_1DH	Intel Xeon Processor MP 7400 series
06_17H	Intel Xeon Processor 3100, 3300, 5200, 5400 series, Intel Core 2 Quad processors 8000, 9000 series
06_0FH	Intel Xeon Processor 3000, 3200, 5100, 5300, 7300 series, Intel Core 2 Quad processor 6000 series, Intel Core 2 Extreme 6000 series, Intel Core 2 Duo 4000, 5000, 6000, 7000 series processors, Intel Pentium dual-core processors
06_0EH	Intel Core Duo, Intel Core Solo processors
06_0DH	Intel Pentium M processor
06_36H	Intel Atom S Processor Family
06_1CH, 06_26H, 06_27H, 06_35, 06_36	Intel Atom Processor Family

Table 35-1 CPUID Signature (Contd.)Values of DisplayFamily_DisplayModel (Contd.)

DisplayFamily_DisplayModel	Processor Families/Processor Number Series
0F_06H	Intel Xeon processor 7100, 5000 Series, Intel Xeon Processor MP, Intel Pentium 4, Pentium D processors
0F_03H, 0F_04H	Intel Xeon Processor, Intel Xeon Processor MP, Intel Pentium 4, Pentium D processors
06_09H	Intel Pentium M processor
0F_02H	Intel Xeon Processor, Intel Xeon Processor MP, Intel Pentium 4 processors
0F_0H, 0F_01H	Intel Xeon Processor, Intel Xeon Processor MP, Intel Pentium 4 processors
06_7H, 06_08H, 06_0AH, 06_0BH	Intel Pentium III Xeon Processor, Intel Pentium III Processor
06_03H, 06_05H	Intel Pentium II Xeon Processor, Intel Pentium II Processor
06_01H	Intel Pentium Pro Processor
05_01H, 05_02H, 05_04H	Intel Pentium Processor, Intel Pentium Processor with MMX Technology

35.1 ARCHITECTURAL MSRS

Many MSRs have carried over from one generation of IA-32 processors to the next and to Intel 64 processors. A subset of MSRs and associated bit fields, which do not change on future processor generations, are now considered architectural MSRs. For historical reasons (beginning with the Pentium 4 processor), these “architectural MSRs” were given the prefix “IA32_”. Table 35-2 lists the architectural MSRs, their addresses, their current names, their names in previous IA-32 processors, and bit fields that are considered architectural. MSR addresses outside Table 35-2 and certain bitfields in an MSR address that may overlap with architectural MSR addresses are model-specific. Code that accesses a machine specified MSR and that is executed on a processor that does not support that MSR will generate an exception.

Architectural MSR or individual bit fields in an architectural MSR may be introduced or transitioned at the granularity of certain processor family/model or the presence of certain CPUID feature flags. The right-most column of Table 35-2 provides information on the introduction of each architectural MSR or its individual fields. This information is expressed either as signature values of “DF_DM” (see Table 35-1) or via CPUID flags.

Certain bit field position may be related to the maximum physical address width, the value of which is expressed as “MAXPHYWID” in Table 35-2. “MAXPHYWID” is reported by CPUID.8000_0008H leaf.

MSR address range between 40000000H - 400000FFH is marked as a specially reserved range. All existing and future processors will not implement any features using any MSR in this range.

Table 35-2 IA-32 Architectural MSRs

Register Address		Architectural MSR Name and bit fields (Former MSR Name)	MSR/Bit Description	Introduced as Architectural MSR
Hex	Decimal			
0H	0	IA32_P5_MC_ADDR (P5_MC_ADDR)	See Section 35.15, “MSRs in Pentium Processors.”	**Pentium Processor (05_01H)**
1H	1	IA32_P5_MC_TYPE (P5_MC_TYPE)	See Section 35.15, “MSRs in Pentium Processors.”	DF_DM = 05_01H
6H	6	IA32_MONITOR_FILTER_SIZE	See Section 8.10.5, “Monitor/Mwait Address Range Determination.”	0F_03H

Table 35-2 IA-32 Architectural MSRs (Contd.)

Register Address		Architectural MSR Name and bit fields (Former MSR Name)	MSR/Bit Description	Introduced as Architectural MSR
Hex	Decimal			
10H	16	IA32_TIME_STAMP_ COUNTER (TSC)	See Section 17.13, “Time-Stamp Counter.”	05_01H
17H	23	IA32_PLATFORM_ID (MSR_PLATFORM_ID)	**Platform ID (RO)** The operating system can use this MSR to determine “slot” information for the processor and the proper microcode update to load.	06_01H
		49:0	Reserved.	
		52:50	**Platform Id (RO)** Contains information concerning the intended platform for the processor. 52 51 50 0 0 0 Processor Flag 0 0 0 1 Processor Flag 1 0 1 0 Processor Flag 2 0 1 1 Processor Flag 3 1 0 0 Processor Flag 4 1 0 1 Processor Flag 5 1 1 0 Processor Flag 6 1 1 1 Processor Flag 7	
		63:53	Reserved.	
1BH	27	IA32_APIC_BASE (APIC_BASE)		06_01H
		7:0	Reserved	
		8	BSP flag (R/W)	
		9	Reserved	
		10	Enable x2APIC mode	06_1AH
		11	APIC Global Enable (R/W)	
		(MAXPHYWID - 1):12	APIC Base (R/W)	
		63: MAXPHYWID	Reserved	
3AH	58	IA32_FEATURE_CONTROL	**Control Features in Intel 64 Processor (R/W)**	If CPUID.01H: ECX[bit 5 or bit 6] = 1
		0	Lock bit (R/WO): (1 = locked). When set, locks this MSR from being written, writes to this bit will result in GP(0). Note: Once the Lock bit is set, the contents of this register cannot be modified. Therefore the lock bit must be set after configuring support	If CPUID.01H:ECX[bit 5 or bit 6] = 1

Table 35-2 IA-32 Architectural MSRs (Contd.)

Register Address		Architectural MSR Name and bit fields (Former MSR Name)	MSR/Bit Description	Introduced as Architectural MSR
Hex	Decimal			
			for Intel Virtualization Technology and prior to transferring control to an option ROM or the OS. Hence, once the Lock bit is set, the entire IA32_FEATURE_CONTROL_MSR contents are preserved across RESET when PWRGOOD is not deasserted.	
		1	Enable VMX inside SMX operation (R/WL): This bit enables a system executive to use VMX in conjunction with SMX to support Intel® Trusted Execution Technology. BIOS must set this bit only when the CPUID function 1 returns VMX feature flag and SMX feature flag set (ECX bits 5 and 6 respectively).	If CPUID.01H:ECX[bit 5 and bit 6] are set to 1
		2	Enable VMX outside SMX operation (R/WL): This bit enables VMX for system executive that do not require SMX. BIOS must set this bit only when the CPUID function 1 returns VMX feature flag set (ECX bit 5).	If CPUID.01H:ECX[bit 5 or bit 6] = 1
		7:3	Reserved	
		14:8	SENTER Local Function Enables (R/WL): When set, each bit in the field represents an enable control for a corresponding SENTER function. This bit is supported only if CPUID.1:ECX.[bit 6] is set	If CPUID.01H:ECX[bit 6] = 1
		15	SENTER Global Enable (R/WL): This bit must be set to enable SENTER leaf functions. This bit is supported only if CPUID.1:ECX.[bit 6] is set	If CPUID.01H:ECX[bit 6] = 1
		63:16	Reserved	
3BH	59	IA32_TSC_ADJUST	Per Logical Processor TSC Adjust (R/Write to clear)	If CPUID.(EAX=07H, ECX=0H): EBX[1] = 1
		63:0	**THREAD_ADJUST:** Local offset value of the IA32_TSC for a logical processor. Reset value is Zero. A write to IA32_TSC will modify the local offset in IA32_TSC_ADJUST and the content of IA32_TSC, but does not affect the internal invariant TSC hardware.	

Table 35-2 IA-32 Architectural MSRs (Contd.)

Register Address		Architectural MSR Name and bit fields (Former MSR Name)	MSR/Bit Description	Introduced as Architectural MSR
Hex	Decimal			
79H	121	IA32_BIOS_UPDT_TRIG (BIOS_UPDT_TRIG)	BIOS Update Trigger (W) Executing a WRMSR instruction to this MSR causes a microcode update to be loaded into the processor. See Section 9.11.6, "Microcode Update Loader." A processor may prevent writing to this MSR when loading guest states on VM entries or saving guest states on VM exits.	06_01H
8BH	139	IA32_BIOS_SIGN_ID (BIOS_SIGN/BBL_CR_D3)	BIOS Update Signature (RO) Returns the microcode update signature following the execution of CPUID.01H. A processor may prevent writing to this MSR when loading guest states on VM entries or saving guest states on VM exits.	06_01H
		31:0	Reserved	
		63:32	It is recommended that this field be pre-loaded with 0 prior to executing CPUID. If the field remains 0 following the execution of CPUID; this indicates that no microcode update is loaded. Any non-zero value is the microcode update signature.	
9BH	155	IA32_SMM_MONITOR_CTL	SMM Monitor Configuration (R/W)	If CPUID.01H: ECX[bit 5 or bit 6] = 1
		0	Valid (R/W)	
		1	Reserved	
		2	Controls SMI unblocking by VMXOFF (see Section 34.14.4)	If IA32_VMX_MISC[bit 28])
		11:3	Reserved	
		31:12	MSEG Base (R/W)	
		63:32	Reserved	
9EH	158	IA32_SMBASE	Base address of the logical processor's SMRAM image (RO, SMM only)	If IA32_VMX_MISC[bit 15])
C1H	193	IA32_PMC0 (PERFCTR0)	General Performance Counter 0 (R/W)	If CPUID.0AH: EAX[15:8] > 0
C2H	194	IA32_PMC1 (PERFCTR1)	General Performance Counter 1 (R/W)	If CPUID.0AH: EAX[15:8] > 1
C3H	195	IA32_PMC2	General Performance Counter 2 (R/W)	If CPUID.0AH: EAX[15:8] > 2
C4H	196	IA32_PMC3	General Performance Counter 3 (R/W)	If CPUID.0AH: EAX[15:8] > 3

Table 35-2 IA-32 Architectural MSRs (Contd.)

Register Address		Architectural MSR Name and bit fields (Former MSR Name)	MSR/Bit Description	Introduced as Architectural MSR
Hex	Decimal			
C5H	197	IA32_PMC4	General Performance Counter 4 (R/W)	If CPUID.0AH: EAX[15:8] > 4
C6H	198	IA32_PMC5	General Performance Counter 5 (R/W)	If CPUID.0AH: EAX[15:8] > 5
C7H	199	IA32_PMC6	General Performance Counter 6 (R/W)	If CPUID.0AH: EAX[15:8] > 6
C8H	200	IA32_PMC7	General Performance Counter 7 (R/W)	If CPUID.0AH: EAX[15:8] > 7
E7H	231	IA32_MPERF	Maximum Qualified Performance Clock Counter (R/Write to clear)	If CPUID.06H: ECX[0] = 1
		63:0	**C0_MCNT: C0 Maximum Frequency Clock Count** Increments at fixed interval (relative to TSC freq.) when the logical processor is in C0. Cleared upon overflow / wrap-around of IA32_APERF.	
E8H	232	IA32_APERF	Actual Performance Clock Counter (R/Write to clear)	If CPUID.06H: ECX[0] = 1
		63:0	**C0_ACNT: C0 Actual Frequency Clock Count** Accumulates core clock counts at the coordinated clock frequency, when the logical processor is in C0. Cleared upon overflow / wrap-around of IA32_MPERF.	
FEH	254	IA32_MTRRCAP (MTRRcap)	MTRR Capability (RO) Section 11.11.2.1, “IA32_MTRR_DEF_TYPE MSR.”	06_01H
		7:0	VCNT: The number of variable memory type ranges in the processor.	
		8	Fixed range MTRRs are supported when set.	
		9	Reserved.	
		10	WC Supported when set.	
		11	SMRR Supported when set.	
		63:12	Reserved.	
174H	372	IA32_SYSENTER_CS	SYSENTER_CS_MSR (R/W)	06_01H
		15:0	CS Selector	
		63:16	Reserved.	
175H	373	IA32_SYSENTER_ESP	SYSENTER_ESP_MSR (R/W)	06_01H

Table 35-2 IA-32 Architectural MSRs (Contd.)

Register Address		Architectural MSR Name and bit fields (Former MSR Name)	MSR/Bit Description	Introduced as Architectural MSR
Hex	Decimal			
176H	374	IA32_SYSENTER_EIP	SYSENTER_EIP_MSR (R/W)	06_01H
179H	377	IA32_MCG_CAP (MCG_CAP)	Global Machine Check Capability (RO)	06_01H
		7:0	Count: Number of reporting banks.	
		8	MCG_CTL_P: IA32_MCG_CTL is present if this bit is set	
		9	MCG_EXT_P: Extended machine check state registers are present if this bit is set	
		10	MCP_CMCI_P: Support for corrected MC error event is present.	06_1AH
		11	MCG_TES_P: Threshold-based error status register are present if this bit is set.	
		15:12	Reserved	
		23:16	MCG_EXT_CNT: Number of extended machine check state registers present.	
		24	MCG_SER_P: The processor supports software error recovery if this bit is set.	
		25	Reserved.	
		26	MCG_ELOG_P: Indicates that the processor allows platform firmware to be invoked when an error is detected so that it may provide additional platform specific information in an ACPI format "Generic Error Data Entry" that augments the data included in machine check bank registers.	06_3EH
		63:27	Reserved.	
17AH	378	IA32_MCG_STATUS (MCG_STATUS)	Global Machine Check Status (RO)	06_01H
17BH	379	IA32_MCG_CTL (MCG_CTL)	Global Machine Check Control (R/W)	06_01H
180H-185H	384-389	Reserved		06_0EH[1]
186H	390	IA32_PERFEVTSEL0 (PERFEVTSEL0)	Performance Event Select Register 0 (R/W)	If CPUID.0AH: EAX[15:8] > 0
		7:0	Event Select: Selects a performance event logic unit.	
		15:8	UMask: Qualifies the microarchitectural condition to detect on the selected event logic.	
		16	USR: Counts while in privilege level is not ring 0.	
		17	OS: Counts while in privilege level is ring 0.	

Table 35-2 IA-32 Architectural MSRs (Contd.)

Register Address		Architectural MSR Name and bit fields (Former MSR Name)	MSR/Bit Description	Introduced as Architectural MSR
Hex	Decimal			
		18	Edge: Enables edge detection if set.	
		19	PC: enables pin control.	
		20	INT: enables interrupt on counter overflow.	
		21	AnyThread: When set to 1, it enables counting the associated event conditions occurring across all logical processors sharing a processor core. When set to 0, the counter only increments the associated event conditions occurring in the logical processor which programmed the MSR.	
		22	EN: enables the corresponding performance counter to commence counting when this bit is set.	
		23	INV: invert the CMASK.	
		31:24	CMASK: When CMASK is not zero, the corresponding performance counter increments each cycle if the event count is greater than or equal to the CMASK.	
		63:32	Reserved.	
187H	391	IA32_PERFEVTSEL1 (PERFEVTSEL1)	Performance Event Select Register 1 (R/W)	If CPUID.0AH: EAX[15:8] > 1
188H	392	IA32_PERFEVTSEL2	Performance Event Select Register 2 (R/W)	If CPUID.0AH: EAX[15:8] > 2
189H	393	IA32_PERFEVTSEL3	Performance Event Select Register 3 (R/W)	If CPUID.0AH: EAX[15:8] > 3
18AH-197H	394-407	Reserved		06_0EH[2]
198H	408	IA32_PERF_STATUS	(RO)	0F_03H
		15:0	Current performance State Value	
		63:16	Reserved.	
199H	409	IA32_PERF_CTL	(R/W)	0F_03H
		15:0	Target performance State Value	
		31:16	Reserved.	
		32	IDA Engage. (R/W) When set to 1: disengages IDA	06_0FH (Mobile)
		63:33	Reserved.	
19AH	410	IA32_CLOCK_MODULATION	Clock Modulation Control (R/W) See Section 14.5.3, “Software Controlled Clock Modulation.”	0F_0H

Table 35-2 IA-32 Architectural MSRs (Contd.)

Register Address		Architectural MSR Name and bit fields (Former MSR Name)	MSR/Bit Description	Introduced as Architectural MSR
Hex	Decimal			
		0	Extended On-Demand Clock Modulation Duty Cycle:	If CPUID.06H:EAX[5] = 1
		3:1	On-Demand Clock Modulation Duty Cycle: Specific encoded values for target duty cycle modulation.	
		4	On-Demand Clock Modulation Enable: Set 1 to enable modulation.	
		63:5	Reserved.	
19BH	411	IA32_THERM_INTERRUPT	Thermal Interrupt Control (R/W) Enables and disables the generation of an interrupt on temperature transitions detected with the processor's thermal sensors and thermal monitor. See Section 14.5.2, "Thermal Monitor."	0F_0H
		0	High-Temperature Interrupt Enable	
		1	Low-Temperature Interrupt Enable	
		2	PROCHOT# Interrupt Enable	
		3	FORCEPR# Interrupt Enable	
		4	Critical Temperature Interrupt Enable	
		7:5	Reserved.	
		14:8	Threshold #1 Value	
		15	Threshold #1 Interrupt Enable	
		22:16	Threshold #2 Value	
		23	Threshold #2 Interrupt Enable	
		24	Power Limit Notification Enable	If CPUID.06H:EAX[4] = 1
		63:25	Reserved.	
19CH	412	IA32_THERM_STATUS	Thermal Status Information (RO) Contains status information about the processor's thermal sensor and automatic thermal monitoring facilities. See Section 14.5.2, "Thermal Monitor"	0F_0H
		0	Thermal Status (RO):	
		1	Thermal Status Log (R/W):	
		2	PROCHOT # or FORCEPR# event (RO)	
		3	PROCHOT # or FORCEPR# log (R/WC0)	
		4	Critical Temperature Status (RO)	

Table 35-2 IA-32 Architectural MSRs (Contd.)

Register Address		Architectural MSR Name and bit fields (Former MSR Name)	MSR/Bit Description	Introduced as Architectural MSR
Hex	Decimal			
		5	Critical Temperature Status log (R/WC0)	
		6	Thermal Threshold #1 Status (RO)	If CPUID.01H:ECX[8] = 1
		7	Thermal Threshold #1 log (R/WC0)	If CPUID.01H:ECX[8] = 1
		8	Thermal Threshold #2 Status (RO)	If CPUID.01H:ECX[8] = 1
		9	Thermal Threshold #1 log (R/WC0)	If CPUID.01H:ECX[8] = 1
		10	Power Limitation Status (RO)	If CPUID.06H:EAX[4] = 1
		11	Power Limitation log (R/WC0)	If CPUID.06H:EAX[4] = 1
		15:12	Reserved.	
		22:16	Digital Readout (RO)	If CPUID.06H:EAX[0] = 1
		26:23	Reserved.	
		30:27	Resolution in Degrees Celsius (RO)	If CPUID.06H:EAX[0] = 1
		31	Reading Valid (RO)	If CPUID.06H:EAX[0] = 1
		63:32	Reserved.	
1A0H	416	IA32_MISC_ENABLE	**Enable Misc. Processor Features (R/W)** Allows a variety of processor functions to be enabled and disabled.	
		0	**Fast-Strings Enable** When set, the fast-strings feature (for REP MOVS and REP STORS) is enabled (default); when clear, fast-strings are disabled.	0F_0H
		2:1	Reserved.	
		3	**Automatic Thermal Control Circuit Enable (R/W)** 1 = Setting this bit enables the thermal control circuit (TCC) portion of the Intel Thermal Monitor feature. This allows the processor to automatically reduce power consumption in response to TCC activation. 0 = Disabled (default). Note: In some products clearing this bit might be ignored in critical thermal conditions, and TM1, TM2 and adaptive thermal throttling will still be activated.	0F_0H
		6:4	Reserved	
		7	**Performance Monitoring Available (R)** 1 = Performance monitoring enabled 0 = Performance monitoring disabled	0F_0H
		10:8	Reserved.	

Table 35-2 IA-32 Architectural MSRs (Contd.)

Register Address		Architectural MSR Name and bit fields (Former MSR Name)	MSR/Bit Description	Introduced as Architectural MSR
Hex	Decimal			
		11	**Branch Trace Storage Unavailable (RO)** 1 = Processor doesn't support branch trace storage (BTS) 0 = BTS is supported	0F_0H
		12	**Precise Event Based Sampling (PEBS) Unavailable (RO)** 1 = PEBS is not supported; 0 = PEBS is supported.	06_0FH
		15:13	Reserved.	
		16	**Enhanced Intel SpeedStep Technology Enable (R/W)** 0= Enhanced Intel SpeedStep Technology disabled 1 = Enhanced Intel SpeedStep Technology enabled	06_0DH
		17	Reserved.	
		18	**ENABLE MONITOR FSM (R/W)** When this bit is set to 0, the MONITOR feature flag is not set (CPUID.01H:ECX[bit 3] = 0). This indicates that MONITOR/MWAIT are not supported. Software attempts to execute MONITOR/MWAIT will cause #UD when this bit is 0. When this bit is set to 1 (default), MONITOR/MWAIT are supported (CPUID.01H:ECX[bit 3] = 1). If the SSE3 feature flag ECX[0] is not set (CPUID.01H:ECX[bit 0] = 0), the OS must not attempt to alter this bit. BIOS must leave it in the default state. Writing this bit when the SSE3 feature flag is set to 0 may generate a #GP exception.	0F_03H
		21:19	Reserved.	

Table 35-2 IA-32 Architectural MSRs (Contd.)

Register Address		Architectural MSR Name and bit fields (Former MSR Name)	MSR/Bit Description	Introduced as Architectural MSR
Hex	Decimal			
		22	**Limit CPUID Maxval (R/W)** When this bit is set to 1, CPUID.00H returns a maximum value in EAX[7:0] of 3. BIOS should contain a setup question that allows users to specify when the installed OS does not support CPUID functions greater than 3. Before setting this bit, BIOS must execute the CPUID.0H and examine the maximum value returned in EAX[7:0]. If the maximum value is greater than 3, the bit is supported. Otherwise, the bit is not supported. Writing to this bit when the maximum value is greater than 3 may generate a #GP exception. Setting this bit may cause unexpected behavior in software that depends on the availability of CPUID leaves greater than 3.	0F_03H
		23	**xTPR Message Disable (R/W)** When set to 1, xTPR messages are disabled. xTPR messages are optional messages that allow the processor to inform the chipset of its priority.	if CPUID.01H:ECX[14] = 1
		33:24	Reserved.	
		34	**XD Bit Disable (R/W)** When set to 1, the Execute Disable Bit feature (XD Bit) is disabled and the XD Bit extended feature flag will be clear (CPUID.80000001H: EDX[20]=0). When set to a 0 (default), the Execute Disable Bit feature (if available) allows the OS to enable PAE paging and take advantage of data only pages. BIOS must not alter the contents of this bit location, if XD bit is not supported.. Writing this bit to 1 when the XD Bit extended feature flag is set to 0 may generate a #GP exception.	if CPUID.80000001H:EDX[20] = 1
		63:35	Reserved.	
1B0H	432	IA32_ENERGY_PERF_BIAS	Performance Energy Bias Hint (R/W)	if CPUID.6H:ECX[3] = 1

Table 35-2 IA-32 Architectural MSRs (Contd.)

Register Address		Architectural MSR Name and bit fields (Former MSR Name)	MSR/Bit Description	Introduced as Architectural MSR
Hex	Decimal			
		3:0	Power Policy Preference: 0 indicates preference to highest performance. 15 indicates preference to maximize energy saving.	
		63:4	Reserved.	
1B1H	433	IA32_PACKAGE_THERM_STATUS	Package Thermal Status Information (RO) Contains status information about the package's thermal sensor. See Section 14.6, "Package Level Thermal Management."	If CPUID.06H: EAX[6] = 1
		0	Pkg Thermal Status (RO):	
		1	Pkg Thermal Status Log (R/W):	
		2	Pkg PROCHOT # event (RO)	
		3	Pkg PROCHOT # log (R/WC0)	
		4	Pkg Critical Temperature Status (RO)	
		5	Pkg Critical Temperature Status log (R/WC0)	
		6	Pkg Thermal Threshold #1 Status (RO)	
		7	Pkg Thermal Threshold #1 log (R/WC0)	
		8	Pkg Thermal Threshold #2 Status (RO)	
		9	Pkg Thermal Threshold #1 log (R/WC0)	
		10	Pkg Power Limitation Status (RO)	
		11	Pkg Power Limitation log (R/WC0)	
		15:12	Reserved.	
		22:16	Pkg Digital Readout (RO)	
		63:23	Reserved.	
1B2H	434	IA32_PACKAGE_THERM_INTERRUPT	Pkg Thermal Interrupt Control (R/W) Enables and disables the generation of an interrupt on temperature transitions detected with the package's thermal sensor. See Section 14.6, "Package Level Thermal Management."	If CPUID.06H: EAX[6] = 1
		0	Pkg High-Temperature Interrupt Enable	
		1	Pkg Low-Temperature Interrupt Enable	
		2	Pkg PROCHOT# Interrupt Enable	

Table 35-2 IA-32 Architectural MSRs (Contd.)

Register Address		Architectural MSR Name and bit fields (Former MSR Name)	MSR/Bit Description	Introduced as Architectural MSR
Hex	Decimal			
		3	Reserved.	
		4	Pkr Overheat Interrupt Enable	
		7:5	Reserved.	
		14:8	Pkg Threshold #1 Value	
		15	Pkg Threshold #1 Interrupt Enable	
		22:16	Pkg Threshold #2 Value	
		23	Pkg Threshold #2 Interrupt Enable	
		24	Pkg Power Limit Notification Enable	
		63:25	Reserved.	
1D9H	473	IA32_DEBUGCTL (MSR_DEBUGCTLA, MSR_DEBUGCTLB)	Trace/Profile Resource Control (R/W)	06_0EH
		0	LBR: Setting this bit to 1 enables the processor to record a running trace of the most recent branches taken by the processor in the LBR stack.	06_01H
		1	BTF: Setting this bit to 1 enables the processor to treat EFLAGS.TF as single-step on branches instead of single-step on instructions.	06_01H
		5:2	Reserved.	
		6	TR: Setting this bit to 1 enables branch trace messages to be sent.	06_0EH
		7	BTS: Setting this bit enables branch trace messages (BTMs) to be logged in a BTS buffer.	06_0EH
		8	BTINT: When clear, BTMs are logged in a BTS buffer in circular fashion. When this bit is set, an interrupt is generated by the BTS facility when the BTS buffer is full.	06_0EH
		9	1: BTS_OFF_OS: When set, BTS or BTM is skipped if CPL = 0.	06_0FH
		10	BTS_OFF_USR: When set, BTS or BTM is skipped if CPL > 0.	06_0FH
		11	FREEZE_LBRS_ON_PMI: When set, the LBR stack is frozen on a PMI request.	If CPUID.01H: ECX[15] = 1 and CPUID.0AH: EAX[7:0] > 1
		12	FREEZE_PERFMON_ON_PMI: When set, each ENABLE bit of the global counter control MSR are frozen (address 3BFH) on a PMI request	If CPUID.01H: ECX[15] = 1 and CPUID.0AH: EAX[7:0] > 1

Table 35-2 IA-32 Architectural MSRs (Contd.)

Register Address		Architectural MSR Name and bit fields (Former MSR Name)	MSR/Bit Description	Introduced as Architectural MSR
Hex	Decimal			
		13	ENABLE_UNCORE_PMI: When set, enables the logical processor to receive and generate PMI on behalf of the uncore.	06_1AH
		14	FREEZE_WHILE_SMM: When set, freezes perfmon and trace messages while in SMM.	if IA32_PERF_CAPABILITIES[12] = '1
		63:15	Reserved.	
1F2H	498	IA32_SMRR_PHYSBASE	**SMRR Base Address (Writeable only in SMM)** Base address of SMM memory range.	If IA32_MTRR_CAP[SMRR] = 1
		7:0	Type. Specifies memory type of the range.	
		11:8	Reserved.	
		31:12	**PhysBase.** SMRR physical Base Address.	
		63:32	Reserved.	
1F3H	499	IA32_SMRR_PHYSMASK	**SMRR Range Mask. (Writeable only in SMM)** Range Mask of SMM memory range.	If IA32_MTRR_CAP[SMRR] = 1
		10:0	Reserved.	
		11	**Valid** Enable range mask.	
		31:12	**PhysMask** SMRR address range mask.	
		63:32	Reserved.	
1F8H	504	IA32_PLATFORM_DCA_CAP	DCA Capability (R)	06_0FH
1F9H	505	IA32_CPU_DCA_CAP	If set, CPU supports Prefetch-Hint type.	
1FAH	506	IA32_DCA_0_CAP	DCA type 0 Status and Control register.	06_2EH
		0	DCA_ACTIVE: Set by HW when DCA is fuse-enabled and no defeatures are set.	06_2EH
		2:1	TRANSACTION	06_2EH
		6:3	DCA_TYPE	06_2EH
		10:7	DCA_QUEUE_SIZE	06_2EH
		12:11	Reserved.	06_2EH
		16:13	DCA_DELAY: Writes will update the register but have no HW side-effect.	06_2EH
		23:17	Reserved.	06_2EH

Table 35-2 IA-32 Architectural MSRs (Contd.)

Register Address		Architectural MSR Name and bit fields (Former MSR Name)	MSR/Bit Description	Introduced as Architectural MSR
Hex	Decimal			
		24	SW_BLOCK: SW can request DCA block by setting this bit.	06_2EH
		25	Reserved.	06_2EH
		26	HW_BLOCK: Set when DCA is blocked by HW (e.g. CR0.CD = 1).	06_2EH
		31:27	Reserved.	06_2EH
200H	512	IA32_MTRR_PHYSBASE0 (MTRRphysBase0)	See Section 11.11.2.3, "Variable Range MTRRs."	06_01H
201H	513	IA32_MTRR_PHYSMASK0	MTRRphysMask0	06_01H
202H	514	IA32_MTRR_PHYSBASE1	MTRRphysBase1	06_01H
203H	515	IA32_MTRR_PHYSMASK1	MTRRphysMask1	06_01H
204H	516	IA32_MTRR_PHYSBASE2	MTRRphysBase2	06_01H
205H	517	IA32_MTRR_PHYSMASK2	MTRRphysMask2	06_01H
206H	518	IA32_MTRR_PHYSBASE3	MTRRphysBase3	06_01H
207H	519	IA32_MTRR_PHYSMASK3	MTRRphysMask3	06_01H
208H	520	IA32_MTRR_PHYSBASE4	MTRRphysBase4	06_01H
209H	521	IA32_MTRR_PHYSMASK4	MTRRphysMask4	06_01H
20AH	522	IA32_MTRR_PHYSBASE5	MTRRphysBase5	06_01H
20BH	523	IA32_MTRR_PHYSMASK5	MTRRphysMask5	06_01H
20CH	524	IA32_MTRR_PHYSBASE6	MTRRphysBase6	06_01H
20DH	525	IA32_MTRR_PHYSMASK6	MTRRphysMask6	06_01H
20EH	526	IA32_MTRR_PHYSBASE7	MTRRphysBase7	06_01H
20FH	527	IA32_MTRR_PHYSMASK7	MTRRphysMask7	06_01H
210H	528	IA32_MTRR_PHYSBASE8	MTRRphysBase8	if IA32_MTRR_CAP[7:0] > 8
211H	529	IA32_MTRR_PHYSMASK8	MTRRphysMask8	if IA32_MTRR_CAP[7:0] > 8
212H	530	IA32_MTRR_PHYSBASE9	MTRRphysBase9	if IA32_MTRR_CAP[7:0] > 9
213H	531	IA32_MTRR_PHYSMASK9	MTRRphysMask9	if IA32_MTRR_CAP[7:0] > 9
250H	592	IA32_MTRR_FIX64K_00000	MTRRfix64K_00000	06_01H
258H	600	IA32_MTRR_FIX16K_80000	MTRRfix16K_80000	06_01H
259H	601	IA32_MTRR_FIX16K_A0000	MTRRfix16K_A0000	06_01H
268H	616	IA32_MTRR_FIX4K_C0000 (MTRRfix4K_C0000)	See Section 11.11.2.2, "Fixed Range MTRRs."	06_01H

Table 35-2 IA-32 Architectural MSRs (Contd.)

Register Address		Architectural MSR Name and bit fields (Former MSR Name)	MSR/Bit Description	Introduced as Architectural MSR
Hex	Decimal			
269H	617	IA32_MTRR_FIX4K_C8000	MTRRfix4K_C8000	06_01H
26AH	618	IA32_MTRR_FIX4K_D0000	MTRRfix4K_D0000	06_01H
26BH	619	IA32_MTRR_FIX4K_D8000	MTRRfix4K_D8000	06_01H
26CH	620	IA32_MTRR_FIX4K_E0000	MTRRfix4K_E0000	06_01H
26DH	621	IA32_MTRR_FIX4K_E8000	MTRRfix4K_E8000	06_01H
26EH	622	IA32_MTRR_FIX4K_F0000	MTRRfix4K_F0000	06_01H
26FH	623	IA32_MTRR_FIX4K_F8000	MTRRfix4K_F8000	06_01H
277H	631	IA32_PAT	IA32_PAT (R/W)	06_05H
		2:0	PA0	
		7:3	Reserved.	
		10:8	PA1	
		15:11	Reserved.	
		18:16	PA2	
		23:19	Reserved.	
		26:24	PA3	
		31:27	Reserved.	
		34:32	PA4	
		39:35	Reserved.	
		42:40	PA5	
		47:43	Reserved.	
		50:48	PA6	
		55:51	Reserved.	
		58:56	PA7	
		63:59	Reserved.	
280H	640	IA32_MC0_CTL2	(R/W)	06_1AH
		14:0	Corrected error count threshold.	
		29:15	Reserved.	
		30	CMCI_EN	
		63:31	Reserved.	
281H	641	IA32_MC1_CTL2	(R/W) same fields as IA32_MC0_CTL2.	06_1AH
282H	642	IA32_MC2_CTL2	(R/W) same fields as IA32_MC0_CTL2.	06_1AH
283H	643	IA32_MC3_CTL2	(R/W) same fields as IA32_MC0_CTL2.	06_1AH
284H	644	IA32_MC4_CTL2	(R/W) same fields as IA32_MC0_CTL2.	06_1AH
285H	645	IA32_MC5_CTL2	(R/W) same fields as IA32_MC0_CTL2.	06_1AH

Table 35-2 IA-32 Architectural MSRs (Contd.)

Register Address		Architectural MSR Name and bit fields (Former MSR Name)	MSR/Bit Description	Introduced as Architectural MSR
Hex	Decimal			
286H	646	IA32_MC6_CTL2	(R/W) same fields as IA32_MC0_CTL2.	06_1AH
287H	647	IA32_MC7_CTL2	(R/W) same fields as IA32_MC0_CTL2.	06_1AH
288H	648	IA32_MC8_CTL2	(R/W) same fields as IA32_MC0_CTL2.	06_1AH
289H	649	IA32_MC9_CTL2	(R/W) same fields as IA32_MC0_CTL2.	06_2EH
28AH	650	IA32_MC10_CTL2	(R/W) same fields as IA32_MC0_CTL2.	06_2EH
28BH	651	IA32_MC11_CTL2	(R/W) same fields as IA32_MC0_CTL2.	06_2EH
28CH	652	IA32_MC12_CTL2	(R/W) same fields as IA32_MC0_CTL2.	06_2EH
28DH	653	IA32_MC13_CTL2	(R/W) same fields as IA32_MC0_CTL2.	06_2EH
28EH	654	IA32_MC14_CTL2	(R/W) same fields as IA32_MC0_CTL2.	06_2EH
28FH	655	IA32_MC15_CTL2	(R/W) same fields as IA32_MC0_CTL2.	06_2EH
290H	656	IA32_MC16_CTL2	(R/W) same fields as IA32_MC0_CTL2.	06_2EH
291H	657	IA32_MC17_CTL2	(R/W) same fields as IA32_MC0_CTL2.	06_2EH
292H	658	IA32_MC18_CTL2	(R/W) same fields as IA32_MC0_CTL2.	06_2EH
293H	659	IA32_MC19_CTL2	(R/W) same fields as IA32_MC0_CTL2.	06_2EH
294H	660	IA32_MC20_CTL2	(R/W) same fields as IA32_MC0_CTL2.	06_2EH
295H	661	IA32_MC21_CTL2	(R/W) same fields as IA32_MC0_CTL2.	06_2EH
2FFH	767	IA32_MTRR_DEF_TYPE	MTRRdefType (R/W)	06_01H
		2:0	Default Memory Type	
		9:3	Reserved.	
		10	Fixed Range MTRR Enable	
		11	MTRR Enable	
		63:12	Reserved.	
309H	777	IA32_FIXED_CTR0 (MSR_PERF_FIXED_CTR0)	Fixed-Function Performance Counter 0 (R/W): Counts Instr_Retired.Any.	If CPUID.0AH: EDX[4:0] > 0
30AH	778	IA32_FIXED_CTR1 (MSR_PERF_FIXED_CTR1)	Fixed-Function Performance Counter 1 0 (R/W): Counts CPU_CLK_Unhalted.Core	If CPUID.0AH: EDX[4:0] > 1
30BH	779	IA32_FIXED_CTR2 (MSR_PERF_FIXED_CTR2)	Fixed-Function Performance Counter 0 0 (R/W): Counts CPU_CLK_Unhalted.Ref	If CPUID.0AH: EDX[4:0] > 2
345H	837	IA32_PERF_CAPABILITIES	RO	If CPUID.01H: ECX[15] = 1
		5:0	LBR format	
		6	PEBS Trap	
		7	PEBSSaveArchRegs	
		11:8	PEBS Record Format	
		12	1: Freeze while SMM is supported.	

Table 35-2 IA-32 Architectural MSRs (Contd.)

Register Address		Architectural MSR Name and bit fields (Former MSR Name)	MSR/Bit Description	Introduced as Architectural MSR
Hex	Decimal			
		13	1: Full width of counter writable via IA32_A_PMCx.	
		63:14	Reserved.	
38DH	909	IA32_FIXED_CTR_CTRL (MSR_PERF_FIXED_CTR_CTRL)	Fixed-Function Performance Counter Control (R/W) Counter increments while the results of ANDing respective enable bit in IA32_PERF_GLOBAL_CTRL with the corresponding OS or USR bits in this MSR is true.	If CPUID.0AH: EAX[7:0] > 1
		0	EN0_OS: Enable Fixed Counter 0 to count while CPL = 0.	
		1	EN0_Usr: Enable Fixed Counter 0 to count while CPL > 0.	
		2	AnyThread: When set to 1, it enables counting the associated event conditions occurring across all logical processors sharing a processor core. When set to 0, the counter only increments the associated event conditions occurring in the logical processor which programmed the MSR.	If CPUID.0AH: EAX[7:0] > 2
		3	EN0_PMI: Enable PMI when fixed counter 0 overflows.	
		4	EN1_OS: Enable Fixed Counter 1to count while CPL = 0.	
		5	EN1_Usr: Enable Fixed Counter 1to count while CPL > 0.	
		6	AnyThread: When set to 1, it enables counting the associated event conditions occurring across all logical processors sharing a processor core. When set to 0, the counter only increments the associated event conditions occurring in the logical processor which programmed the MSR.	If CPUID.0AH: EAX[7:0] > 2
		7	EN1_PMI: Enable PMI when fixed counter 1 overflows.	
		8	EN2_OS: Enable Fixed Counter 2 to count while CPL = 0.	
		9	EN2_Usr: Enable Fixed Counter 2 to count while CPL > 0.	

Table 35-2 IA-32 Architectural MSRs (Contd.)

Register Address		Architectural MSR Name and bit fields (Former MSR Name)	MSR/Bit Description	Introduced as Architectural MSR
Hex	Decimal			
		10	AnyThread: When set to 1, it enables counting the associated event conditions occurring across all logical processors sharing a processor core. When set to 0, the counter only increments the associated event conditions occurring in the logical processor which programmed the MSR.	If CPUID.0AH: EAX[7:0] > 2
		11	EN2_PMI: Enable PMI when fixed counter 2 overflows.	
		63:12	Reserved.	
38EH	910	IA32_PERF_GLOBAL_STATUS (MSR_PERF_GLOBAL_STATUS)	Global Performance Counter Status (RO)	If CPUID.0AH: EAX[7:0] > 0
		0	Ovf_PMC0: Overflow status of IA32_PMC0.	If CPUID.0AH: EAX[7:0] > 0
		1	Ovf_PMC1: Overflow status of IA32_PMC1.	If CPUID.0AH: EAX[7:0] > 0
		2	Ovf_PMC2: Overflow status of IA32_PMC2.	06_2EH
		3	Ovf_PMC3: Overflow status of IA32_PMC3.	06_2EH
		31:4	Reserved.	
		32	Ovf_FixedCtr0: Overflow status of IA32_FIXED_CTR0.	If CPUID.0AH: EAX[7:0] > 1
		33	Ovf_FixedCtr1: Overflow status of IA32_FIXED_CTR1.	If CPUID.0AH: EAX[7:0] > 1
		34	Ovf_FixedCtr2: Overflow status of IA32_FIXED_CTR2.	If CPUID.0AH: EAX[7:0] > 1
		60:35	Reserved.	
		61	Ovf_Uncore: Uncore counter overflow status.	If CPUID.0AH: EAX[7:0] > 2
		62	OvfBuf: DS SAVE area Buffer overflow status.	If CPUID.0AH: EAX[7:0] > 0
		63	CondChg: status bits of this register has changed.	If CPUID.0AH: EAX[7:0] > 0
38FH	911	IA32_PERF_GLOBAL_CTRL (MSR_PERF_GLOBAL_CTRL)	Global Performance Counter Control (R/W) Counter increments while the result of ANDing respective enable bit in this MSR with the corresponding OS or USR bits in the general-purpose or fixed counter control MSR is true.	If CPUID.0AH: EAX[7:0] > 0
		0	EN_PMC0	If CPUID.0AH: EAX[7:0] > 0
		1	EN_PMC1	If CPUID.0AH: EAX[7:0] > 0
		31:2	Reserved.	

Table 35-2 IA-32 Architectural MSRs (Contd.)

Register Address		Architectural MSR Name and bit fields (Former MSR Name)	MSR/Bit Description	Introduced as Architectural MSR
Hex	Decimal			
		32	EN_FIXED_CTR0	If CPUID.0AH: EAX[7:0] > 1
		33	EN_FIXED_CTR1	If CPUID.0AH: EAX[7:0] > 1
		34	EN_FIXED_CTR2	If CPUID.0AH: EAX[7:0] > 1
		63:35	Reserved.	
390H	912	IA32_PERF_GLOBAL_OVF_CTRL (MSR_PERF_GLOBAL_OVF_CTRL)	Global Performance Counter Overflow Control (R/W)	If CPUID.0AH: EAX[7:0] > 0
		0	Set 1 to Clear Ovf_PMC0 bit.	If CPUID.0AH: EAX[7:0] > 0
		1	Set 1 to Clear Ovf_PMC1 bit.	If CPUID.0AH: EAX[7:0] > 0
		31:2	Reserved.	
		32	Set 1 to Clear Ovf_FIXED_CTR0 bit.	If CPUID.0AH: EAX[7:0] > 1
		33	Set 1 to Clear Ovf_FIXED_CTR1 bit.	If CPUID.0AH: EAX[7:0] > 1
		34	Set 1 to Clear Ovf_FIXED_CTR2 bit.	If CPUID.0AH: EAX[7:0] > 1
		60:35	Reserved.	
		61	Set 1 to Clear Ovf_Uncore: bit.	06_2EH
		62	Set 1 to Clear OvfBuf: bit.	If CPUID.0AH: EAX[7:0] > 0
		63	Set to 1to clear CondChg: bit.	If CPUID.0AH: EAX[7:0] > 0
3F1H	1009	IA32_PEBS_ENABLE	PEBS Control (R/W)	
		0	Enable PEBS on IA32_PMC0.	06_0FH
		1-3	Reserved or Model specific .	
		31:4	Reserved.	
		35-32	Reserved or Model specific .	
		63:36	Reserved.	
400H	1024	IA32_MC0_CTL	MC0_CTL	P6 Family Processors
401H	1025	IA32_MC0_STATUS	MC0_STATUS	P6 Family Processors
402H	1026	IA32_MC0_ADDR[1]	MC0_ADDR	P6 Family Processors
403H	1027	IA32_MC0_MISC	MC0_MISC	P6 Family Processors
404H	1028	IA32_MC1_CTL	MC1_CTL	P6 Family Processors
405H	1029	IA32_MC1_STATUS	MC1_STATUS	P6 Family Processors
406H	1030	IA32_MC1_ADDR[2]	MC1_ADDR	P6 Family Processors
407H	1031	IA32_MC1_MISC	MC1_MISC	P6 Family Processors
408H	1032	IA32_MC2_CTL	MC2_CTL	P6 Family Processors
409H	1033	IA32_MC2_STATUS	MC2_STATUS	P6 Family Processors
40AH	1034	IA32_MC2_ADDR[1]	MC2_ADDR	P6 Family Processors
40BH	1035	IA32_MC2_MISC	MC2_MISC	P6 Family Processors

Table 35-2 IA-32 Architectural MSRs (Contd.)

Register Address		Architectural MSR Name and bit fields (Former MSR Name)	MSR/Bit Description	Introduced as Architectural MSR
Hex	Decimal			
40CH	1036	IA32_MC3_CTL	MC3_CTL	P6 Family Processors
40DH	1037	IA32_MC3_STATUS	MC3_STATUS	P6 Family Processors
40EH	1038	IA32_MC3_ADDR[1]	MC3_ADDR	P6 Family Processors
40FH	1039	IA32_MC3_MISC	MC3_MISC	P6 Family Processors
410H	1040	IA32_MC4_CTL	MC4_CTL	P6 Family Processors
411H	1041	IA32_MC4_STATUS	MC4_STATUS	P6 Family Processors
412H	1042	IA32_MC4_ADDR[1]	MC4_ADDR	P6 Family Processors
413H	1043	IA32_MC4_MISC	MC4_MISC	P6 Family Processors
414H	1044	IA32_MC5_CTL	MC5_CTL	06_0FH
415H	1045	IA32_MC5_STATUS	MC5_STATUS	06_0FH
416H	1046	IA32_MC5_ADDR[1]	MC5_ADDR	06_0FH
417H	1047	IA32_MC5_MISC	MC5_MISC	06_0FH
418H	1048	IA32_MC6_CTL	MC6_CTL	06_1DH
419H	1049	IA32_MC6_STATUS	MC6_STATUS	06_1DH
41AH	1050	IA32_MC6_ADDR[1]	MC6_ADDR	06_1DH
41BH	1051	IA32_MC6_MISC	MC6_MISC	06_1DH
41CH	1052	IA32_MC7_CTL	MC7_CTL	06_1AH
41DH	1053	IA32_MC7_STATUS	MC7_STATUS	06_1AH
41EH	1054	IA32_MC7_ADDR[1]	MC7_ADDR	06_1AH
41FH	1055	IA32_MC7_MISC	MC7_MISC	06_1AH
420H	1056	IA32_MC8_CTL	MC8_CTL	06_1AH
421H	1057	IA32_MC8_STATUS	MC8_STATUS	06_1AH
422H	1058	IA32_MC8_ADDR[1]	MC8_ADDR	06_1AH
423H	1059	IA32_MC8_MISC	MC8_MISC	06_1AH
424H	1060	IA32_MC9_CTL	MC9_CTL	06_2EH
425H	1061	IA32_MC9_STATUS	MC9_STATUS	06_2EH
426H	1062	IA32_MC9_ADDR[1]	MC9_ADDR	06_2EH
427H	1063	IA32_MC9_MISC	MC9_MISC	06_2EH
428H	1064	IA32_MC10_CTL	MC10_CTL	06_2EH
429H	1065	IA32_MC10_STATUS	MC10_STATUS	06_2EH
42AH	1066	IA32_MC10_ADDR[1]	MC10_ADDR	06_2EH
42BH	1067	IA32_MC10_MISC	MC10_MISC	06_2EH
42CH	1068	IA32_MC11_CTL	MC11_CTL	06_2EH
42DH	1069	IA32_MC11_STATUS	MC11_STATUS	06_2EH

Table 35-2 IA-32 Architectural MSRs (Contd.)

Register Address		Architectural MSR Name and bit fields (Former MSR Name)	MSR/Bit Description	Introduced as Architectural MSR
Hex	Decimal			
42EH	1070	IA32_MC11_ADDR[1]	MC11_ADDR	06_2EH
42FH	1071	IA32_MC11_MISC	MC11_MISC	06_2EH
430H	1072	IA32_MC12_CTL	MC12_CTL	06_2EH
431H	1073	IA32_MC12_STATUS	MC12_STATUS	06_2EH
432H	1074	IA32_MC12_ADDR[1]	MC12_ADDR	06_2EH
433H	1075	IA32_MC12_MISC	MC12_MISC	06_2EH
434H	1076	IA32_MC13_CTL	MC13_CTL	06_2EH
435H	1077	IA32_MC13_STATUS	MC13_STATUS	06_2EH
436H	1078	IA32_MC13_ADDR[1]	MC13_ADDR	06_2EH
437H	1079	IA32_MC13_MISC	MC13_MISC	06_2EH
438H	1080	IA32_MC14_CTL	MC14_CTL	06_2EH
439H	1081	IA32_MC14_STATUS	MC14_STATUS	06_2EH
43AH	1082	IA32_MC14_ADDR[1]	MC14_ADDR	06_2EH
43BH	1083	IA32_MC14_MISC	MC14_MISC	06_2EH
43CH	1084	IA32_MC15_CTL	MC15_CTL	06_2EH
43DH	1085	IA32_MC15_STATUS	MC15_STATUS	06_2EH
43EH	1086	IA32_MC15_ADDR[1]	MC15_ADDR	06_2EH
43FH	1087	IA32_MC15_MISC	MC15_MISC	06_2EH
440H	1088	IA32_MC16_CTL	MC16_CTL	06_2EH
441H	1089	IA32_MC16_STATUS	MC16_STATUS	06_2EH
442H	1090	IA32_MC16_ADDR[1]	MC16_ADDR	06_2EH
443H	1091	IA32_MC16_MISC	MC16_MISC	06_2EH
444H	1092	IA32_MC17_CTL	MC17_CTL	06_2EH
445H	1093	IA32_MC17_STATUS	MC17_STATUS	06_2EH
446H	1094	IA32_MC17_ADDR[1]	MC17_ADDR	06_2EH
447H	1095	IA32_MC17_MISC	MC17_MISC	06_2EH
448H	1096	IA32_MC18_CTL	MC18_CTL	06_2EH
449H	1097	IA32_MC18_STATUS	MC18_STATUS	06_2EH
44AH	1098	IA32_MC18_ADDR[1]	MC18_ADDR	06_2EH
44BH	1099	IA32_MC18_MISC	MC18_MISC	06_2EH
44CH	1100	IA32_MC19_CTL	MC19_CTL	06_2EH
44DH	1101	IA32_MC19_STATUS	MC19_STATUS	06_2EH
44EH	1102	IA32_MC19_ADDR[1]	MC19_ADDR	06_2EH
44FH	1103	IA32_MC19_MISC	MC19_MISC	06_2EH

Table 35-2 IA-32 Architectural MSRs (Contd.)

Register Address		Architectural MSR Name and bit fields (Former MSR Name)	MSR/Bit Description	Introduced as Architectural MSR
Hex	Decimal			
450H	1104	IA32_MC20_CTL	MC20_CTL	06_2EH
451H	1105	IA32_MC20_STATUS	MC20_STATUS	06_2EH
452H	1106	IA32_MC20_ADDR[1]	MC20_ADDR	06_2EH
453H	1107	IA32_MC20_MISC	MC20_MISC	06_2EH
454H	1108	IA32_MC21_CTL	MC21_CTL	06_2EH
455H	1109	IA32_MC21_STATUS	MC21_STATUS	06_2EH
456H	1110	IA32_MC21_ADDR[1]	MC21_ADDR	06_2EH
457H	1111	IA32_MC21_MISC	MC21_MISC	06_2EH
480H	1152	IA32_VMX_BASIC	**Reporting Register of Basic VMX Capabilities (R/O)** See Appendix A.1, “Basic VMX Information.”	If CPUID.01H:ECX.[bit 5] = 1
481H	1153	IA32_VMX_PINBASED_CTLS	**Capability Reporting Register of Pin-based VM-execution Controls (R/O)** See Appendix A.3.1, “Pin-Based VM-Execution Controls.”	If CPUID.01H:ECX.[bit 5] = 1
482H	1154	IA32_VMX_PROCBASED_CTLS	**Capability Reporting Register of Primary Processor-based VM-execution Controls (R/O)** See Appendix A.3.2, “Primary Processor-Based VM-Execution Controls.”	If CPUID.01H:ECX.[bit 5] = 1
483H	1155	IA32_VMX_EXIT_CTLS	**Capability Reporting Register of VM-exit Controls (R/O)** See Appendix A.4, “VM-Exit Controls.”	If CPUID.01H:ECX.[bit 5] = 1
484H	1156	IA32_VMX_ENTRY_CTLS	**Capability Reporting Register of VM-entry Controls (R/O)** See Appendix A.5, “VM-Entry Controls.”	If CPUID.01H:ECX.[bit 5] = 1
485H	1157	IA32_VMX_MISC	**Reporting Register of Miscellaneous VMX Capabilities (R/O)** See Appendix A.6, “Miscellaneous Data.”	If CPUID.01H:ECX.[bit 5] = 1
486H	1158	IA32_VMX_CRO_FIXED0	**Capability Reporting Register of CR0 Bits Fixed to 0 (R/O)** See Appendix A.7, “VMX-Fixed Bits in CR0.”	If CPUID.01H:ECX.[bit 5] = 1
487H	1159	IA32_VMX_CRO_FIXED1	**Capability Reporting Register of CR0 Bits Fixed to 1 (R/O)** See Appendix A.7, “VMX-Fixed Bits in CR0.”	If CPUID.01H:ECX.[bit 5] = 1
488H	1160	IA32_VMX_CR4_FIXED0	**Capability Reporting Register of CR4 Bits Fixed to 0 (R/O)** See Appendix A.8, “VMX-Fixed Bits in CR4.”	If CPUID.01H:ECX.[bit 5] = 1

Table 35-2 IA-32 Architectural MSRs (Contd.)

Register Address		Architectural MSR Name and bit fields (Former MSR Name)	MSR/Bit Description	Introduced as Architectural MSR
Hex	Decimal			
489H	1161	IA32_VMX_CR4_FIXED1	**Capability Reporting Register of CR4 Bits Fixed to 1 (R/O)** See Appendix A.8, "VMX-Fixed Bits in CR4."	If CPUID.01H:ECX.[bit 5] = 1
48AH	1162	IA32_VMX_VMCS_ENUM	**Capability Reporting Register of VMCS Field Enumeration (R/O)** See Appendix A.9, "VMCS Enumeration."	If CPUID.01H:ECX.[bit 5] = 1
48BH	1163	IA32_VMX_PROCBASED_CTLS2	**Capability Reporting Register of Secondary Processor-based VM-execution Controls (R/O)** See Appendix A.3.3, "Secondary Processor-Based VM-Execution Controls."	If (CPUID.01H:ECX.[bit 5] and IA32_VMX_PROCBASED_CTLS[bit 63])
48CH	1164	IA32_VMX_EPT_VPID_CAP	**Capability Reporting Register of EPT and VPID (R/O)** See Appendix A.10, "VPID and EPT Capabilities."	If (CPUID.01H:ECX.[bit 5], IA32_VMX_PROCBASED_CTLS[bit 63], and either IA32_VMX_PROCBASED_CTLS2[bit 33] or IA32_VMX_PROCBASED_CTLS2[bit 37])
48DH	1165	IA32_VMX_TRUE_PINBASED_CTLS	**Capability Reporting Register of Pin-based VM-execution Flex Controls (R/O)** See Appendix A.3.1, "Pin-Based VM-Execution Controls."	If (CPUID.01H:ECX.[bit 5] = 1 and IA32_VMX_BASIC[bit 55])
48EH	1166	IA32_VMX_TRUE_PROCBASED_CTLS	**Capability Reporting Register of Primary Processor-based VM-execution Flex Controls (R/O)** See Appendix A.3.2, "Primary Processor-Based VM-Execution Controls."	If(CPUID.01H:ECX.[bit 5] = 1 and IA32_VMX_BASIC[bit 55])
48FH	1167	IA32_VMX_TRUE_EXIT_CTLS	**Capability Reporting Register of VM-exit Flex Controls (R/O)** See Appendix A.4, "VM-Exit Controls."	If(CPUID.01H:ECX.[bit 5] = 1 and IA32_VMX_BASIC[bit 55])
490H	1168	IA32_VMX_TRUE_ENTRY_CTLS	**Capability Reporting Register of VM-entry Flex Controls (R/O)** See Appendix A.5, "VM-Entry Controls."	If(CPUID.01H:ECX.[bit 5] = 1 and IA32_VMX_BASIC[bit 55])
4C1H	1217	IA32_A_PMC0	Full Width Writable IA32_PMC0 Alias (R/W)	(If CPUID.0AH: EAX[15:8] > 0) & IA32_PERF_CAPABILITIES[13] = 1
4C2H	1218	IA32_A_PMC1	Full Width Writable IA32_PMC1 Alias (R/W)	(If CPUID.0AH: EAX[15:8] > 1) & IA32_PERF_CAPABILITIES[13] = 1

Table 35-2 IA-32 Architectural MSRs (Contd.)

Register Address		Architectural MSR Name and bit fields (Former MSR Name)	MSR/Bit Description	Introduced as Architectural MSR
Hex	Decimal			
4C3H	1219	IA32_A_PMC2	Full Width Writable IA32_PMC2 Alias (R/W)	(If CPUID.0AH: EAX[15:8] > 2) & IA32_PERF_CAPABILITIES[13] = 1
4C4H	1220	IA32_A_PMC3	Full Width Writable IA32_PMC3 Alias (R/W)	(If CPUID.0AH: EAX[15:8] > 3) & IA32_PERF_CAPABILITIES[13] = 1
4C5H	1221	IA32_A_PMC4	Full Width Writable IA32_PMC4 Alias (R/W)	(If CPUID.0AH: EAX[15:8] > 4) & IA32_PERF_CAPABILITIES[13] = 1
4C6H	1222	IA32_A_PMC5	Full Width Writable IA32_PMC5 Alias (R/W)	(If CPUID.0AH: EAX[15:8] > 5) & IA32_PERF_CAPABILITIES[13] = 1
4C7H	1223	IA32_A_PMC6	Full Width Writable IA32_PMC6 Alias (R/W)	(If CPUID.0AH: EAX[15:8] > 6) & IA32_PERF_CAPABILITIES[13] = 1
4C8H	1224	IA32_A_PMC7	Full Width Writable IA32_PMC7 Alias (R/W)	(If CPUID.0AH: EAX[15:8] > 7) & IA32_PERF_CAPABILITIES[13] = 1
600H	1536	IA32_DS_AREA	**DS Save Area (R/W)** Points to the linear address of the first byte of the DS buffer management area, which is used to manage the BTS and PEBS buffers. See Section 18.11.4, “Debug Store (DS) Mechanism.”	0F_0H
		63:0	The linear address of the first byte of the DS buffer management area, if IA-32e mode is active.	
		31:0	The linear address of the first byte of the DS buffer management area, if not in IA-32e mode.	
		63:32	Reserved iff not in IA-32e mode.	
6E0H	1760	IA32_TSC_DEADLINE	**TSC Target of Local APIC’s TSC Deadline Mode (R/W)**	If(CPUID.01H:ECX.[bit 25] = 1
802H	2050	IA32_X2APIC_APICID	**x2APIC ID Register (R/O)** See x2APIC Specification	If (CPUID.01H:ECX.[bit 21] = 1)

Table 35-2 IA-32 Architectural MSRs (Contd.)

Register Address		Architectural MSR Name and bit fields (Former MSR Name)	MSR/Bit Description	Introduced as Architectural MSR
Hex	Decimal			
803H	2051	IA32_X2APIC_VERSION	**x2APIC Version Register (R/O)**	If (CPUID.01H:ECX.[bit 21] = 1)
808H	2056	IA32_X2APIC_TPR	**x2APIC Task Priority Register (R/W)**	If (CPUID.01H:ECX.[bit 21] = 1)
80AH	2058	IA32_X2APIC_PPR	**x2APIC Processor Priority Register (R/O)**	If (CPUID.01H:ECX.[bit 21] = 1)
80BH	2059	IA32_X2APIC_EOI	**x2APIC EOI Register (W/O)**	If (CPUID.01H:ECX.[bit 21] = 1)
80DH	2061	IA32_X2APIC_LDR	**x2APIC Logical Destination Register (R/O)**	If (CPUID.01H:ECX.[bit 21] = 1)
80FH	2063	IA32_X2APIC_SIVR	**x2APIC Spurious Interrupt Vector Register (R/W)**	If (CPUID.01H:ECX.[bit 21] = 1)
810H	2064	IA32_X2APIC_ISR0	**x2APIC In-Service Register Bits 31:0 (R/O)**	If (CPUID.01H:ECX.[bit 21] = 1)
811H	2065	IA32_X2APIC_ISR1	**x2APIC In-Service Register Bits 63:32 (R/O)**	If (CPUID.01H:ECX.[bit 21] = 1)
812H	2066	IA32_X2APIC_ISR2	**x2APIC In-Service Register Bits 95:64 (R/O)**	If (CPUID.01H:ECX.[bit 21] = 1)
813H	2067	IA32_X2APIC_ISR3	**x2APIC In-Service Register Bits 127:96 (R/O)**	If (CPUID.01H:ECX.[bit 21] = 1)
814H	2068	IA32_X2APIC_ISR4	**x2APIC In-Service Register Bits 159:128 (R/O)**	If (CPUID.01H:ECX.[bit 21] = 1)
815H	2069	IA32_X2APIC_ISR5	**x2APIC In-Service Register Bits 191:160 (R/O)**	If (CPUID.01H:ECX.[bit 21] = 1)
816H	2070	IA32_X2APIC_ISR6	**x2APIC In-Service Register Bits 223:192 (R/O)**	If (CPUID.01H:ECX.[bit 21] = 1)
817H	2071	IA32_X2APIC_ISR7	**x2APIC In-Service Register Bits 255:224 (R/O)**	If (CPUID.01H:ECX.[bit 21] = 1)
818H	2072	IA32_X2APIC_TMR0	**x2APIC Trigger Mode Register Bits 31:0 (R/O)**	If (CPUID.01H:ECX.[bit 21] = 1)
819H	2073	IA32_X2APIC_TMR1	**x2APIC Trigger Mode Register Bits 63:32 (R/O)**	If (CPUID.01H:ECX.[bit 21] = 1)
81AH	2074	IA32_X2APIC_TMR2	**x2APIC Trigger Mode Register Bits 95:64 (R/O)**	If (CPUID.01H:ECX.[bit 21] = 1)
81BH	2075	IA32_X2APIC_TMR3	**x2APIC Trigger Mode Register Bits 127:96 (R/O)**	If (CPUID.01H:ECX.[bit 21] = 1)
81CH	2076	IA32_X2APIC_TMR4	**x2APIC Trigger Mode Register Bits 159:128 (R/O)**	If (CPUID.01H:ECX.[bit 21] = 1)
81DH	2077	IA32_X2APIC_TMR5	**x2APIC Trigger Mode Register Bits 191:160 (R/O)**	If (CPUID.01H:ECX.[bit 21] = 1)

Table 35-2 IA-32 Architectural MSRs (Contd.)

Register Address		Architectural MSR Name and bit fields (Former MSR Name)	MSR/Bit Description	Introduced as Architectural MSR
Hex	Decimal			
81EH	2078	IA32_X2APIC_TMR6	**x2APIC Trigger Mode Register Bits 223:192 (R/O)**	If (CPUID.01H:ECX.[bit 21] = 1)
81FH	2079	IA32_X2APIC_TMR7	**x2APIC Trigger Mode Register Bits 255:224 (R/O)**	If (CPUID.01H:ECX.[bit 21] = 1)
820H	2080	IA32_X2APIC_IRR0	**x2APIC Interrupt Request Register Bits 31:0 (R/O)**	If (CPUID.01H:ECX.[bit 21] = 1)
821H	2081	IA32_X2APIC_IRR1	**x2APIC Interrupt Request Register Bits 63:32 (R/O)**	If (CPUID.01H:ECX.[bit 21] = 1)
822H	2082	IA32_X2APIC_IRR2	**x2APIC Interrupt Request Register Bits 95:64 (R/O)**	If (CPUID.01H:ECX.[bit 21] = 1)
823H	2083	IA32_X2APIC_IRR3	**x2APIC Interrupt Request Register Bits 127:96 (R/O)**	If (CPUID.01H:ECX.[bit 21] = 1)
824H	2084	IA32_X2APIC_IRR4	**x2APIC Interrupt Request Register Bits 159:128 (R/O)**	If (CPUID.01H:ECX.[bit 21] = 1)
825H	2085	IA32_X2APIC_IRR5	**x2APIC Interrupt Request Register Bits 191:160 (R/O)**	If (CPUID.01H:ECX.[bit 21] = 1)
826H	2086	IA32_X2APIC_IRR6	**x2APIC Interrupt Request Register Bits 223:192 (R/O)**	If (CPUID.01H:ECX.[bit 21] = 1)
827H	2087	IA32_X2APIC_IRR7	**x2APIC Interrupt Request Register Bits 255:224 (R/O)**	If (CPUID.01H:ECX.[bit 21] = 1)
828H	2088	IA32_X2APIC_ESR	**x2APIC Error Status Register (R/W)**	If (CPUID.01H:ECX.[bit 21] = 1)
82FH	2095	IA32_X2APIC_LVT_CMCI	**x2APIC LVT Corrected Machine Check Interrupt Register (R/W)**	If (CPUID.01H:ECX.[bit 21] = 1)
830H	2096	IA32_X2APIC_ICR	**x2APIC Interrupt Command Register (R/W)**	If (CPUID.01H:ECX.[bit 21] = 1)
832H	2098	IA32_X2APIC_LVT_TIMER	**x2APIC LVT Timer Interrupt Register (R/W)**	If (CPUID.01H:ECX.[bit 21] = 1)
833H	2099	IA32_X2APIC_LVT_THERMAL	**x2APIC LVT Thermal Sensor Interrupt Register (R/W)**	If (CPUID.01H:ECX.[bit 21] = 1)
834H	2100	IA32_X2APIC_LVT_PMI	**x2APIC LVT Performance Monitor Interrupt Register (R/W)**	If (CPUID.01H:ECX.[bit 21] = 1)
835H	2101	IA32_X2APIC_LVT_LINT0	**x2APIC LVT LINT0 Register (R/W)**	If (CPUID.01H:ECX.[bit 21] = 1)
836H	2102	IA32_X2APIC_LVT_LINT1	**x2APIC LVT LINT1 Register (R/W)**	If (CPUID.01H:ECX.[bit 21] = 1)
837H	2103	IA32_X2APIC_LVT_ERROR	**x2APIC LVT Error Register (R/W)**	If (CPUID.01H:ECX.[bit 21] = 1)
838H	2104	IA32_X2APIC_INIT_COUNT	**x2APIC Initial Count Register (R/W)**	If (CPUID.01H:ECX.[bit 21] = 1)

Table 35-2 IA-32 Architectural MSRs (Contd.)

Register Address		Architectural MSR Name and bit fields (Former MSR Name)	MSR/Bit Description	Introduced as Architectural MSR
Hex	Decimal			
839H	2105	IA32_X2APIC_CUR_COUNT	**x2APIC Current Count Register (R/O)**	If (CPUID.01H:ECX.[bit 21] = 1)
83EH	2110	IA32_X2APIC_DIV_CONF	**x2APIC Divide Configuration Register (R/W)**	If (CPUID.01H:ECX.[bit 21] = 1)
83FH	2111	IA32_X2APIC_SELF_IPI	**x2APIC Self IPI Register (W/O)**	If (CPUID.01H:ECX.[bit 21] = 1)
C8DH	3213	IA32_QM_EVTSEL	**QoS Monitoring Event Select Register (R/W)**	If (CPUID.(EAX=07H, ECX=0):EBX.[bit 12] = 1)
		7:0	**Event ID:** ID of a supported QoS monitoring event to report via IA32_QM_CTR.	
		31: 8	**Reserved**.	
		N+31:32	**Resource Monitoring ID:** ID for QoS monitoring hardware to report monitored data via IA32_QM_CTR.	N = Log_2 (CPUID.(EAX= 0FH, ECX=0H).EBX[31:0] +1)
		63:N+32	**Reserved.**	
C8EH	3214	IA32_QM_CTR	**QoS Monitoring Counter Register (R/O)**	If (CPUID.(EAX=07H, ECX=0):EBX.[bit 12] = 1)
		61:0	**Resource Monitored Data**	
		62	**Unavailable**: If 1, indicates data for this RMID is not available or not monitored for this resource or RMID.	
		63	**Error:** If 1, indicates and unsupported RMID or event type was written to IA32_PQR_QM_EVTSEL.	
C8FH	3215	IA32_PQR_ASSOC	**QoS Resource Association Register (R/W)**	If (CPUID.(EAX=07H, ECX=0):EBX.[bit 12] = 1)
		N-1:0	**Resource Monitoring ID:** ID for QoS monitoring hardware to track internal operation, e.g. memory access.	N = Log_2 (CPUID.(EAX= 0FH, ECX=0H).EBX[31:0] +1)
		63:N	**Reserved.**	
4000_ 0000H - 4000_ 00FFH		Reserved MSR Address Space	**All existing and future processors will not implement MSR in this range.**	
C000_ 0080H		IA32_EFER	**Extended Feature Enables**	If (CPUID.80000001.EDX.[bit 20] or CPUID.80000001.EDX.[bit 29])

Table 35-2 IA-32 Architectural MSRs (Contd.)

Register Address		Architectural MSR Name and bit fields (Former MSR Name)	MSR/Bit Description	Introduced as Architectural MSR
Hex	Decimal			
		0	**SYSCALL Enable (R/W)** Enables SYSCALL/SYSRET instructions in 64-bit mode.	
		7:1	Reserved.	
		8	**IA-32e Mode Enable (R/W)** Enables IA-32e mode operation.	
		9	Reserved.	
		10	**IA-32e Mode Active (R)** Indicates IA-32e mode is active when set.	
		11	**Execute Disable Bit Enable (R/W)**	
		63:12	Reserved.	
C000_0081H		IA32_STAR	**System Call Target Address (R/W)**	If CPUID.80000001.EDX.[bit 29] = 1
C000_0082H		IA32_LSTAR	**IA-32e Mode System Call Target Address (R/W)**	If CPUID.80000001.EDX.[bit 29] = 1
C000_0084H		IA32_FMASK	**System Call Flag Mask (R/W)**	If CPUID.80000001.EDX.[bit 29] = 1
C000_0100H		IA32_FS_BASE	**Map of BASE Address of FS (R/W)**	If CPUID.80000001.EDX.[bit 29] = 1
C000_0101H		IA32_GS_BASE	**Map of BASE Address of GS (R/W)**	If CPUID.80000001.EDX.[bit 29] = 1
C000_0102H		IA32_KERNEL_GS_BASE	**Swap Target of BASE Address of GS (R/W)**	If CPUID.80000001.EDX.[bit 29] = 1
C000_0103H		IA32_TSC_AUX	Auxiliary TSC (RW)	If CPUID.80000001H: EDX[27] = 1
		31:0	AUX: Auxiliary signature of TSC	
		63:32	Reserved.	

NOTES:

1. In processors based on Intel NetBurst® microarchitecture, MSR addresses 180H-197H are supported, software must treat them as model-specific. Starting with Intel Core Duo processors, MSR addresses 180H-185H, 188H-197H are reserved.
2. The *_ADDR MSRs may or may not be present; this depends on flag settings in IA32_MC*i*_STATUS. See Section 15.3.2.3 and Section 15.3.2.4 for more information.

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35.4 MSRS IN THE INTEL® MICROARCHITECTURE CODE NAME NEHALEM

Table 35-6 lists model-specific registers (MSRs) that are common for Intel® microarchitecture code name Nehalem. These include Intel Core i7 and i5 processor family. Architectural MSR addresses are also included in Table 35-6. These processors have a CPUID signature with DisplayFamily_DisplayModel of 06_1AH, 06_1EH, 06_1FH, 06_2EH, see Table 35-1. Additional MSRs specific to 06_1AH, 06_1EH, 06_1FH are listed in Table 35-7. Some MSRs listed in these tables are used by BIOS. More information about these MSR can be found at http://biosbits.org.

The column "Scope" represents the package/core/thread scope of individual bit field of an MSR. "Thread" means this bit field must be programmed on each logical processor independently. "Core" means the bit field must be programmed on each processor core independently, logical processors in the same core will be affected by change of this bit on the other logical processor in the same core. "Package" means the bit field must be programmed once for each physical package. Change of a bit filed with a package scope will affect all logical processors in that physical package.

Table 35-6 MSRs in Processors Based on Intel® Microarchitecture Code Name Nehalem

Register Address		Register Name	Scope	Bit Description
Hex	Dec			
0H	0	IA32_P5_MC_ADDR	Thread	See Section 35.15, "MSRs in Pentium Processors."
1H	1	IA32_P5_MC_TYPE	Thread	See Section 35.15, "MSRs in Pentium Processors."
6H	6	IA32_MONITOR_FILTER_SIZE	Thread	See Section 8.10.5, "Monitor/Mwait Address Range Determination," and Table 35-2.
10H	16	IA32_TIME_STAMP_COUNTER	Thread	See Section 17.13, "Time-Stamp Counter," and see Table 35-2.
17H	23	IA32_PLATFORM_ID	Package	**Platform ID (R)** See Table 35-2.
17H	23	MSR_PLATFORM_ID	Package	**Model Specific Platform ID (R)**
		49:0		Reserved.
		52:50		See Table 35-2.
		63:53		Reserved.
1BH	27	IA32_APIC_BASE	Thread	See Section 10.4.4, "Local APIC Status and Location," and Table 35-2.
34H	52	MSR_SMI_COUNT	Thread	**SMI Counter (R/O)**
		31:0		**SMI Count (R/O)** Running count of SMI events since last RESET.
		63:32		Reserved.
3AH	58	IA32_FEATURE_CONTROL	Thread	**Control Features in Intel 64Processor (R/W)** See Table 35-2.
79H	121	IA32_BIOS_UPDT_TRIG	Core	**BIOS Update Trigger Register (W)** See Table 35-2.

Table 35-6 MSRs in Processors Based on Intel® Microarchitecture Code Name Nehalem (Contd.)

Register Address		Register Name	Scope	Bit Description
Hex	Dec			
8BH	139	IA32_BIOS_ SIGN_ID	Thread	**BIOS Update Signature ID (RO)** See Table 35-2.
C1H	193	IA32_PMC0	Thread	**Performance Counter Register** See Table 35-2.
C2H	194	IA32_PMC1	Thread	**Performance Counter Register** See Table 35-2.
C3H	195	IA32_PMC2	Thread	**Performance Counter Register** See Table 35-2.
C4H	196	IA32_PMC3	Thread	**Performance Counter Register** See Table 35-2.
CEH	206	MSR_PLATFORM_INFO	Package	see http://biosbits.org.
		7:0		Reserved.
		15:8	Package	**Maximum Non-Turbo Ratio (R/O)** The is the ratio of the frequency that invariant TSC runs at. The invariant TSC frequency can be computed by multiplying this ratio by 133.33 MHz.
		27:16		Reserved.
		28	Package	**Programmable Ratio Limit for Turbo Mode (R/O)** When set to 1, indicates that Programmable Ratio Limits for Turbo mode is enabled, and when set to 0, indicates Programmable Ratio Limits for Turbo mode is disabled.
		29	Package	**Programmable TDC-TDP Limit for Turbo Mode (R/O)** When set to 1, indicates that TDC/TDP Limits for Turbo mode are programmable, and when set to 0, indicates TDC and TDP Limits for Turbo mode are not programmable.
		39:30		Reserved.
		47:40	Package	**Maximum Efficiency Ratio (R/O)** The is the minimum ratio (maximum efficiency) that the processor can operates, in units of 133.33MHz.
		63:48		Reserved.
E2H	226	MSR_PKG_CST_CONFIG_ CONTROL	Core	**C-State Configuration Control (R/W)** Note: C-state values are processor specific C-state code names, unrelated to MWAIT extension C-state parameters or ACPI C-States. See http://biosbits.org.

Table 35-6 MSRs in Processors Based on Intel® Microarchitecture Code Name Nehalem (Contd.)

Register Address		Register Name	Scope	Bit Description
Hex	Dec			
		2:0		**Package C-State Limit (R/W)** Specifies the lowest processor-specific C-state code name (consuming the least power). for the package. The default is set as factory-configured package C-state limit. The following C-state code name encodings are supported: 000b: C0 (no package C-sate support) 001b: C1 (Behavior is the same as 000b) 010b: C3 011b: C6 100b: C7 101b and 110b: Reserved 111: No package C-state limit. Note: This field cannot be used to limit package C-state to C3.
		9:3		Reserved.
		10		**I/O MWAIT Redirection Enable (R/W)** When set, will map IO_read instructions sent to IO register specified by MSR_PMG_IO_CAPTURE_BASE to MWAIT instructions.
		14:11		Reserved.
		15		**CFG Lock (R/WO)** When set, lock bits 15:0 of this register until next reset.
		23:16		Reserved.
		24		**Interrupt filtering enable (R/W)** When set, processor cores in a deep C-State will wake only when the event message is destined for that core. When 0, all processor cores in a deep C-State will wake for an event message.
		25		**C3 state auto demotion enable (R/W)** When set, the processor will conditionally demote C6/C7 requests to C3 based on uncore auto-demote information.
		26		**C1 state auto demotion enable (R/W)** When set, the processor will conditionally demote C3/C6/C7 requests to C1 based on uncore auto-demote information.
		63:27		Reserved.
E4H	228	MSR_PMG_IO_CAPTURE_BASE	Core	**Power Management IO Redirection in C-state (R/W)** See http://biosbits.org.

Table 35-6 MSRs in Processors Based on Intel® Microarchitecture Code Name Nehalem (Contd.)

Register Address		Register Name	Scope	Bit Description
Hex	Dec			
		15:0		**LVL_2 Base Address (R/W)** Specifies the base address visible to software for IO redirection. If IO MWAIT Redirection is enabled, reads to this address will be consumed by the power management logic and decoded to MWAIT instructions. When IO port address redirection is enabled, this is the IO port address reported to the OS/software.
		18:16		**C-state Range (R/W)** Specifies the encoding value of the maximum C-State code name to be included when IO read to MWAIT redirection is enabled by MSR_PMG_CST_CONFIG_CONTROL[bit10]: 000b - C3 is the max C-State to include 001b - C6 is the max C-State to include 010b - C7 is the max C-State to include
		63:19		Reserved.
E7H	231	IA32_MPERF	Thread	**Maximum Performance Frequency Clock Count (RW)** See Table 35-2.
E8H	232	IA32_APERF	Thread	**Actual Performance Frequency Clock Count (RW)** See Table 35-2.
FEH	254	IA32_MTRRCAP	Thread	See Table 35-2.
174H	372	IA32_SYSENTER_CS	Thread	See Table 35-2.
175H	373	IA32_SYSENTER_ESP	Thread	See Table 35-2.
176H	374	IA32_SYSENTER_EIP	Thread	See Table 35-2.
179H	377	IA32_MCG_CAP	Thread	See Table 35-2.
17AH	378	IA32_MCG_STATUS	Thread	
		0		**RIPV** When set, bit indicates that the instruction addressed by the instruction pointer pushed on the stack (when the machine check was generated) can be used to restart the program. If cleared, the program cannot be reliably restarted.
		1		**EIPV** When set, bit indicates that the instruction addressed by the instruction pointer pushed on the stack (when the machine check was generated) is directly associated with the error.
		2		**MCIP** When set, bit indicates that a machine check has been generated. If a second machine check is detected while this bit is still set, the processor enters a shutdown state. Software should write this bit to 0 after processing a machine check exception.
		63:3		Reserved.

Table 35-6 MSRs in Processors Based on Intel® Microarchitecture Code Name Nehalem (Contd.)

Register Address		Register Name	Scope	Bit Description
Hex	Dec			
186H	390	IA32_PERFEVTSEL0	Thread	See Table 35-2.
187H	391	IA32_PERFEVTSEL1	Thread	See Table 35-2.
188H	392	IA32_PERFEVTSEL2	Thread	See Table 35-2.
189H	393	IA32_PERFEVTSEL3	Thread	See Table 35-2.
198H	408	IA32_PERF_STATUS	Core	See Table 35-2.
		15:0		Current Performance State Value.
		63:16		Reserved.
199H	409	IA32_PERF_CTL	Thread	See Table 35-2.
19AH	410	IA32_CLOCK_MODULATION	Thread	**Clock Modulation (R/W)** See Table 35-2. IA32_CLOCK_MODULATION MSR was originally named IA32_THERM_CONTROL MSR.
		0		Reserved.
		3:1		**On demand Clock Modulation Duty Cycle (R/W)**
		4		**On demand Clock Modulation Enable (R/W)**
		63:5		Reserved.
19BH	411	IA32_THERM_INTERRUPT	Core	**Thermal Interrupt Control (R/W)** See Table 35-2.
19CH	412	IA32_THERM_STATUS	Core	**Thermal Monitor Status (R/W)** See Table 35-2.
1A0	416	IA32_MISC_ENABLE		**Enable Misc. Processor Features (R/W)** Allows a variety of processor functions to be enabled and disabled.
		0	Thread	**Fast-Strings Enable** See Table 35-2.
		2:1		Reserved.
		3	Thread	**Automatic Thermal Control Circuit Enable (R/W)** See Table 35-2.
		6:4		Reserved.
		7	Thread	**Performance Monitoring Available (R)** See Table 35-2.
		10:8		Reserved.
		11	Thread	**Branch Trace Storage Unavailable (RO)** See Table 35-2.

Table 35-6 MSRs in Processors Based on Intel® Microarchitecture Code Name Nehalem (Contd.)

Register Address		Register Name	Scope	Bit Description
Hex	Dec			
		12	Thread	**Precise Event Based Sampling Unavailable (RO)** See Table 35-2.
		15:13		Reserved.
		16	Package	**Enhanced Intel SpeedStep Technology Enable (R/W)** See Table 35-2.
		18	Thread	ENABLE MONITOR FSM. (R/W) See Table 35-2.
		21:19		Reserved.
		22	Thread	**Limit CPUID Maxval (R/W)** See Table 35-2.
		23	Thread	**xTPR Message Disable (R/W)** See Table 35-2.
		33:24		Reserved.
		34	Thread	**XD Bit Disable (R/W)** See Table 35-2.
		37:35		Reserved.
		38	Package	**Turbo Mode Disable (R/W)** When set to 1 on processors that support Intel Turbo Boost Technology, the turbo mode feature is disabled and the IDA_Enable feature flag will be clear (CPUID.06H: EAX[1]=0). When set to a 0 on processors that support IDA, CPUID.06H: EAX[1] reports the processor's support of turbo mode is enabled. **Note:** the power-on default value is used by BIOS to detect hardware support of turbo mode. If power-on default value is 1, turbo mode is available in the processor. If power-on default value is 0, turbo mode is not available.
		63:39		Reserved.
1A2H	418	MSR_ TEMPERATURE_TARGET	Thread	
		15:0		Reserved.
		23:16		**Temperature Target (R)** The minimum temperature at which PROCHOT# will be asserted. The value is degree C.
		63:24		Reserved.
1A6H	422	MSR_OFFCORE_RSP_0	Thread	**Offcore Response Event Select Register (R/W)**
1AAH	426	MSR_MISC_PWR_MGMT		See http://biosbits.org.

Table 35-6 MSRs in Processors Based on Intel® Microarchitecture Code Name Nehalem (Contd.)

Register Address		Register Name	Scope	Bit Description
Hex	Dec			
		0	Package	**EIST Hardware Coordination Disable (R/W)** When 0, enables hardware coordination of Enhanced Intel Speedstep Technology request from processor cores; When 1, disables hardware coordination of Enhanced Intel Speedstep Technology requests.
		1	Thread	**Energy/Performance Bias Enable (R/W)** This bit makes the IA32_ENERGY_PERF_BIAS register (MSR 1B0h) visible to software with Ring 0 privileges. This bit's status (1 or 0) is also reflected by CPUID.(EAX=06h):ECX[3].
		63:2		Reserved.
1ACH	428	MSR_TURBO_POWER_ CURRENT_LIMIT		See http://biosbits.org.
		14:0	Package	**TDP Limit (R/W)** TDP limit in 1/8 Watt granularity.
		15	Package	**TDP Limit Override Enable (R/W)** A value = 0 indicates override is not active, and a value = 1 indicates active.
		30:16	Package	**TDC Limit (R/W)** TDC limit in 1/8 Amp granularity.
		31	Package	**TDC Limit Override Enable (R/W)** A value = 0 indicates override is not active, and a value = 1 indicates active.
		63:32		Reserved.
1ADH	429	MSR_TURBO_RATIO_LIMIT	Package	**Maximum Ratio Limit of Turbo Mode** **RO** if MSR_PLATFORM_INFO.[28] = 0, **RW** if MSR_PLATFORM_INFO.[28] = 1
		7:0	Package	**Maximum Ratio Limit for 1C** Maximum turbo ratio limit of 1 core active.
		15:8	Package	**Maximum Ratio Limit for 2C** Maximum turbo ratio limit of 2 core active.
		23:16	Package	**Maximum Ratio Limit for 3C** Maximum turbo ratio limit of 3 core active.
		31:24	Package	**Maximum Ratio Limit for 4C** Maximum turbo ratio limit of 4 core active.
		63:32		Reserved.
1C8H	456	MSR_LBR_SELECT	Core	**Last Branch Record Filtering Select Register (R/W)** See Section 17.6.2, "Filtering of Last Branch Records."

Table 35-6 MSRs in Processors Based on Intel® Microarchitecture Code Name Nehalem (Contd.)

Register Address		Register Name	Scope	Bit Description
Hex	Dec			
1C9H	457	MSR_LASTBRANCH_TOS	Thread	**Last Branch Record Stack TOS (R/W)** Contains an index (bits 0-3) that points to the MSR containing the most recent branch record. See MSR_LASTBRANCH_0_FROM_IP (at 680H).
1D9H	473	IA32_DEBUGCTL	Thread	**Debug Control (R/W)** See Table 35-2.
1DDH	477	MSR_LER_FROM_LIP	Thread	**Last Exception Record From Linear IP (R)** Contains a pointer to the last branch instruction that the processor executed prior to the last exception that was generated or the last interrupt that was handled.
1DEH	478	MSR_LER_TO_LIP	Thread	**Last Exception Record To Linear IP (R)** This area contains a pointer to the target of the last branch instruction that the processor executed prior to the last exception that was generated or the last interrupt that was handled.
1F2H	498	IA32_SMRR_PHYSBASE	Core	See Table 35-2.
1F3H	499	IA32_SMRR_PHYSMASK	Core	See Table 35-2.
1FCH	508	MSR_POWER_CTL	Core	Power Control Register. See http://biosbits.org.
		0		Reserved.
		1	Package	**C1E Enable (R/W)** When set to '1', will enable the CPU to switch to the Minimum Enhanced Intel SpeedStep Technology operating point when all execution cores enter MWAIT (C1).
		63:2		Reserved.
200H	512	IA32_MTRR_PHYSBASE0	Thread	See Table 35-2.
201H	513	IA32_MTRR_PHYSMASK0	Thread	See Table 35-2.
202H	514	IA32_MTRR_PHYSBASE1	Thread	See Table 35-2.
203H	515	IA32_MTRR_PHYSMASK1	Thread	See Table 35-2.
204H	516	IA32_MTRR_PHYSBASE2	Thread	See Table 35-2.
205H	517	IA32_MTRR_PHYSMASK2	Thread	See Table 35-2.
206H	518	IA32_MTRR_PHYSBASE3	Thread	See Table 35-2.
207H	519	IA32_MTRR_PHYSMASK3	Thread	See Table 35-2.
208H	520	IA32_MTRR_PHYSBASE4	Thread	See Table 35-2.
209H	521	IA32_MTRR_PHYSMASK4	Thread	See Table 35-2.
20AH	522	IA32_MTRR_PHYSBASE5	Thread	See Table 35-2.

Table 35-6 MSRs in Processors Based on Intel® Microarchitecture Code Name Nehalem (Contd.)

Register Address		Register Name	Scope	Bit Description
Hex	Dec			
20BH	523	IA32_MTRR_PHYSMASK5	Thread	See Table 35-2.
20CH	524	IA32_MTRR_PHYSBASE6	Thread	See Table 35-2.
20DH	525	IA32_MTRR_PHYSMASK6	Thread	See Table 35-2.
20EH	526	IA32_MTRR_PHYSBASE7	Thread	See Table 35-2.
20FH	527	IA32_MTRR_PHYSMASK7	Thread	See Table 35-2.
210H	528	IA32_MTRR_PHYSBASE8	Thread	See Table 35-2.
211H	529	IA32_MTRR_PHYSMASK8	Thread	See Table 35-2.
212H	530	IA32_MTRR_PHYSBASE9	Thread	See Table 35-2.
213H	531	IA32_MTRR_PHYSMASK9	Thread	See Table 35-2.
250H	592	IA32_MTRR_FIX64K_ 00000	Thread	See Table 35-2.
258H	600	IA32_MTRR_FIX16K_ 80000	Thread	See Table 35-2.
259H	601	IA32_MTRR_FIX16K_ A0000	Thread	See Table 35-2.
268H	616	IA32_MTRR_FIX4K_C0000	Thread	See Table 35-2.
269H	617	IA32_MTRR_FIX4K_C8000	Thread	See Table 35-2.
26AH	618	IA32_MTRR_FIX4K_D0000	Thread	See Table 35-2.
26BH	619	IA32_MTRR_FIX4K_D8000	Thread	See Table 35-2.
26CH	620	IA32_MTRR_FIX4K_E0000	Thread	See Table 35-2.
26DH	621	IA32_MTRR_FIX4K_E8000	Thread	See Table 35-2.
26EH	622	IA32_MTRR_FIX4K_F0000	Thread	See Table 35-2.
26FH	623	IA32_MTRR_FIX4K_F8000	Thread	See Table 35-2.
277H	631	IA32_PAT	Thread	See Table 35-2.
280H	640	IA32_MC0_CTL2	Package	See Table 35-2.
281H	641	IA32_MC1_CTL2	Package	See Table 35-2.
282H	642	IA32_MC2_CTL2	Core	See Table 35-2.
283H	643	IA32_MC3_CTL2	Core	See Table 35-2.
284H	644	IA32_MC4_CTL2	Core	See Table 35-2.
285H	645	IA32_MC5_CTL2	Core	See Table 35-2.
286H	646	IA32_MC6_CTL2	Package	See Table 35-2.
287H	647	IA32_MC7_CTL2	Package	See Table 35-2.
288H	648	IA32_MC8_CTL2	Package	See Table 35-2.

Table 35-6 MSRs in Processors Based on Intel® Microarchitecture Code Name Nehalem (Contd.)

Register Address		Register Name	Scope	Bit Description
Hex	Dec			
2FFH	767	IA32_MTRR_DEF_TYPE	Thread	**Default Memory Types (R/W)** See Table 35-2.
309H	777	IA32_FIXED_CTR0	Thread	**Fixed-Function Performance Counter Register 0 (R/W)** See Table 35-2.
30AH	778	IA32_FIXED_CTR1	Thread	**Fixed-Function Performance Counter Register 1 (R/W)** See Table 35-2.
30BH	779	IA32_FIXED_CTR2	Thread	**Fixed-Function Performance Counter Register 2 (R/W)** See Table 35-2.
345H	837	IA32_PERF_CAPABILITIES	Thread	See Table 35-2. See Section 17.4.1, “IA32_DEBUGCTL MSR.”
		5:0		LBR Format. See Table 35-2.
		6		PEBS Record Format.
		7		PEBSSaveArchRegs. See Table 35-2.
		11:8		PEBS_REC_FORMAT. See Table 35-2.
		12		SMM_FREEZE. See Table 35-2.
		63:13		Reserved.
38DH	909	IA32_FIXED_CTR_CTRL	Thread	**Fixed-Function-Counter Control Register (R/W)** See Table 35-2.
38EH	910	IA32_PERF_GLOBAL_ STAUS	Thread	See Table 35-2. See Section 18.4.2, “Global Counter Control Facilities.”
38EH	910	MSR_PERF_GLOBAL_STAUS	Thread	**(RO)**
		61		**UNC_Ovf** Uncore overflowed if 1.
38FH	911	IA32_PERF_GLOBAL_CTRL	Thread	See Table 35-2. See Section 18.4.2, “Global Counter Control Facilities.”
390H	912	IA32_PERF_GLOBAL_OVF_ CTRL	Thread	See Table 35-2. See Section 18.4.2, “Global Counter Control Facilities.”
390H	912	MSR_PERF_GLOBAL_OVF_ CTRL	Thread	**(R/W)**
		61		**CLR_UNC_Ovf** Set 1 to clear UNC_Ovf.
3F1H	1009	MSR_PEBS_ENABLE	Thread	See Section 18.6.1.1, “Precise Event Based Sampling (PEBS).”
		0		Enable PEBS on IA32_PMC0. (R/W)
		1		Enable PEBS on IA32_PMC1. (R/W)
		2		Enable PEBS on IA32_PMC2. (R/W)
		3		Enable PEBS on IA32_PMC3. (R/W)

Table 35-6 MSRs in Processors Based on Intel® Microarchitecture Code Name Nehalem (Contd.)

Register Address		Register Name	Scope	Bit Description
Hex	Dec			
		31:4		Reserved.
		32		Enable Load Latency on IA32_PMC0. (R/W)
		33		Enable Load Latency on IA32_PMC1. (R/W)
		34		Enable Load Latency on IA32_PMC2. (R/W)
		35		Enable Load Latency on IA32_PMC3. (R/W)
		63:36		Reserved.
3F6H	1014	MSR_PEBS_LD_LAT	Thread	See Section 18.6.1.2, “Load Latency Performance Monitoring Facility.”
		15:0		Minimum threshold latency value of tagged load operation that will be counted. (R/W)
		63:36		Reserved.
3F8H	1016	MSR_PKG_C3_RESIDENCY	Package	Note: C-state values are processor specific C-state code names, unrelated to MWAIT extension C-state parameters or ACPI C-States.
		63:0		Package C3 Residency Counter. (R/O) Value since last reset that this package is in processor-specific C3 states. Count at the same frequency as the TSC.
3F9H	1017	MSR_PKG_C6_RESIDENCY	Package	Note: C-state values are processor specific C-state code names, unrelated to MWAIT extension C-state parameters or ACPI C-States.
		63:0		Package C6 Residency Counter. (R/O) Value since last reset that this package is in processor-specific C6 states. Count at the same frequency as the TSC.
3FAH	1018	MSR_PKG_C7_RESIDENCY	Package	Note: C-state values are processor specific C-state code names, unrelated to MWAIT extension C-state parameters or ACPI C-States.
		63:0		Package C7 Residency Counter. (R/O) Value since last reset that this package is in processor-specific C7 states. Count at the same frequency as the TSC.
3FCH	1020	MSR_CORE_C3_RESIDENCY	Core	Note: C-state values are processor specific C-state code names, unrelated to MWAIT extension C-state parameters or ACPI C-States.
		63:0		CORE C3 Residency Counter. (R/O) Value since last reset that this core is in processor-specific C3 states. Count at the same frequency as the TSC.
3FDH	1021	MSR_CORE_C6_RESIDENCY	Core	Note: C-state values are processor specific C-state code names, unrelated to MWAIT extension C-state parameters or ACPI C-States.

Table 35-6 MSRs in Processors Based on Intel® Microarchitecture Code Name Nehalem (Contd.)

Register Address		Register Name	Scope	Bit Description
Hex	Dec			
		63:0		CORE C6 Residency Counter. (R/O) Value since last reset that this core is in processor-specific C6 states. Count at the same frequency as the TSC.
400H	1024	IA32_MC0_CTL	Package	See Section 15.3.2.1, “IA32_MCi_CTL MSRs.”
401H	1025	IA32_MC0_STATUS	Package	See Section 15.3.2.2, “IA32_MCi_STATUS MSRS.”
402H	1026	IA32_MC0_ADDR	Package	See Section 15.3.2.3, “IA32_MCi_ADDR MSRs.” The IA32_MC0_ADDR register is either not implemented or contains no address if the ADDRV flag in the IA32_MC0_STATUS register is clear. When not implemented in the processor, all reads and writes to this MSR will cause a general-protection exception.
403H	1027	MSR_MC0_MISC	Package	See Section 15.3.2.4, “IA32_MCi_MISC MSRs.”
404H	1028	IA32_MC1_CTL	Package	See Section 15.3.2.1, “IA32_MCi_CTL MSRs.”
405H	1029	IA32_MC1_STATUS	Package	See Section 15.3.2.2, “IA32_MCi_STATUS MSRS.”
406H	1030	IA32_MC1_ADDR	Package	See Section 15.3.2.3, “IA32_MCi_ADDR MSRs.” The IA32_MC1_ADDR register is either not implemented or contains no address if the ADDRV flag in the IA32_MC1_STATUS register is clear. When not implemented in the processor, all reads and writes to this MSR will cause a general-protection exception.
407H	1031	MSR_MC1_MISC	Package	See Section 15.3.2.4, “IA32_MCi_MISC MSRs.”
408H	1032	IA32_MC2_CTL	Core	See Section 15.3.2.1, “IA32_MCi_CTL MSRs.”
409H	1033	IA32_MC2_STATUS	Core	See Section 15.3.2.2, “IA32_MCi_STATUS MSRS.”
40AH	1034	IA32_MC2_ADDR	Core	See Section 15.3.2.3, “IA32_MCi_ADDR MSRs.” The IA32_MC2_ADDR register is either not implemented or contains no address if the ADDRV flag in the IA32_MC2_STATUS register is clear. When not implemented in the processor, all reads and writes to this MSR will cause a general-protection exception.
40BH	1035	MSR_MC2_MISC	Core	See Section 15.3.2.4, “IA32_MCi_MISC MSRs.”
40CH	1036	MSR_MC3_CTL	Core	See Section 15.3.2.1, “IA32_MCi_CTL MSRs.”
40DH	1037	MSR_MC3_STATUS	Core	See Section 15.3.2.2, “IA32_MCi_STATUS MSRS.”
40EH	1038	MSR_MC3_ADDR	Core	See Section 15.3.2.3, “IA32_MCi_ADDR MSRs.” The MSR_MC4_ADDR register is either not implemented or contains no address if the ADDRV flag in the MSR_MC4_STATUS register is clear. When not implemented in the processor, all reads and writes to this MSR will cause a general-protection exception.

Table 35-6 MSRs in Processors Based on Intel® Microarchitecture Code Name Nehalem (Contd.)

Register Address		Register Name	Scope	Bit Description
Hex	Dec			
40FH	1039	MSR_MC3_MISC	Core	See Section 15.3.2.4, “IA32_MCi_MISC MSRs.”
410H	1040	MSR_MC4_CTL	Core	See Section 15.3.2.1, “IA32_MCi_CTL MSRs.”
411H	1041	MSR_MC4_STATUS	Core	See Section 15.3.2.2, “IA32_MCi_STATUS MSRS.”
412H	1042	MSR_MC4_ADDR	Core	See Section 15.3.2.3, “IA32_MCi_ADDR MSRs.” The MSR_MC3_ADDR register is either not implemented or contains no address if the ADDRV flag in the MSR_MC3_STATUS register is clear. When not implemented in the processor, all reads and writes to this MSR will cause a general-protection exception.
413H	1043	MSR_MC4_MISC	Core	See Section 15.3.2.4, “IA32_MCi_MISC MSRs.”
414H	1044	MSR_MC5_CTL	Core	See Section 15.3.2.1, “IA32_MCi_CTL MSRs.”
415H	1045	MSR_MC5_STATUS	Core	See Section 15.3.2.2, “IA32_MCi_STATUS MSRS.”
416H	1046	MSR_MC5_ADDR	Core	See Section 15.3.2.3, “IA32_MCi_ADDR MSRs.”
417H	1047	MSR_MC5_MISC	Core	See Section 15.3.2.4, “IA32_MCi_MISC MSRs.”
418H	1048	MSR_MC6_CTL	Package	See Section 15.3.2.1, “IA32_MCi_CTL MSRs.”
419H	1049	MSR_MC6_STATUS	Package	See Section 15.3.2.2, “IA32_MCi_STATUS MSRS,” and Chapter 16.
41AH	1050	MSR_MC6_ADDR	Package	See Section 15.3.2.3, “IA32_MCi_ADDR MSRs.”
41BH	1051	MSR_MC6_MISC	Package	See Section 15.3.2.4, “IA32_MCi_MISC MSRs.”
41CH	1052	MSR_MC7_CTL	Package	See Section 15.3.2.1, “IA32_MCi_CTL MSRs.”
41DH	1053	MSR_MC7_STATUS	Package	See Section 15.3.2.2, “IA32_MCi_STATUS MSRS,” and Chapter 16.
41EH	1054	MSR_MC7_ADDR	Package	See Section 15.3.2.3, “IA32_MCi_ADDR MSRs.”
41FH	1055	MSR_MC7_MISC	Package	See Section 15.3.2.4, “IA32_MCi_MISC MSRs.”
420H	1056	MSR_MC8_CTL	Package	See Section 15.3.2.1, “IA32_MCi_CTL MSRs.”
421H	1057	MSR_MC8_STATUS	Package	See Section 15.3.2.2, “IA32_MCi_STATUS MSRS,” and Chapter 16.
422H	1058	MSR_MC8_ADDR	Package	See Section 15.3.2.3, “IA32_MCi_ADDR MSRs.”
423H	1059	MSR_MC8_MISC	Package	See Section 15.3.2.4, “IA32_MCi_MISC MSRs.”
480H	1152	IA32_VMX_BASIC	Thread	**Reporting Register of Basic VMX Capabilities (R/O)** See Table 35-2. See Appendix A.1, “Basic VMX Information.”
481H	1153	IA32_VMX_PINBASED_CTLS	Thread	**Capability Reporting Register of Pin-based VM-execution Controls (R/O)** See Table 35-2. See Appendix A.3, “VM-Execution Controls.”

Table 35-6 MSRs in Processors Based on Intel® Microarchitecture Code Name Nehalem (Contd.)

Register Address		Register Name	Scope	Bit Description
Hex	Dec			
482H	1154	IA32_VMX_PROCBASED_CTLS	Thread	**Capability Reporting Register of Primary Processor-based VM-execution Controls (R/O)** See Appendix A.3, “VM-Execution Controls.”
483H	1155	IA32_VMX_EXIT_CTLS	Thread	**Capability Reporting Register of VM-exit Controls (R/O)** See Table 35-2. See Appendix A.4, “VM-Exit Controls.”
484H	1156	IA32_VMX_ENTRY_CTLS	Thread	**Capability Reporting Register of VM-entry Controls (R/O)** See Table 35-2. See Appendix A.5, “VM-Entry Controls.”
485H	1157	IA32_VMX_MISC	Thread	**Reporting Register of Miscellaneous VMX Capabilities (R/O)** See Table 35-2. See Appendix A.6, “Miscellaneous Data.”
486H	1158	IA32_VMX_CR0_FIXED0	Thread	**Capability Reporting Register of CR0 Bits Fixed to 0 (R/O)** See Table 35-2. See Appendix A.7, “VMX-Fixed Bits in CR0.”
487H	1159	IA32_VMX_CR0_FIXED1	Thread	**Capability Reporting Register of CR0 Bits Fixed to 1 (R/O)** See Table 35-2. See Appendix A.7, “VMX-Fixed Bits in CR0.”
488H	1160	IA32_VMX_CR4_FIXED0	Thread	**Capability Reporting Register of CR4 Bits Fixed to 0 (R/O)** See Table 35-2. See Appendix A.8, “VMX-Fixed Bits in CR4.”
489H	1161	IA32_VMX_CR4_FIXED1	Thread	**Capability Reporting Register of CR4 Bits Fixed to 1 (R/O)** See Table 35-2. See Appendix A.8, “VMX-Fixed Bits in CR4.”
48AH	1162	IA32_VMX_VMCS_ENUM	Thread	**Capability Reporting Register of VMCS Field Enumeration (R/O).** See Table 35-2. See Appendix A.9, “VMCS Enumeration.”
48BH	1163	IA32_VMX_PROCBASED_CTLS2	Thread	**Capability Reporting Register of Secondary Processor-based VM-execution Controls (R/O)** See Appendix A.3, “VM-Execution Controls.”
600H	1536	IA32_DS_AREA	Thread	**DS Save Area (R/W)** See Table 35-2. See Section 18.11.4, “Debug Store (DS) Mechanism.”

Table 35-6 MSRs in Processors Based on Intel® Microarchitecture Code Name Nehalem (Contd.)

Register Address		Register Name	Scope	Bit Description
Hex	Dec			
680H	1664	MSR_ LASTBRANCH_0_FROM_IP	Thread	**Last Branch Record 0 From IP (R/W)** One of sixteen pairs of last branch record registers on the last branch record stack. This part of the stack contains pointers to the **source instruction** for one of the last sixteen branches, exceptions, or interrupts taken by the processor. See also: • Last Branch Record Stack TOS at 1C9H • Section 17.6.1, "LBR Stack."
681H	1665	MSR_ LASTBRANCH_1_FROM_IP	Thread	**Last Branch Record 1 From IP (R/W)** See description of MSR_LASTBRANCH_0_FROM_IP.
682H	1666	MSR_ LASTBRANCH_2_FROM_IP	Thread	**Last Branch Record 2 From IP (R/W)** See description of MSR_LASTBRANCH_0_FROM_IP.
683H	1667	MSR_ LASTBRANCH_3_FROM_IP	Thread	**Last Branch Record 3 From IP (R/W)** See description of MSR_LASTBRANCH_0_FROM_IP.
684H	1668	MSR_ LASTBRANCH_4_FROM_IP	Thread	**Last Branch Record 4 From IP (R/W)** See description of MSR_LASTBRANCH_0_FROM_IP.
685H	1669	MSR_ LASTBRANCH_5_FROM_IP	Thread	**Last Branch Record 5 From IP (R/W)** See description of MSR_LASTBRANCH_0_FROM_IP.
686H	1670	MSR_ LASTBRANCH_6_FROM_IP	Thread	**Last Branch Record 6 From IP (R/W)** See description of MSR_LASTBRANCH_0_FROM_IP.
687H	1671	MSR_ LASTBRANCH_7_FROM_IP	Thread	**Last Branch Record 7 From IP (R/W)** See description of MSR_LASTBRANCH_0_FROM_IP.
688H	1672	MSR_ LASTBRANCH_8_FROM_IP	Thread	**Last Branch Record 8 From IP (R/W)** See description of MSR_LASTBRANCH_0_FROM_IP.
689H	1673	MSR_ LASTBRANCH_9_FROM_IP	Thread	**Last Branch Record 9 From IP (R/W)** See description of MSR_LASTBRANCH_0_FROM_IP.
68AH	1674	MSR_ LASTBRANCH_10_FROM_IP	Thread	**Last Branch Record 10 From IP (R/W)** See description of MSR_LASTBRANCH_0_FROM_IP.
68BH	1675	MSR_ LASTBRANCH_11_FROM_IP	Thread	**Last Branch Record 11 From IP (R/W)** See description of MSR_LASTBRANCH_0_FROM_IP.
68CH	1676	MSR_ LASTBRANCH_12_FROM_IP	Thread	**Last Branch Record 12 From IP (R/W)** See description of MSR_LASTBRANCH_0_FROM_IP.
68DH	1677	MSR_ LASTBRANCH_13_FROM_IP	Thread	**Last Branch Record 13 From IP (R/W)** See description of MSR_LASTBRANCH_0_FROM_IP.
68EH	1678	MSR_ LASTBRANCH_14_FROM_IP	Thread	**Last Branch Record 14 From IP (R/W)** See description of MSR_LASTBRANCH_0_FROM_IP.

Table 35-6 MSRs in Processors Based on Intel® Microarchitecture Code Name Nehalem (Contd.)

Register Address		Register Name	Scope	Bit Description
Hex	Dec			
68FH	1679	MSR_ LASTBRANCH_15_FROM_IP	Thread	**Last Branch Record 15 From IP (R/W)** See description of MSR_LASTBRANCH_0_FROM_IP.
6C0H	1728	MSR_ LASTBRANCH_0_TO_IP	Thread	**Last Branch Record 0 To IP (R/W)** One of sixteen pairs of last branch record registers on the last branch record stack. This part of the stack contains pointers to the destination instruction for one of the last sixteen branches, exceptions, or interrupts taken by the processor.
6C1H	1729	MSR_ LASTBRANCH_1_TO_IP	Thread	**Last Branch Record 1 To IP (R/W)** See description of MSR_LASTBRANCH_0_TO_IP.
6C2H	1730	MSR_ LASTBRANCH_2_TO_IP	Thread	**Last Branch Record 2 To IP (R/W)** See description of MSR_LASTBRANCH_0_TO_IP.
6C3H	1731	MSR_ LASTBRANCH_3_TO_IP	Thread	**Last Branch Record 3 To IP (R/W)** See description of MSR_LASTBRANCH_0_TO_IP.
6C4H	1732	MSR_ LASTBRANCH_4_TO_IP	Thread	**Last Branch Record 4 To IP (R/W)** See description of MSR_LASTBRANCH_0_TO_IP.
6C5H	1733	MSR_ LASTBRANCH_5_TO_IP	Thread	**Last Branch Record 5 To IP (R/W)** See description of MSR_LASTBRANCH_0_TO_IP.
6C6H	1734	MSR_ LASTBRANCH_6_TO_IP	Thread	**Last Branch Record 6 To IP (R/W)** See description of MSR_LASTBRANCH_0_TO_IP.
6C7H	1735	MSR_ LASTBRANCH_7_TO_IP	Thread	**Last Branch Record 7 To IP (R/W)** See description of MSR_LASTBRANCH_0_TO_IP.
6C8H	1736	MSR_ LASTBRANCH_8_TO_IP	Thread	**Last Branch Record 8 To IP (R/W)** See description of MSR_LASTBRANCH_0_TO_IP.
6C9H	1737	MSR_ LASTBRANCH_9_TO_IP	Thread	**Last Branch Record 9 To IP (R/W)** See description of MSR_LASTBRANCH_0_TO_IP.
6CAH	1738	MSR_ LASTBRANCH_10_TO_IP	Thread	**Last Branch Record 10 To IP (R/W)** See description of MSR_LASTBRANCH_0_TO_IP.
6CBH	1739	MSR_ LASTBRANCH_11_TO_IP	Thread	**Last Branch Record 11 To IP (R/W)** See description of MSR_LASTBRANCH_0_TO_IP.
6CCH	1740	MSR_ LASTBRANCH_12_TO_IP	Thread	**Last Branch Record 12 To IP (R/W)** See description of MSR_LASTBRANCH_0_TO_IP.
6CDH	1741	MSR_ LASTBRANCH_13_TO_IP	Thread	**Last Branch Record 13 To IP (R/W)** See description of MSR_LASTBRANCH_0_TO_IP.
6CEH	1742	MSR_ LASTBRANCH_14_TO_IP	Thread	**Last Branch Record 14 To IP (R/W)** See description of MSR_LASTBRANCH_0_TO_IP.

Table 35-6 MSRs in Processors Based on Intel® Microarchitecture Code Name Nehalem (Contd.)

Register Address		Register Name	Scope	Bit Description
Hex	Dec			
6CFH	1743	MSR_ LASTBRANCH_15_TO_IP	Thread	**Last Branch Record 15 To IP (R/W)** See description of MSR_LASTBRANCH_0_TO_IP.
802H	2050	IA32_X2APIC_APICID	Thread	x2APIC ID register (R/O) See x2APIC Specification.
803H	2051	IA32_X2APIC_VERSION	Thread	x2APIC Version register (R/O)
808H	2056	IA32_X2APIC_TPR	Thread	x2APIC Task Priority register (R/W)
80AH	2058	IA32_X2APIC_PPR	Thread	x2APIC Processor Priority register (R/O)
80BH	2059	IA32_X2APIC_EOI	Thread	x2APIC EOI register (W/O)
80DH	2061	IA32_X2APIC_LDR	Thread	x2APIC Logical Destination register (R/O)
80FH	2063	IA32_X2APIC_SIVR	Thread	x2APIC Spurious Interrupt Vector register (R/W)
810H	2064	IA32_X2APIC_ISR0	Thread	x2APIC In-Service register bits [31:0] (R/O)
811H	2065	IA32_X2APIC_ISR1	Thread	x2APIC In-Service register bits [63:32] (R/O)
812H	2066	IA32_X2APIC_ISR2	Thread	x2APIC In-Service register bits [95:64] (R/O)
813H	2067	IA32_X2APIC_ISR3	Thread	x2APIC In-Service register bits [127:96] (R/O)
814H	2068	IA32_X2APIC_ISR4	Thread	x2APIC In-Service register bits [159:128] (R/O)
815H	2069	IA32_X2APIC_ISR5	Thread	x2APIC In-Service register bits [191:160] (R/O)
816H	2070	IA32_X2APIC_ISR6	Thread	x2APIC In-Service register bits [223:192] (R/O)
817H	2071	IA32_X2APIC_ISR7	Thread	x2APIC In-Service register bits [255:224] (R/O)
818H	2072	IA32_X2APIC_TMR0	Thread	x2APIC Trigger Mode register bits [31:0] (R/O)
819H	2073	IA32_X2APIC_TMR1	Thread	x2APIC Trigger Mode register bits [63:32] (R/O)
81AH	2074	IA32_X2APIC_TMR2	Thread	x2APIC Trigger Mode register bits [95:64] (R/O)
81BH	2075	IA32_X2APIC_TMR3	Thread	x2APIC Trigger Mode register bits [127:96] (R/O)
81CH	2076	IA32_X2APIC_TMR4	Thread	x2APIC Trigger Mode register bits [159:128] (R/O)
81DH	2077	IA32_X2APIC_TMR5	Thread	x2APIC Trigger Mode register bits [191:160] (R/O)
81EH	2078	IA32_X2APIC_TMR6	Thread	x2APIC Trigger Mode register bits [223:192] (R/O)
81FH	2079	IA32_X2APIC_TMR7	Thread	x2APIC Trigger Mode register bits [255:224] (R/O)
820H	2080	IA32_X2APIC_IRR0	Thread	x2APIC Interrupt Request register bits [31:0] (R/O)
821H	2081	IA32_X2APIC_IRR1	Thread	x2APIC Interrupt Request register bits [63:32] (R/O)
822H	2082	IA32_X2APIC_IRR2	Thread	x2APIC Interrupt Request register bits [95:64] (R/O)
823H	2083	IA32_X2APIC_IRR3	Thread	x2APIC Interrupt Request register bits [127:96] (R/O)
824H	2084	IA32_X2APIC_IRR4	Thread	x2APIC Interrupt Request register bits [159:128] (R/O)
825H	2085	IA32_X2APIC_IRR5	Thread	x2APIC Interrupt Request register bits [191:160] (R/O)
826H	2086	IA32_X2APIC_IRR6	Thread	x2APIC Interrupt Request register bits [223:192] (R/O)
827H	2087	IA32_X2APIC_IRR7	Thread	x2APIC Interrupt Request register bits [255:224] (R/O)

Table 35-6 MSRs in Processors Based on Intel® Microarchitecture Code Name Nehalem (Contd.)

Register Address		Register Name	Scope	Bit Description
Hex	Dec			
828H	2088	IA32_X2APIC_ESR	Thread	x2APIC Error Status register (R/W)
82FH	2095	IA32_X2APIC_LVT_CMCI	Thread	x2APIC LVT Corrected Machine Check Interrupt register (R/W)
830H	2096	IA32_X2APIC_ICR	Thread	x2APIC Interrupt Command register (R/W)
832H	2098	IA32_X2APIC_LVT_TIMER	Thread	x2APIC LVT Timer Interrupt register (R/W)
833H	2099	IA32_X2APIC_LVT_THERMAL	Thread	x2APIC LVT Thermal Sensor Interrupt register (R/W)
834H	2100	IA32_X2APIC_LVT_PMI	Thread	x2APIC LVT Performance Monitor register (R/W)
835H	2101	IA32_X2APIC_LVT_LINT0	Thread	x2APIC LVT LINT0 register (R/W)
836H	2102	IA32_X2APIC_LVT_LINT1	Thread	x2APIC LVT LINT1 register (R/W)
837H	2103	IA32_X2APIC_LVT_ERROR	Thread	x2APIC LVT Error register (R/W)
838H	2104	IA32_X2APIC_INIT_COUNT	Thread	x2APIC Initial Count register (R/W)
839H	2105	IA32_X2APIC_CUR_COUNT	Thread	x2APIC Current Count register (R/O)
83EH	2110	IA32_X2APIC_DIV_CONF	Thread	x2APIC Divide Configuration register (R/W)
83FH	2111	IA32_X2APIC_SELF_IPI	Thread	x2APIC Self IPI register (W/O)
C000_0080H		IA32_EFER	Thread	**Extended Feature Enables** See Table 35-2.
C000_0081H		IA32_STAR	Thread	**System Call Target Address (R/W)** See Table 35-2.
C000_0082H		IA32_LSTAR	Thread	**IA-32e Mode System Call Target Address (R/W)** See Table 35-2.
C000_0084H		IA32_FMASK	Thread	**System Call Flag Mask (R/W)** See Table 35-2.
C000_0100H		IA32_FS_BASE	Thread	**Map of BASE Address of FS (R/W)** See Table 35-2.
C000_0101H		IA32_GS_BASE	Thread	**Map of BASE Address of GS (R/W)** See Table 35-2.
C000_0102H		IA32_KERNEL_GSBASE	Thread	**Swap Target of BASE Address of GS (R/W)** See Table 35-2.
C000_0103H		IA32_TSC_AUX	Thread	**AUXILIARY TSC Signature. (R/W)** See Table 35-2 and Section 17.13.2, "IA32_TSC_AUX Register and RDTSCP Support."

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35.7 MSRS IN INTEL® PROCESSOR FAMILY BASED ON INTEL® MICROARCHITECTURE CODE NAME SANDY BRIDGE

Table 35-11 lists model-specific registers (MSRs) that are common to Intel® processor family based on Intel® microarchitecture (Sandy Bridge). All architectural MSRs listed in Table 35-2 are supported. These processors have a CPUID signature with DisplayFamily_DisplayModel of 06_2AH, 06_2DH, see Table 35-1. Additional MSRs specific to 06_2AH are listed in Table 35-12.

Table 35-11 MSRs Supported by Intel® Processors Based on Intel® Microarchitecture Code Name Sandy Bridge

Register Address		Register Name	Scope	Bit Description
Hex	Dec			
0H	0	IA32_P5_MC_ADDR	Thread	See Section 35.15, “MSRs in Pentium Processors.”
1H	1	IA32_P5_MC_TYPE	Thread	See Section 35.15, “MSRs in Pentium Processors.”
6H	6	IA32_MONITOR_FILTER_SIZE	Thread	See Section 8.10.5, “Monitor/Mwait Address Range Determination,” and Table 35-2.
10H	16	IA32_TIME_STAMP_COUNTER	Thread	See Section 17.13, “Time-Stamp Counter,” and see Table 35-2.
17H	23	IA32_PLATFORM_ID	Package	**Platform ID (R)** See Table 35-2.
1BH	27	IA32_APIC_BASE	Thread	See Section 10.4.4, “Local APIC Status and Location,” and Table 35-2.
34H	52	MSR_SMI_COUNT	Thread	**SMI Counter (R/O)**
		31:0		**SMI Count (R/O)** Count SMIs.
		63:32		Reserved.
3AH	58	IA32_FEATURE_CONTROL	Thread	**Control Features in Intel 64Processor (R/W)** See Table 35-2.
79H	121	IA32_BIOS_UPDT_TRIG	Core	**BIOS Update Trigger Register (W)** See Table 35-2.
8BH	139	IA32_BIOS_SIGN_ID	Thread	**BIOS Update Signature ID (RO)** See Table 35-2.
C1H	193	IA32_PMC0	Thread	**Performance Counter Register** See Table 35-2.
C2H	194	IA32_PMC1	Thread	**Performance Counter Register** See Table 35-2.
C3H	195	IA32_PMC2	Thread	**Performance Counter Register** See Table 35-2.
C4H	196	IA32_PMC3	Thread	**Performance Counter Register** See Table 35-2.

Table 35-11 MSRs Supported by Intel® Processors Based on Intel® Microarchitecture Code Name Sandy Bridge (Contd.)

Register Address		Register Name	Scope	Bit Description
Hex	Dec			
C5H	197	IA32_PMC4	Core	**Performance Counter Register** See Table 35-2.
C6H	198	IA32_PMC5	Core	**Performance Counter Register** See Table 35-2.
C7H	199	IA32_PMC6	Core	**Performance Counter Register** See Table 35-2.
C8H	200	IA32_PMC7	Core	**Performance Counter Register** See Table 35-2.
CEH	206	MSR_PLATFORM_INFO	Package	See http://biosbits.org.
		7:0		Reserved.
		15:8	Package	**Maximum Non-Turbo Ratio (R/O)** The is the ratio of the frequency that invariant TSC runs at. Frequency = ratio * 100 MHz.
		27:16		Reserved.
		28	Package	**Programmable Ratio Limit for Turbo Mode (R/O)** When set to 1, indicates that Programmable Ratio Limits for Turbo mode is enabled, and when set to 0, indicates Programmable Ratio Limits for Turbo mode is disabled.
		29	Package	**Programmable TDP Limit for Turbo Mode (R/O)** When set to 1, indicates that TDP Limits for Turbo mode are programmable, and when set to 0, indicates TDP Limit for Turbo mode is not programmable.
		39:30		Reserved.
		47:40	Package	**Maximum Efficiency Ratio (R/O)** The is the minimum ratio (maximum efficiency) that the processor can operates, in units of 100MHz.
		63:48		Reserved.
E2H	226	MSR_PKG_CST_CONFIG_ CONTROL	Core	**C-State Configuration Control (R/W)** Note: C-state values are processor specific C-state code names, unrelated to MWAIT extension C-state parameters or ACPI C-States. See http://biosbits.org.

Table 35-11 MSRs Supported by Intel® Processors Based on Intel® Microarchitecture Code Name Sandy Bridge (Contd.)

Register Address		Register Name	Scope	Bit Description
Hex	Dec			
		2:0		**Package C-State Limit (R/W)** Specifies the lowest processor-specific C-state code name (consuming the least power). for the package. The default is set as factory-configured package C-state limit. The following C-state code name encodings are supported: 000b: C0/C1 (no package C-sate support) 001b: C2 010b: C6 no retention 011b: C6 retention 100b: C7 101b: C7s 111: No package C-state limit. Note: This field cannot be used to limit package C-state to C3.
		9:3		Reserved.
		10		**I/O MWAIT Redirection Enable (R/W)** When set, will map IO_read instructions sent to IO register specified by MSR_PMG_IO_CAPTURE_BASE to MWAIT instructions
		14:11		Reserved.
		15		**CFG Lock (R/WO)** When set, lock bits 15:0 of this register until next reset.
		24:16		Reserved.
		25		**C3 state auto demotion enable (R/W)** When set, the processor will conditionally demote C6/C7 requests to C3 based on uncore auto-demote information.
		26		**C1 state auto demotion enable (R/W)** When set, the processor will conditionally demote C3/C6/C7 requests to C1 based on uncore auto-demote information.
		27		**Enable C3 undemotion (R/W)** When set, enables undemotion from demoted C3.
		28		**Enable C1 undemotion (R/W)** When set, enables undemotion from demoted C1.
		63:29		Reserved.
E4H	228	MSR_PMG_IO_CAPTURE_ BASE	Core	**Power Management IO Redirection in C-state (R/W)** See http://biosbits.org.

Table 35-11 MSRs Supported by Intel® Processors Based on Intel® Microarchitecture Code Name Sandy Bridge (Contd.)

Register Address		Register Name	Scope	Bit Description
Hex	Dec			
		15:0		**LVL_2 Base Address (R/W)** Specifies the base address visible to software for IO redirection. If IO MWAIT Redirection is enabled, reads to this address will be consumed by the power management logic and decoded to MWAIT instructions. When IO port address redirection is enabled, this is the IO port address reported to the OS/software.
		18:16		**C-state Range (R/W)** Specifies the encoding value of the maximum C-State code name to be included when IO read to MWAIT redirection is enabled by MSR_PMG_CST_CONFIG_CONTROL[bit10]: 000b - C3 is the max C-State to include 001b - C6 is the max C-State to include 010b - C7 is the max C-State to include
		63:19		Reserved.
E7H	231	IA32_MPERF	Thread	**Maximum Performance Frequency Clock Count (RW)** See Table 35-2.
E8H	232	IA32_APERF	Thread	**Actual Performance Frequency Clock Count (RW)** See Table 35-2.
FEH	254	IA32_MTRRCAP	Thread	See Table 35-2.
174H	372	IA32_SYSENTER_CS	Thread	See Table 35-2.
175H	373	IA32_SYSENTER_ESP	Thread	See Table 35-2.
176H	374	IA32_SYSENTER_EIP	Thread	See Table 35-2.
179H	377	IA32_MCG_CAP	Thread	See Table 35-2.
17AH	378	IA32_MCG_STATUS	Thread	
		0		**RIPV** When set, bit indicates that the instruction addressed by the instruction pointer pushed on the stack (when the machine check was generated) can be used to restart the program. If cleared, the program cannot be reliably restarted.
		1		**EIPV** When set, bit indicates that the instruction addressed by the instruction pointer pushed on the stack (when the machine check was generated) is directly associated with the error.
		2		**MCIP** When set, bit indicates that a machine check has been generated. If a second machine check is detected while this bit is still set, the processor enters a shutdown state. Software should write this bit to 0 after processing a machine check exception.
		63:3		Reserved.

Table 35-11 MSRs Supported by Intel® Processors Based on Intel® Microarchitecture Code Name Sandy Bridge (Contd.)

Register Address		Register Name	Scope	Bit Description
Hex	Dec			
186H	390	IA32_ PERFEVTSEL0	Thread	See Table 35-2.
187H	391	IA32_ PERFEVTSEL1	Thread	See Table 35-2.
188H	392	IA32_ PERFEVTSEL2	Thread	See Table 35-2.
189H	393	IA32_ PERFEVTSEL3	Thread	See Table 35-2.
18AH	394	IA32_ PERFEVTSEL4	Core	See Table 35-2; If CPUID.0AH:EAX[15:8] = 8
18BH	395	IA32_ PERFEVTSEL5	Core	See Table 35-2; If CPUID.0AH:EAX[15:8] = 8
18CH	396	IA32_ PERFEVTSEL6	Core	See Table 35-2; If CPUID.0AH:EAX[15:8] = 8
18DH	397	IA32_ PERFEVTSEL7	Core	See Table 35-2; If CPUID.0AH:EAX[15:8] = 8
198H	408	IA32_PERF_STATUS	Package	See Table 35-2.
		15:0		Current Performance State Value.
		63:16		Reserved.
198H	408	MSR_PERF_STATUS	Package	
		47:32		Core Voltage (R/O) P-state core voltage can be computed by MSR_PERF_STATUS[37:32] * (float) 1/(2^13).
199H	409	IA32_PERF_CTL	Thread	See Table 35-2.
19AH	410	IA32_CLOCK_ MODULATION	Thread	**Clock Modulation (R/W)** See Table 35-2 IA32_CLOCK_MODULATION MSR was originally named IA32_THERM_CONTROL MSR.
		3:0		**On demand Clock Modulation Duty Cycle (R/W)** In 6.25% increment
		4		**On demand Clock Modulation Enable (R/W)**
		63:5		Reserved.
19BH	411	IA32_THERM_INTERRUPT	Core	**Thermal Interrupt Control (R/W)** See Table 35-2.
19CH	412	IA32_THERM_STATUS	Core	**Thermal Monitor Status (R/W)** See Table 35-2.

Table 35-11 MSRs Supported by Intel® Processors Based on Intel® Microarchitecture Code Name Sandy Bridge (Contd.)

Register Address		Register Name	Scope	Bit Description
Hex	Dec			
1A0	416	IA32_MISC_ENABLE		**Enable Misc. Processor Features (R/W)** Allows a variety of processor functions to be enabled and disabled.
		0	Thread	**Fast-Strings Enable** See Table 35-2
		6:1		Reserved.
		7	Thread	**Performance Monitoring Available (R)** See Table 35-2.
		10:8		Reserved.
		11	Thread	**Branch Trace Storage Unavailable (RO)** See Table 35-2.
		12	Thread	**Precise Event Based Sampling Unavailable (RO)** See Table 35-2.
		15:13		Reserved.
		16	Package	**Enhanced Intel SpeedStep Technology Enable (R/W)** See Table 35-2.
		18	Thread	ENABLE MONITOR FSM. (R/W) See Table 35-2.
		21:19		Reserved.
		22	Thread	**Limit CPUID Maxval (R/W)** See Table 35-2.
		23	Thread	**xTPR Message Disable (R/W)** See Table 35-2.
		33:24		Reserved.
		34	Thread	**XD Bit Disable (R/W)** See Table 35-2.
		37:35		Reserved.
		38	Package	**Turbo Mode Disable (R/W)** When set to 1 on processors that support Intel Turbo Boost Technology, the turbo mode feature is disabled and the IDA_Enable feature flag will be clear (CPUID.06H: EAX[1]=0). When set to a 0 on processors that support IDA, CPUID.06H: EAX[1] reports the processor's support of turbo mode is enabled. **Note:** the power-on default value is used by BIOS to detect hardware support of turbo mode. If power-on default value is 1, turbo mode is available in the processor. If power-on default value is 0, turbo mode is not available.
		63:39		Reserved.

Table 35-11 MSRs Supported by Intel® Processors Based on Intel® Microarchitecture Code Name Sandy Bridge (Contd.)

Register Address		Register Name	Scope	Bit Description
Hex	Dec			
1A2H	418	MSR_ TEMPERATURE_TARGET	Unique	
		15:0		Reserved.
		23:16		**Temperature Target (R)** The minimum temperature at which PROCHOT# will be asserted. The value is degree C.
		63:24		Reserved.
1A6H	422	MSR_OFFCORE_RSP_0	Thread	**Offcore Response Event Select Register (R/W)**
1A7H	422	MSR_OFFCORE_RSP_1	Thread	**Offcore Response Event Select Register (R/W)**
1AAH	426	MSR_MISC_PWR_MGMT		See http://biosbits.org.
1ACH	428	MSR_TURBO_PWR_ CURRENT_LIMIT		See http://biosbits.org.
1B0H	432	IA32_ENERGY_PERF_BIAS	Package	See Table 35-2.
1B1H	433	IA32_PACKAGE_THERM_ STATUS	Package	See Table 35-2.
1B2H	434	IA32_PACKAGE_THERM_ INTERRUPT	Package	See Table 35-2.
1C8H	456	MSR_LBR_SELECT	Thread	**Last Branch Record Filtering Select Register (R/W)** See Section 17.6.2, "Filtering of Last Branch Records."
1C9H	457	MSR_LASTBRANCH_TOS	Thread	**Last Branch Record Stack TOS (R/W)** Contains an index (bits 0-3) that points to the MSR containing the most recent branch record. See MSR_LASTBRANCH_0_FROM_IP (at 680H).
1D9H	473	IA32_DEBUGCTL	Thread	**Debug Control (R/W)** See Table 35-2.
1DDH	477	MSR_LER_FROM_LIP	Thread	**Last Exception Record From Linear IP (R)** Contains a pointer to the last branch instruction that the processor executed prior to the last exception that was generated or the last interrupt that was handled.
1DEH	478	MSR_LER_TO_LIP	Thread	**Last Exception Record To Linear IP (R)** This area contains a pointer to the target of the last branch instruction that the processor executed prior to the last exception that was generated or the last interrupt that was handled.
1F2H	498	IA32_SMRR_PHYSBASE	Core	See Table 35-2.
1F3H	499	IA32_SMRR_PHYSMASK	Core	See Table 35-2.

Table 35-11 MSRs Supported by Intel® Processors Based on Intel® Microarchitecture Code Name Sandy Bridge (Contd.)

Register Address		Register Name	Scope	Bit Description
Hex	Dec			
1FCH	508	MSR_POWER_CTL	Core	See http://biosbits.org.
200H	512	IA32_MTRR_PHYSBASE0	Thread	See Table 35-2.
201H	513	IA32_MTRR_PHYSMASK0	Thread	See Table 35-2.
202H	514	IA32_MTRR_PHYSBASE1	Thread	See Table 35-2.
203H	515	IA32_MTRR_PHYSMASK1	Thread	See Table 35-2.
204H	516	IA32_MTRR_PHYSBASE2	Thread	See Table 35-2.
205H	517	IA32_MTRR_PHYSMASK2	Thread	See Table 35-2.
206H	518	IA32_MTRR_PHYSBASE3	Thread	See Table 35-2.
207H	519	IA32_MTRR_PHYSMASK3	Thread	See Table 35-2.
208H	520	IA32_MTRR_PHYSBASE4	Thread	See Table 35-2.
209H	521	IA32_MTRR_PHYSMASK4	Thread	See Table 35-2.
20AH	522	IA32_MTRR_PHYSBASE5	Thread	See Table 35-2.
20BH	523	IA32_MTRR_PHYSMASK5	Thread	See Table 35-2.
20CH	524	IA32_MTRR_PHYSBASE6	Thread	See Table 35-2.
20DH	525	IA32_MTRR_PHYSMASK6	Thread	See Table 35-2.
20EH	526	IA32_MTRR_PHYSBASE7	Thread	See Table 35-2.
20FH	527	IA32_MTRR_PHYSMASK7	Thread	See Table 35-2.
210H	528	IA32_MTRR_PHYSBASE8	Thread	See Table 35-2.
211H	529	IA32_MTRR_PHYSMASK8	Thread	See Table 35-2.
212H	530	IA32_MTRR_PHYSBASE9	Thread	See Table 35-2.
213H	531	IA32_MTRR_PHYSMASK9	Thread	See Table 35-2.
250H	592	IA32_MTRR_FIX64K_ 00000	Thread	See Table 35-2.
258H	600	IA32_MTRR_FIX16K_ 80000	Thread	See Table 35-2.
259H	601	IA32_MTRR_FIX16K_ A0000	Thread	See Table 35-2.
268H	616	IA32_MTRR_FIX4K_C0000	Thread	See Table 35-2.
269H	617	IA32_MTRR_FIX4K_C8000	Thread	See Table 35-2.
26AH	618	IA32_MTRR_FIX4K_D0000	Thread	See Table 35-2.
26BH	619	IA32_MTRR_FIX4K_D8000	Thread	See Table 35-2.
26CH	620	IA32_MTRR_FIX4K_E0000	Thread	See Table 35-2.
26DH	621	IA32_MTRR_FIX4K_E8000	Thread	See Table 35-2.
26EH	622	IA32_MTRR_FIX4K_F0000	Thread	See Table 35-2.

Table 35-11 MSRs Supported by Intel® Processors Based on Intel® Microarchitecture Code Name Sandy Bridge (Contd.)

Register Address		Register Name	Scope	Bit Description
Hex	Dec			
26FH	623	IA32_MTRR_FIX4K_F8000	Thread	See Table 35-2.
277H	631	IA32_PAT	Thread	See Table 35-2.
280H	640	IA32_MC0_CTL2	Core	See Table 35-2.
281H	641	IA32_MC1_CTL2	Core	See Table 35-2.
282H	642	IA32_MC2_CTL2	Core	See Table 35-2.
283H	643	IA32_MC3_CTL2	Core	See Table 35-2.
284H	644	MSR_MC4_CTL2	Package	Always 0 (CMCI not supported).
2FFH	767	IA32_MTRR_DEF_TYPE	Thread	**Default Memory Types (R/W)** See Table 35-2.
309H	777	IA32_FIXED_CTR0	Thread	**Fixed-Function Performance Counter Register 0 (R/W)** See Table 35-2.
30AH	778	IA32_FIXED_CTR1	Thread	**Fixed-Function Performance Counter Register 1 (R/W)** See Table 35-2.
30BH	779	IA32_FIXED_CTR2	Thread	**Fixed-Function Performance Counter Register 2 (R/W)** See Table 35-2.
345H	837	IA32_PERF_CAPABILITIES	Thread	See Table 35-2. See Section 17.4.1, “IA32_DEBUGCTL MSR.”
		5:0		LBR Format. See Table 35-2.
		6		PEBS Record Format.
		7		PEBSSaveArchRegs. See Table 35-2.
		11:8		PEBS_REC_FORMAT. See Table 35-2.
		12		SMM_FREEZE. See Table 35-2.
		63:13		Reserved.
38DH	909	IA32_FIXED_CTR_CTRL	Thread	**Fixed-Function-Counter Control Register (R/W)** See Table 35-2.
38EH	910	IA32_PERF_GLOBAL_ STAUS	Thread	See Table 35-2. See Section 18.4.2, “Global Counter Control Facilities.”
38FH	911	IA32_PERF_GLOBAL_CTRL	Thread	See Table 35-2. See Section 18.4.2, “Global Counter Control Facilities.”
390H	912	IA32_PERF_GLOBAL_OVF_ CTRL	Thread	See Table 35-2. See Section 18.4.2, “Global Counter Control Facilities.”
3F1H	1009	MSR_PEBS_ENABLE	Thread	See Section 18.6.1.1, “Precise Event Based Sampling (PEBS).”
		0		Enable PEBS on IA32_PMC0. (R/W)
		1		Enable PEBS on IA32_PMC1. (R/W)
		2		Enable PEBS on IA32_PMC2. (R/W)

Table 35-11 MSRs Supported by Intel® Processors Based on Intel® Microarchitecture Code Name Sandy Bridge (Contd.)

Register Address		Register Name	Scope	Bit Description
Hex	Dec			
		3		Enable PEBS on IA32_PMC3. (R/W)
		31:4		Reserved.
		32		Enable Load Latency on IA32_PMC0. (R/W)
		33		Enable Load Latency on IA32_PMC1. (R/W)
		34		Enable Load Latency on IA32_PMC2. (R/W)
		35		Enable Load Latency on IA32_PMC3. (R/W)
		63:36		Reserved.
3F6H	1014	MSR_PEBS_LD_LAT	Thread	see See Section 18.6.1.2, “Load Latency Performance Monitoring Facility.”
		15:0		Minimum threshold latency value of tagged load operation that will be counted. (R/W)
		63:36		Reserved.
3F8H	1016	MSR_PKG_C3_RESIDENCY	Package	Note: C-state values are processor specific C-state code names, unrelated to MWAIT extension C-state parameters or ACPI C-States.
		63:0		Package C3 Residency Counter. (R/O) Value since last reset that this package is in processor-specific C3 states. Count at the same frequency as the TSC.
3F9H	1017	MSR_PKG_C6_RESIDENCY	Package	Note: C-state values are processor specific C-state code names, unrelated to MWAIT extension C-state parameters or ACPI C-States.
		63:0		Package C6 Residency Counter. (R/O) Value since last reset that this package is in processor-specific C6 states. Count at the same frequency as the TSC.
3FAH	1018	MSR_PKG_C7_RESIDENCY	Package	Note: C-state values are processor specific C-state code names, unrelated to MWAIT extension C-state parameters or ACPI C-States.
		63:0		Package C7 Residency Counter. (R/O) Value since last reset that this package is in processor-specific C7 states. Count at the same frequency as the TSC.
3FCH	1020	MSR_CORE_C3_RESIDENCY	Core	Note: C-state values are processor specific C-state code names, unrelated to MWAIT extension C-state parameters or ACPI C-States.
		63:0		CORE C3 Residency Counter. (R/O) Value since last reset that this core is in processor-specific C3 states. Count at the same frequency as the TSC.
3FDH	1021	MSR_CORE_C6_RESIDENCY	Core	Note: C-state values are processor specific C-state code names, unrelated to MWAIT extension C-state parameters or ACPI C-States.

Table 35-11 MSRs Supported by Intel® Processors Based on Intel® Microarchitecture Code Name Sandy Bridge (Contd.)

Register Address		Register Name	Scope	Bit Description
Hex	Dec			
		63:0		CORE C6 Residency Counter. (R/O) Value since last reset that this core is in processor-specific C6 states. Count at the same frequency as the TSC.
3FEH	1022	MSR_CORE_C7_RESIDENCY	Core	Note: C-state values are processor specific C-state code names, unrelated to MWAIT extension C-state parameters or ACPI C-States.
		63:0		CORE C7 Residency Counter. (R/O) Value since last reset that this core is in processor-specific C7 states. Count at the same frequency as the TSC.
400H	1024	IA32_MC0_CTL	Core	See Section 15.3.2.1, “IA32_MCi_CTL MSRs.”
401H	1025	IA32_MC0_STATUS	Core	See Section 15.3.2.2, “IA32_MCi_STATUS MSRS,” and Chapter 16.
402H	1026	IA32_MC0_ADDR	Core	See Section 15.3.2.3, “IA32_MCi_ADDR MSRs.”
403H	1027	IA32_MC0_MISC	Core	See Section 15.3.2.4, “IA32_MCi_MISC MSRs.”
404H	1028	IA32_MC1_CTL	Core	See Section 15.3.2.1, “IA32_MCi_CTL MSRs.”
405H	1029	IA32_MC1_STATUS	Core	See Section 15.3.2.2, “IA32_MCi_STATUS MSRS,” and Chapter 16.
406H	1030	IA32_MC1_ADDR	Core	See Section 15.3.2.3, “IA32_MCi_ADDR MSRs.”
407H	1031	IA32_MC1_MISC	Core	See Section 15.3.2.4, “IA32_MCi_MISC MSRs.”
408H	1032	IA32_MC2_CTL	Core	See Section 15.3.2.1, “IA32_MCi_CTL MSRs.”
409H	1033	IA32_MC2_STATUS	Core	See Section 15.3.2.2, “IA32_MCi_STATUS MSRS,” and Chapter 16.
40AH	1034	IA32_MC2_ADDR	Core	See Section 15.3.2.3, “IA32_MCi_ADDR MSRs.”
40BH	1035	IA32_MC2_MISC	Core	See Section 15.3.2.4, “IA32_MCi_MISC MSRs.”
40CH	1036	IA32_MC3_CTL	Core	See Section 15.3.2.1, “IA32_MCi_CTL MSRs.”
40DH	1037	IA32_MC3_STATUS	Core	See Section 15.3.2.2, “IA32_MCi_STATUS MSRS,” and Chapter 16.
40EH	1038	IA32_MC3_ADDR	Core	See Section 15.3.2.3, “IA32_MCi_ADDR MSRs.”
40FH	1039	IA32_MC3_MISC	Core	See Section 15.3.2.4, “IA32_MCi_MISC MSRs.”
410H	1040	MSR_MC4_CTL	Core	See Section 15.3.2.1, “IA32_MCi_CTL MSRs.”
		0		**PCU Hardware Error (R/W)** When set, enables signaling of PCU hardware detected errors.
		1		**PCU Controller Error (R/W)** When set, enables signaling of PCU controller detected errors
		2		**PCU Firmware Error (R/W)** When set, enables signaling of PCU firmware detected errors
		63:2		Reserved.
411H	1041	IA32_MC4_STATUS	Core	See Section 15.3.2.2, “IA32_MCi_STATUS MSRS,” and Chapter 16.

Table 35-11 MSRs Supported by Intel® Processors Based on Intel® Microarchitecture Code Name Sandy Bridge (Contd.)

Register Address		Register Name	Scope	Bit Description
Hex	Dec			
480H	1152	IA32_VMX_BASIC	Thread	**Reporting Register of Basic VMX Capabilities (R/O)** See Table 35-2. See Appendix A.1, “Basic VMX Information.”
481H	1153	IA32_VMX_PINBASED_CTLS	Thread	**Capability Reporting Register of Pin-based VM-execution Controls (R/O)** See Table 35-2. See Appendix A.3, “VM-Execution Controls.”
482H	1154	IA32_VMX_PROCBASED_CTLS	Thread	**Capability Reporting Register of Primary Processor-based VM-execution Controls (R/O)** See Appendix A.3, “VM-Execution Controls.”
483H	1155	IA32_VMX_EXIT_CTLS	Thread	**Capability Reporting Register of VM-exit Controls (R/O)** See Table 35-2. See Appendix A.4, “VM-Exit Controls.”
484H	1156	IA32_VMX_ENTRY_CTLS	Thread	**Capability Reporting Register of VM-entry Controls (R/O)** See Table 35-2. See Appendix A.5, “VM-Entry Controls.”
485H	1157	IA32_VMX_MISC	Thread	**Reporting Register of Miscellaneous VMX Capabilities (R/O)** See Table 35-2. See Appendix A.6, “Miscellaneous Data.”
486H	1158	IA32_VMX_CR0_FIXED0	Thread	**Capability Reporting Register of CR0 Bits Fixed to 0 (R/O)** See Table 35-2. See Appendix A.7, “VMX-Fixed Bits in CR0.”
487H	1159	IA32_VMX_CR0_FIXED1	Thread	**Capability Reporting Register of CR0 Bits Fixed to 1 (R/O)** See Table 35-2. See Appendix A.7, “VMX-Fixed Bits in CR0.”
488H	1160	IA32_VMX_CR4_FIXED0	Thread	**Capability Reporting Register of CR4 Bits Fixed to 0 (R/O)** See Table 35-2. See Appendix A.8, “VMX-Fixed Bits in CR4.”
489H	1161	IA32_VMX_CR4_FIXED1	Thread	**Capability Reporting Register of CR4 Bits Fixed to 1 (R/O)** See Table 35-2. See Appendix A.8, “VMX-Fixed Bits in CR4.”
48AH	1162	IA32_VMX_VMCS_ENUM	Thread	**Capability Reporting Register of VMCS Field Enumeration (R/O)** See Table 35-2. See Appendix A.9, “VMCS Enumeration.”
48BH	1163	IA32_VMX_PROCBASED_CTLS2	Thread	**Capability Reporting Register of Secondary Processor-based VM-execution Controls (R/O)** See Appendix A.3, “VM-Execution Controls.”

Table 35-11 MSRs Supported by Intel® Processors Based on Intel® Microarchitecture Code Name Sandy Bridge (Contd.)

Register Address		Register Name	Scope	Bit Description
Hex	Dec			
4C1H	1217	IA32_A_PMC0	Thread	See Table 35-2.
4C2H	1218	IA32_A_PMC1	Thread	See Table 35-2.
4C3H	1219	IA32_A_PMC2	Thread	See Table 35-2.
4C4H	1220	IA32_A_PMC3	Thread	See Table 35-2.
4C5H	1221	IA32_A_PMC4	Core	See Table 35-2.
4C6H	1222	IA32_A_PMC5	Core	See Table 35-2.
4C7H	1223	IA32_A_PMC6	Core	See Table 35-2.
C8H	200	IA32_A_PMC7	Core	See Table 35-2.
600H	1536	IA32_DS_AREA	Thread	**DS Save Area (R/W)** See Table 35-2. See Section 18.11.4, “Debug Store (DS) Mechanism.”
606H	1542	MSR_RAPL_POWER_UNIT	Package	**Unit Multipliers used in RAPL Interfaces (R/O)** See Section 14.7.1, “RAPL Interfaces.”
60AH	1546	MSR_PKGC3_IRTL	Package	**Package C3 Interrupt Response Limit (R/W)** Note: C-state values are processor specific C-state code names, unrelated to MWAIT extension C-state parameters or ACPI C-States.
		9:0		**Interrupt response time limit (R/W)** Specifies the limit that should be used to decide if the package should be put into a package C3 state.
		12:10		**Time Unit (R/W)** Specifies the encoding value of time unit of the interrupt response time limit. The following time unit encodings are supported: 000b: 1 ns 001b: 32 ns 010b: 1024 ns 011b: 32768 ns 100b: 1048576 ns 101b: 33554432 ns
		14:13		Reserved.
		15		**Valid (R/W)** Indicates whether the values in bits 12:0 are valid and can be used by the processor for package C-sate management.
		63:16		Reserved.

Table 35-11 MSRs Supported by Intel® Processors Based on Intel® Microarchitecture Code Name Sandy Bridge (Contd.)

Register Address		Register Name	Scope	Bit Description
Hex	Dec			
60BH	1547	MSR_PKGC6_IRTL	Package	**Package C6 Interrupt Response Limit (R/W)** This MSR defines the budget allocated for the package to exit from C6 to a C0 state, where interrupt request can be delivered to the core and serviced. Additional core-exit latency amy be applicable depending on the actual C-state the core is in. Note: C-state values are processor specific C-state code names, unrelated to MWAIT extension C-state parameters or ACPI C-States.
		9:0		**Interrupt response time limit (R/W)** Specifies the limit that should be used to decide if the package should be put into a package C6 state.
		12:10		**Time Unit (R/W)** Specifies the encoding value of time unit of the interrupt response time limit. The following time unit encodings are supported: 000b: 1 ns 001b: 32 ns 010b: 1024 ns 011b: 32768 ns 100b: 1048576 ns 101b: 33554432 ns
		14:13		Reserved.
		15		**Valid (R/W)** Indicates whether the values in bits 12:0 are valid and can be used by the processor for package C-sate management.
		63:16		Reserved.
60CH	1548	MSR_PKGC7_IRTL	Package	**Package C7 Interrupt Response Limit (R/W)** This MSR defines the budget allocated for the package to exit from C7 to a C0 state, where interrupt request can be delivered to the core and serviced. Additional core-exit latency amy be applicable depending on the actual C-state the core is in. Note: C-state values are processor specific C-state code names, unrelated to MWAIT extension C-state parameters or ACPI C-States.
		9:0		**Interrupt response time limit (R/W)** Specifies the limit that should be used to decide if the package should be put into a package C7 state.

Table 35-11 MSRs Supported by Intel® Processors Based on Intel® Microarchitecture Code Name Sandy Bridge (Contd.)

Register Address		Register Name	Scope	Bit Description
Hex	Dec			
		12:10		**Time Unit (R/W)** Specifies the encoding value of time unit of the interrupt response time limit. The following time unit encodings are supported: 000b: 1 ns 001b: 32 ns 010b: 1024 ns 011b: 32768 ns 100b: 1048576 ns 101b: 33554432 ns
		14:13		Reserved.
		15		**Valid (R/W)** Indicates whether the values in bits 12:0 are valid and can be used by the processor for package C-sate management.
		63:16		Reserved.
60DH	1549	MSR_PKG_C2_RESIDENCY	Package	Note: C-state values are processor specific C-state code names, unrelated to MWAIT extension C-state parameters or ACPI C-States.
		63:0		**Package C2 Residency Counter. (R/O)** Value since last reset that this package is in processor-specific C2 states. Count at the same frequency as the TSC.
610H	1552	MSR_PKG_POWER_LIMIT	Package	**PKG RAPL Power Limit Control (R/W)** See Section 14.7.3, “Package RAPL Domain.”
611H	1553	MSR_PKG_ENERY_STATUS	Package	**PKG Energy Status (R/O)** See Section 14.7.3, “Package RAPL Domain.”
614H	1556	MSR_PKG_POWER_INFO	Package	**PKG RAPL Parameters (R/W)** See Section 14.7.3, “Package RAPL Domain.”
638H	1592	MSR_PP0_POWER_LIMIT	Package	**PP0 RAPL Power Limit Control (R/W)** See Section 14.7.4, “PP0/PP1 RAPL Domains.”
639H	1593	MSR_PP0_ENERY_STATUS	Package	**PP0 Energy Status (R/O)** See Section 14.7.4, “PP0/PP1 RAPL Domains.”
63AH	1594	MSR_PP0_POLICY	Package	**PP0 Balance Policy (R/W)** See Section 14.7.4, “PP0/PP1 RAPL Domains.”
63BH	1595	MSR_PP0_PERF_STATUS	Package	**PP0 Performance Throttling Status (R/O)** See Section 14.7.4, “PP0/PP1 RAPL Domains.”

Table 35-11 MSRs Supported by Intel® Processors Based on Intel® Microarchitecture Code Name Sandy Bridge (Contd.)

Register Address		Register Name	Scope	Bit Description
Hex	Dec			
680H	1664	MSR_ LASTBRANCH_0_FROM_IP	Thread	**Last Branch Record 0 From IP (R/W)** One of sixteen pairs of last branch record registers on the last branch record stack. This part of the stack contains pointers to the **source instruction** for one of the last sixteen branches, exceptions, or interrupts taken by the processor. See also: • Last Branch Record Stack TOS at 1C9H • Section 17.6.1, "LBR Stack."
681H	1665	MSR_ LASTBRANCH_1_FROM_IP	Thread	**Last Branch Record 1 From IP (R/W)** See description of MSR_LASTBRANCH_0_FROM_IP.
682H	1666	MSR_ LASTBRANCH_2_FROM_IP	Thread	**Last Branch Record 2 From IP (R/W)** See description of MSR_LASTBRANCH_0_FROM_IP.
683H	1667	MSR_ LASTBRANCH_3_FROM_IP	Thread	**Last Branch Record 3 From IP (R/W)** See description of MSR_LASTBRANCH_0_FROM_IP.
684H	1668	MSR_ LASTBRANCH_4_FROM_IP	Thread	**Last Branch Record 4 From IP (R/W)** See description of MSR_LASTBRANCH_0_FROM_IP.
685H	1669	MSR_ LASTBRANCH_5_FROM_IP	Thread	**Last Branch Record 5 From IP (R/W)** See description of MSR_LASTBRANCH_0_FROM_IP.
686H	1670	MSR_ LASTBRANCH_6_FROM_IP	Thread	**Last Branch Record 6 From IP (R/W)** See description of MSR_LASTBRANCH_0_FROM_IP.
687H	1671	MSR_ LASTBRANCH_7_FROM_IP	Thread	**Last Branch Record 7 From IP (R/W)** See description of MSR_LASTBRANCH_0_FROM_IP.
688H	1672	MSR_ LASTBRANCH_8_FROM_IP	Thread	**Last Branch Record 8 From IP (R/W)** See description of MSR_LASTBRANCH_0_FROM_IP.
689H	1673	MSR_ LASTBRANCH_9_FROM_IP	Thread	**Last Branch Record 9 From IP (R/W)** See description of MSR_LASTBRANCH_0_FROM_IP.
68AH	1674	MSR_ LASTBRANCH_10_FROM_ IP	Thread	**Last Branch Record 10 From IP (R/W)** See description of MSR_LASTBRANCH_0_FROM_IP.
68BH	1675	MSR_ LASTBRANCH_11_FROM_ IP	Thread	**Last Branch Record 11 From IP (R/W)** See description of MSR_LASTBRANCH_0_FROM_IP.
68CH	1676	MSR_ LASTBRANCH_12_FROM_ IP	Thread	**Last Branch Record 12 From IP (R/W)** See description of MSR_LASTBRANCH_0_FROM_IP.
68DH	1677	MSR_ LASTBRANCH_13_FROM_ IP	Thread	**Last Branch Record 13 From IP (R/W)** See description of MSR_LASTBRANCH_0_FROM_IP.

Table 35-11 MSRs Supported by Intel® Processors Based on Intel® Microarchitecture Code Name Sandy Bridge (Contd.)

Register Address		Register Name	Scope	Bit Description
Hex	Dec			
68EH	1678	MSR_ LASTBRANCH_14_FROM_ IP	Thread	**Last Branch Record 14 From IP (R/W)** See description of MSR_LASTBRANCH_0_FROM_IP.
68FH	1679	MSR_ LASTBRANCH_15_FROM_ IP	Thread	**Last Branch Record 15 From IP (R/W)** See description of MSR_LASTBRANCH_0_FROM_IP.
6C0H	1728	MSR_ LASTBRANCH_0_TO_IP	Thread	**Last Branch Record 0 To IP (R/W)** One of sixteen pairs of last branch record registers on the last branch record stack. This part of the stack contains pointers to the destination instruction for one of the last sixteen branches, exceptions, or interrupts taken by the processor.
6C1H	1729	MSR_ LASTBRANCH_1_TO_IP	Thread	**Last Branch Record 1 To IP (R/W)** See description of MSR_LASTBRANCH_0_TO_IP.
6C2H	1730	MSR_ LASTBRANCH_2_TO_IP	Thread	**Last Branch Record 2 To IP (R/W)** See description of MSR_LASTBRANCH_0_TO_IP.
6C3H	1731	MSR_ LASTBRANCH_3_TO_IP	Thread	**Last Branch Record 3 To IP (R/W)** See description of MSR_LASTBRANCH_0_TO_IP.
6C4H	1732	MSR_ LASTBRANCH_4_TO_IP	Thread	**Last Branch Record 4 To IP (R/W)** See description of MSR_LASTBRANCH_0_TO_IP.
6C5H	1733	MSR_ LASTBRANCH_5_TO_IP	Thread	**Last Branch Record 5 To IP (R/W)** See description of MSR_LASTBRANCH_0_TO_IP.
6C6H	1734	MSR_ LASTBRANCH_6_TO_IP	Thread	**Last Branch Record 6 To IP (R/W)** See description of MSR_LASTBRANCH_0_TO_IP.
6C7H	1735	MSR_ LASTBRANCH_7_TO_IP	Thread	**Last Branch Record 7 To IP (R/W)** See description of MSR_LASTBRANCH_0_TO_IP.
6C8H	1736	MSR_ LASTBRANCH_8_TO_IP	Thread	**Last Branch Record 8 To IP (R/W)** See description of MSR_LASTBRANCH_0_TO_IP.
6C9H	1737	MSR_ LASTBRANCH_9_TO_IP	Thread	**Last Branch Record 9 To IP (R/W)** See description of MSR_LASTBRANCH_0_TO_IP.
6CAH	1738	MSR_ LASTBRANCH_10_TO_IP	Thread	**Last Branch Record 10 To IP (R/W)** See description of MSR_LASTBRANCH_0_TO_IP.
6CBH	1739	MSR_ LASTBRANCH_11_TO_IP	Thread	**Last Branch Record 11 To IP (R/W)** See description of MSR_LASTBRANCH_0_TO_IP.
6CCH	1740	MSR_ LASTBRANCH_12_TO_IP	Thread	**Last Branch Record 12 To IP (R/W)** See description of MSR_LASTBRANCH_0_TO_IP.
6CDH	1741	MSR_ LASTBRANCH_13_TO_IP	Thread	**Last Branch Record 13 To IP (R/W)** See description of MSR_LASTBRANCH_0_TO_IP.

Table 35-11 MSRs Supported by Intel® Processors Based on Intel® Microarchitecture Code Name Sandy Bridge (Contd.)

Register Address		Register Name	Scope	Bit Description
Hex	Dec			
6CEH	1742	MSR_ LASTBRANCH_14_TO_IP	Thread	**Last Branch Record 14 To IP (R/W)** See description of MSR_LASTBRANCH_0_TO_IP.
6CFH	1743	MSR_ LASTBRANCH_15_TO_IP	Thread	**Last Branch Record 15 To IP (R/W)** See description of MSR_LASTBRANCH_0_TO_IP.
6E0H	1760	IA32_TSC_DEADLINE	Thread	See Table 35-2.
C000_ 0080H		IA32_EFER	Thread	**Extended Feature Enables** See Table 35-2.
C000_ 0081H		IA32_STAR	Thread	**System Call Target Address (R/W)** See Table 35-2.
C000_ 0082H		IA32_LSTAR	Thread	**IA-32e Mode System Call Target Address (R/W)** See Table 35-2.
C000_ 0084H		IA32_FMASK	Thread	**System Call Flag Mask (R/W)** See Table 35-2.
C000_ 0100H		IA32_FS_BASE	Thread	**Map of BASE Address of FS (R/W)** See Table 35-2.
C000_ 0101H		IA32_GS_BASE	Thread	**Map of BASE Address of GS (R/W)** See Table 35-2.
C000_ 0102H		IA32_KERNEL_GSBASE	Thread	**Swap Target of BASE Address of GS (R/W)** See Table 35-2.
C000_ 0103H		IA32_TSC_AUX	Thread	**AUXILIARY TSC Signature (R/W)** See Table 35-2 and Section 17.13.2, "IA32_TSC_AUX Register and RDTSCP Support."

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35.8.1 MSRs In Intel® Xeon® Processor E5 Family v2 (Based on Intel® Microarchitecture Code Name Ivy Bridge)

Table Table 35-15 lists selected model-specific registers (MSRs) that are specific to the Intel® Xeon® Processor E5 Family v2 (based on Intel® microarchitecture code name Ivy Bridge). These processors have a CPUID signature with DisplayFamily_DisplayModel of 06_3EH, see Table Table 35-1.

Table 35-15 Selected MSRs Supported by Intel® Xeon® Processors E5 Family v2 (Based on Intel® Microarchitecture Code Name Ivy Bridge)

Register Address		Register Name	Scope	Bit Description
Hex	Dec			
179H	377	IA32_MCG_CAP	Thread	**Global Machine Check Capability (R/O)**
		7:0		**Count**
		8		**MCG_CTL_P**
		9		**MCG_EXT_P**
		10		**MCP_CMCI_P**
		11		**MCG_TES_P**
		15:12		Reserved.
		23:16		**MCG_EXT_CNT**
		24		**MCG_SER_P**
		25		Reserved.
		26		**MCG_ELOG_P**
		63:27		Reserved.
17FH	383	MSR_ERROR_CONTROL	Package	**MC Bank Error Configuration (R/W)**
		0		Reserved
		1		**MemError Log Enable (R/W)** When set, enables IMC status bank to log additional info in bits 36:32.
		63:2		Reserved.
285H	645	IA32_MC5_CTL2	Package	See Table Table 35-2.
286H	646	IA32_MC6_CTL2	Package	See Table Table 35-2.
287H	647	IA32_MC7_CTL2	Package	See Table Table 35-2.
288H	648	IA32_MC8_CTL2	Package	See Table Table 35-2.
289H	649	IA32_MC9_CTL2	Package	See Table Table 35-2.
28AH	650	IA32_MC10_CTL2	Package	See Table Table 35-2.
28BH	651	IA32_MC11_CTL2	Package	See Table Table 35-2.
28CH	652	IA32_MC12_CTL2	Package	See Table Table 35-2.
28DH	653	IA32_MC13_CTL2	Package	See Table Table 35-2.
28EH	654	IA32_MC14_CTL2	Package	See Table Table 35-2.
28FH	655	IA32_MC15_CTL2	Package	See Table Table 35-2.
290H	656	IA32_MC16_CTL2	Package	See Table Table 35-2.
291H	657	IA32_MC17_CTL2	Package	See Table Table 35-2.
292H	658	IA32_MC18_CTL2	Package	See Table Table 35-2.
293H	659	IA32_MC19_CTL2	Package	See Table Table 35-2.

Table 35-15 Selected MSRs Supported by Intel® Xeon® Processors E5 Family v2 (Based on Intel® Microarchitecture Code Name Ivy Bridge) (Contd.)

Register Address		Register Name	Scope	Bit Description
Hex	Dec			
414H	1044	MSR_MC5_CTL	Package	See Section 15.3.2.1, “IA32_MCi_CTL MSRs.”
415H	1045	MSR_MC5_STATUS	Package	See Section 15.3.2.2, “IA32_MCi_STATUS MSRS,” and Chapter 16.
416H	1046	MSR_MC5_ADDR	Package	See Section 15.3.2.3, “IA32_MCi_ADDR MSRs.”
417H	1047	MSR_MC5_MISC	Package	See Section 15.3.2.4, “IA32_MCi_MISC MSRs.”
418H	1048	MSR_MC6_CTL	Package	See Section 15.3.2.1, “IA32_MCi_CTL MSRs.”
419H	1049	MSR_MC6_STATUS	Package	See Section 15.3.2.2, “IA32_MCi_STATUS MSRS,” and Chapter 16.
41AH	1050	MSR_MC6_ADDR	Package	See Section 15.3.2.3, “IA32_MCi_ADDR MSRs.”
41BH	1051	MSR_MC6_MISC	Package	See Section 15.3.2.4, “IA32_MCi_MISC MSRs.”
41CH	1052	MSR_MC7_CTL	Package	See Section 15.3.2.1, “IA32_MCi_CTL MSRs.”
41DH	1053	MSR_MC7_STATUS	Package	See Section 15.3.2.2, “IA32_MCi_STATUS MSRS,” and Chapter 16.
41EH	1054	MSR_MC7_ADDR	Package	See Section 15.3.2.3, “IA32_MCi_ADDR MSRs.”
41FH	1055	MSR_MC7_MISC	Package	See Section 15.3.2.4, “IA32_MCi_MISC MSRs.”
420H	1056	MSR_MC8_CTL	Package	See Section 15.3.2.1, “IA32_MCi_CTL MSRs.”
421H	1057	MSR_MC8_STATUS	Package	See Section 15.3.2.2, “IA32_MCi_STATUS MSRS,” and Chapter 16.
422H	1058	MSR_MC8_ADDR	Package	See Section 15.3.2.3, “IA32_MCi_ADDR MSRs.”
423H	1059	MSR_MC8_MISC	Package	See Section 15.3.2.4, “IA32_MCi_MISC MSRs.”
424H	1060	MSR_MC9_CTL	Package	See Section 15.3.2.1, “IA32_MCi_CTL MSRs.”
425H	1061	MSR_MC9_STATUS	Package	See Section 15.3.2.2, “IA32_MCi_STATUS MSRS,” and Chapter 16.
426H	1062	MSR_MC9_ADDR	Package	See Section 15.3.2.3, “IA32_MCi_ADDR MSRs.”
427H	1063	MSR_MC9_MISC	Package	See Section 15.3.2.4, “IA32_MCi_MISC MSRs.”
428H	1064	MSR_MC10_CTL	Package	See Section 15.3.2.1, “IA32_MCi_CTL MSRs.”
429H	1065	MSR_MC10_STATUS	Package	See Section 15.3.2.2, “IA32_MCi_STATUS MSRS,” and Chapter 16.
42AH	1066	MSR_MC10_ADDR	Package	See Section 15.3.2.3, “IA32_MCi_ADDR MSRs.”
42BH	1067	MSR_MC10_MISC	Package	See Section 15.3.2.4, “IA32_MCi_MISC MSRs.”
42CH	1068	MSR_MC11_CTL	Package	See Section 15.3.2.1, “IA32_MCi_CTL MSRs.”
42DH	1069	MSR_MC11_STATUS	Package	See Section 15.3.2.2, “IA32_MCi_STATUS MSRS,” and Chapter 16.
42EH	1070	MSR_MC11_ADDR	Package	See Section 15.3.2.3, “IA32_MCi_ADDR MSRs.”
42FH	1071	MSR_MC11_MISC	Package	See Section 15.3.2.4, “IA32_MCi_MISC MSRs.”
430H	1072	MSR_MC12_CTL	Package	See Section 15.3.2.1, “IA32_MCi_CTL MSRs.”
431H	1073	MSR_MC12_STATUS	Package	See Section 15.3.2.2, “IA32_MCi_STATUS MSRS,” and Chapter 16.
432H	1074	MSR_MC12_ADDR	Package	See Section 15.3.2.3, “IA32_MCi_ADDR MSRs.”
433H	1075	MSR_MC12_MISC	Package	See Section 15.3.2.4, “IA32_MCi_MISC MSRs.”
434H	1076	MSR_MC13_CTL	Package	See Section 15.3.2.1, “IA32_MCi_CTL MSRs.”

Table 35-15 Selected MSRs Supported by Intel® Xeon® Processors E5 Family v2 (Based on Intel® Microarchitecture Code Name Ivy Bridge) (Contd.)

Register Address		Register Name	Scope	Bit Description
Hex	Dec			
435H	1077	MSR_MC13_STATUS	Package	See Section 15.3.2.2, “IA32_MCi_STATUS MSRS,” and Chapter 16.
436H	1078	MSR_MC13_ADDR	Package	See Section 15.3.2.3, “IA32_MCi_ADDR MSRs.”
437H	1079	MSR_MC13_MISC	Package	See Section 15.3.2.4, “IA32_MCi_MISC MSRs.”
438H	1080	MSR_MC14_CTL	Package	See Section 15.3.2.1, “IA32_MCi_CTL MSRs.”
439H	1081	MSR_MC14_STATUS	Package	See Section 15.3.2.2, “IA32_MCi_STATUS MSRS,” and Chapter 16.
43AH	1082	MSR_MC14_ADDR	Package	See Section 15.3.2.3, “IA32_MCi_ADDR MSRs.”
43BH	1083	MSR_MC14_MISC	Package	See Section 15.3.2.4, “IA32_MCi_MISC MSRs.”
43CH	1084	MSR_MC15_CTL	Package	See Section 15.3.2.1, “IA32_MCi_CTL MSRs.”
43DH	1085	MSR_MC15_STATUS	Package	See Section 15.3.2.2, “IA32_MCi_STATUS MSRS,” and Chapter 16.
43EH	1086	MSR_MC15_ADDR	Package	See Section 15.3.2.3, “IA32_MCi_ADDR MSRs.”
43FH	1087	MSR_MC15_MISC	Package	See Section 15.3.2.4, “IA32_MCi_MISC MSRs.”
440H	1088	MSR_MC16_CTL	Package	See Section 15.3.2.1, “IA32_MCi_CTL MSRs.”
441H	1089	MSR_MC16_STATUS	Package	See Section 15.3.2.2, “IA32_MCi_STATUS MSRS,” and Chapter 16.
442H	1090	MSR_MC16_ADDR	Package	See Section 15.3.2.3, “IA32_MCi_ADDR MSRs.”
443H	1091	MSR_MC16_MISC	Package	See Section 15.3.2.4, “IA32_MCi_MISC MSRs.”
444H	1092	MSR_MC17_CTL	Package	See Section 15.3.2.1, “IA32_MCi_CTL MSRs.”
445H	1093	MSR_MC17_STATUS	Package	See Section 15.3.2.2, “IA32_MCi_STATUS MSRS,” and Chapter 16.
446H	1094	MSR_MC17_ADDR	Package	See Section 15.3.2.3, “IA32_MCi_ADDR MSRs.”
447H	1095	MSR_MC17_MISC	Package	See Section 15.3.2.4, “IA32_MCi_MISC MSRs.”
448H	1096	MSR_MC18_CTL	Package	See Section 15.3.2.1, “IA32_MCi_CTL MSRs.”
449H	1097	MSR_MC18_STATUS	Package	See Section 15.3.2.2, “IA32_MCi_STATUS MSRS,” and Chapter 16.
44AH	1098	MSR_MC18_ADDR	Package	See Section 15.3.2.3, “IA32_MCi_ADDR MSRs.”
44BH	1099	MSR_MC18_MISC	Package	See Section 15.3.2.4, “IA32_MCi_MISC MSRs.”
44CH	1100	MSR_MC19_CTL	Package	See Section 15.3.2.1, “IA32_MCi_CTL MSRs.”
44DH	1101	MSR_MC19_STATUS	Package	See Section 15.3.2.2, “IA32_MCi_STATUS MSRS,” and Chapter 16.
44EH	1102	MSR_MC19_ADDR	Package	See Section 15.3.2.3, “IA32_MCi_ADDR MSRs.”
44FH	1103	MSR_MC19_MISC	Package	See Section 15.3.2.4, “IA32_MCi_MISC MSRs.”
450H	1104	MSR_MC20_CTL	Package	See Section 15.3.2.1, “IA32_MCi_CTL MSRs.”
451H	1105	MSR_MC20_STATUS	Package	See Section 15.3.2.2, “IA32_MCi_STATUS MSRS,” and Chapter 16.
452H	1106	MSR_MC20_ADDR	Package	See Section 15.3.2.3, “IA32_MCi_ADDR MSRs.”
453H	1107	MSR_MC20_MISC	Package	See Section 15.3.2.4, “IA32_MCi_MISC MSRs.”
454H	1108	MSR_MC21_CTL	Package	See Section 15.3.2.1, “IA32_MCi_CTL MSRs.”
455H	1109	MSR_MC21_STATUS	Package	See Section 15.3.2.2, “IA32_MCi_STATUS MSRS,” and Chapter 16.

Table 35-15 Selected MSRs Supported by Intel® Xeon® Processors E5 Family v2 (Based on Intel® Microarchitecture Code Name Ivy Bridge) (Contd.)

Register Address		Register Name	Scope	Bit Description
Hex	Dec			
456H	1110	MSR_MC21_ADDR	Package	See Section 15.3.2.3, “IA32_MCi_ADDR MSRs.”
457H	1111	MSR_MC21_MISC	Package	See Section 15.3.2.4, “IA32_MCi_MISC MSRs.”
458H	1112	MSR_MC22_CTL	Package	See Section 15.3.2.1, “IA32_MCi_CTL MSRs.”
459H	1113	MSR_MC22_STATUS	Package	See Section 15.3.2.2, “IA32_MCi_STATUS MSRS,” and Chapter 16.
45AH	1114	MSR_MC22_ADDR	Package	See Section 15.3.2.3, “IA32_MCi_ADDR MSRs.”
45BH	1115	MSR_MC22_MISC	Package	See Section 15.3.2.4, “IA32_MCi_MISC MSRs.”
45CH	1116	MSR_MC23_CTL	Package	See Section 15.3.2.1, “IA32_MCi_CTL MSRs.”
45DH	1117	MSR_MC23_STATUS	Package	See Section 15.3.2.2, “IA32_MCi_STATUS MSRS,” and Chapter 16.
45EH	1118	MSR_MC23_ADDR	Package	See Section 15.3.2.3, “IA32_MCi_ADDR MSRs.”
45FH	1119	MSR_MC23_MISC	Package	See Section 15.3.2.4, “IA32_MCi_MISC MSRs.”
460H	1120	MSR_MC24_CTL	Package	See Section 15.3.2.1, “IA32_MCi_CTL MSRs.”
461H	1121	MSR_MC24_STATUS	Package	See Section 15.3.2.2, “IA32_MCi_STATUS MSRS,” and Chapter 16.
462H	1122	MSR_MC24_ADDR	Package	See Section 15.3.2.3, “IA32_MCi_ADDR MSRs.”
463H	1123	MSR_MC24_MISC	Package	See Section 15.3.2.4, “IA32_MCi_MISC MSRs.”
613H	1555	MSR_PKG_PERF_STATUS	Package	**Package RAPL Perf Status (R/O)**
618H	1560	MSR_DRAM_POWER_LIMIT	Package	**DRAM RAPL Power Limit Control (R/W)** See Section 14.7.5, “DRAM RAPL Domain.”
619H	1561	MSR_DRAM_ENERY_ STATUS	Package	**DRAM Energy Status (R/O)** See Section 14.7.5, “DRAM RAPL Domain.”
61BH	1563	MSR_DRAM_PERF_STATUS	Package	**DRAM Performance Throttling Status (R/O)** See Section 14.7.5, “DRAM RAPL Domain.”
61CH	1564	MSR_DRAM_POWER_INFO	Package	**DRAM RAPL Parameters (R/W)** See Section 14.7.5, “DRAM RAPL Domain.”

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35.8.2 Additional MSRs Supported by Next Generation Intel® Xeon Processor E7 family

Next Generation Intel® Xeon Processor E7 Family (based on Intel® microarchitecture code name Ivy Bridge) with CPUID DisplayFamily_DisplayModel signature 06_3EH supports the MSR interfaces listed in Table 35-11, Table 35-12, Table 35-14, Table Table 35-15, and Table 35-16.

Table 35-16 Additional MSRs Supported by Next Generation Intel® Xeon Processors E7 with DisplayFamily_DisplayModel Signature 06_3EH

Register Address		Register Name	Scope	Bit Description
Hex	Dec			
41BH	1051	IA32_MC6_MISC	Package	Misc MAC information of Integrated I/O. (R/O) see Section 15.3.2.4
		5:0		Recoverable Address LSB
		8:6		Address Mode
		15:9		Reserved
		31:16		PCI Express Requestor ID
		39:32		PCI Express Segment Number
		63:32		Reserved

35.9 MSRS IN THE 4TH GENERATION INTEL® CORE™ PROCESSORS (BASED ON INTEL® MICROARCHITECTURE CODE NAME HASWELL)

The 4th generation Intel® Core™ processor family and Intel Xeon processor E3-1200 v3 product family (based on Intel® microarchitecture code name Haswell), with CPUID DisplayFamily_DisplayModel signature 06_3CH/ 06_45H/06_46H, support the MSR interfaces listed in Table 35-11, Table 35-12, Table 35-14, and Table 35-17.

Table 35-17 Additional MSRs Supported by 4th Generation Intel® Core Processors (Based on Intel® Microarchitecture Code Name Haswell)

Register Address		Register Name	Scope	Bit Description
Hex	Dec			
CEH	206	MSR_PLATFORM_INFO	Package	See http://biosbits.org.
		7:0		Reserved.
		15:8	Package	**Maximum Non-Turbo Ratio (R/O)** The is the ratio of the frequency that invariant TSC runs at. Frequency = ratio * 100 MHz.
		27:16		Reserved.
		28	Package	**Programmable Ratio Limit for Turbo Mode (R/O)** When set to 1, indicates that Programmable Ratio Limits for Turbo mode is enabled, and when set to 0, indicates Programmable Ratio Limits for Turbo mode is disabled.
		29	Package	**Programmable TDP Limit for Turbo Mode (R/O)** When set to 1, indicates that TDP Limits for Turbo mode are programmable, and when set to 0, indicates TDP Limit for Turbo mode is not programmable.
		31:30		Reserved.

Table 35-17 Additional MSRs Supported by 4th Generation Intel® Core Processors (Based on Intel® Microarchitecture Code Name Haswell) (Contd.)

Register Address		Register Name	Scope	Bit Description
Hex	Dec			
		32	Package	**Low Power Mode Support (LPM) (R/O)** When set to 1, indicates that LPM is supported, and when set to 0, indicates LPM is not supported.
		34:33	Package	**Number of ConfigTDP Levels (R/O)** 00: Only nominal TDP level available. 01: One additional TDP level available. 02: Two additional TDP level available. 11: Reserved
		39:35		Reserved.
		47:40	Package	**Maximum Efficiency Ratio (R/O)** The is the minimum ratio (maximum efficiency) that the processor can operates, in units of 100MHz.
		55:48	Package	**Minimum Operating Ratio (R/O)** Contains the minimum supported operating ratio in units of 100 MHz.
		63:56		Reserved.
3BH	59	IA32_TSC_ADJUST	THREAD	**Per-Logical-Processor TSC ADJUST (R/W)** See Table 35-2.
186H	390	IA32_PERFEVTSEL0	THREAD	**Performance Event Select for Counter 0 (R/W)** Supports all fields described inTable Table 35-2 and the fields below.
		32		IN_TX: see Section 18.10.5.1 When IN_TX (bit 32) is set, AnyThread (bit 21) should be cleared to prevent incorrect results
187H	391	IA32_PERFEVTSEL1	THREAD	**Performance Event Select for Counter 1 (R/W)** Supports all fields described inTable Table 35-2 and the fields below.
		32		IN_TX: see Section 18.10.5.1 When IN_TX (bit 32) is set, AnyThread (bit 21) should be cleared to prevent incorrect results
188H	392	IA32_PERFEVTSEL2	THREAD	**Performance Event Select for Counter 2 (R/W)** Supports all fields described inTable Table 35-2 and the fields below.
		32		IN_TX: see Section 18.10.5.1 When IN_TX (bit 32) is set, AnyThread (bit 21) should be cleared to prevent incorrect results

Table 35-17 Additional MSRs Supported by 4th Generation Intel® Core Processors (Based on Intel® Microarchitecture Code Name Haswell) (Contd.)

Register Address		Register Name	Scope	Bit Description
Hex	Dec			
		33		IN_TXCP: see Section 18.10.5.1 When IN_TXCP=1 & IN_TX=1 and in sampling, spurious PMI may occur and transactions may continuously abort near overflow conditions. Software should favor using IN_TXCP for counting over sampling. If sampling, software should use large “sample-after“ value after clearing the counter configured to use IN_TXCP and also always reset the counter even when no overflow condition was reported.
189H	393	IA32_PERFEVTSEL3	THREAD	**Performance Event Select for Counter 3 (R/W)** Supports all fields described inTable Table 35-2 and the fields below.
		32		IN_TX: see Section 18.10.5.1 When IN_TX (bit 32) is set, AnyThread (bit 21) should be cleared to prevent incorrect results
648H	1608	MSR_CONFIG_TDP_ NOMINAL	Package	**Nominal TDP Ratio (R/O)**
		7:0		**Config_TDP_Nominal** Nominal TDP level ratio to be used for this specific processor (in units of 100 MHz).
		63:8		Reserved.
649H	1609	MSR_CONFIG_TDP_LEVEL1	Package	ConfigTDP Level 1 ratio and power level (R/O)
		14:0		PKG_TDP_LVL1. Power setting for ConfigTDP Level 1.
		15		Reserved
		23:16		Config_TDP_LVL1_Ratio. ConfigTDP level 1 ratio to be used for this specific processor.
		31:24		Reserved
		46:32		PKG_MAX_PWR_LVL1. Max Power setting allowed for ConfigTDP Level 1.
		47		Reserved
		62:48		PKG_MIN_PWR_LVL1. MIN Power setting allowed for ConfigTDP Level 1.
		63		Reserved.
64AH	1610	MSR_CONFIG_TDP_LEVEL2	Package	ConfigTDP Level 2 ratio and power level (R/O)
		14:0		PKG_TDP_LVL2. Power setting for ConfigTDP Level 2.
		15		Reserved
		23:16		Config_TDP_LVL2_Ratio. ConfigTDP level 2 ratio to be used for this specific processor.
		31:24		Reserved

Table 35-17 Additional MSRs Supported by 4th Generation Intel® Core Processors (Based on Intel® Microarchitecture Code Name Haswell) (Contd.)

Register Address		Register Name	Scope	Bit Description
Hex	Dec			
		46:32		PKG_MAX_PWR_LVL2. Max Power setting allowed for ConfigTDP Level 2.
		47		Reserved
		62:48		PKG_MIN_PWR_LVL2. MIN Power setting allowed for ConfigTDP Level 2.
		63		Reserved.
64BH	1611	MSR_CONFIG_TDP_ CONTROL	Package	**ConfigTDP Control (R/W)**
		1:0		**TDP_LEVEL (RW/L)** System BIOS can program this field.
		30:2		Reserved.
		31		**Config_TDP_Lock (RW/L)** When this bit is set, the content of this register is locked until a reset.
		63:32		Reserved.
64CH	1612	MSR_TURBO_ACTIVATION_ RATIO	Package	**ConfigTDP Control (R/W)**
		7:0		**MAX_NON_TURBO_RATIO (RW/L)** System BIOS can program this field.
		30:8		Reserved.
		31		**TURBO_ACTIVATION_RATIO_Lock (RW/L)** When this bit is set, the content of this register is locked until a reset.
		63:32		Reserved.

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35.9.2 MSRs In 4th Generation Intel® Core™ Processor Family (Based on Intel® Microarchitecture Code Name Haswell)

Table 35-19 lists model-specific registers (MSRs) that are specific to 4th generation Intel® Core™ processor family and Intel Xeon processor E3-1200 v3 product family (based on Intel® microarchitecture code name Haswell). These processors have a CPUID signature with DisplayFamily_DisplayModel of 06_3CH/06_45H/ 06_46H, see Table 35-1.

Table 35-19 MSRs Supported by 4th Generation Intel® Core™ Processors (Intel® Microarchitecture Code Name Haswell)

Register Address		Register Name	Scope	Bit Description
Hex	Dec			
17DH	390	MSR_SMM_MCA_CAP	THREAD	**Enhanced SMM Capabilities (SMM-RO)** Reports SMM capability Enhancement. Accessible only while in SMM.
		57:0		**Reserved**
		58		**SMM_Code_Access_Chk (SMM-RO)** If set to 1 indicates that the SMM code access restriction is supported and the MSR_SMM_FEATURE_CONTROL is supported.
		59		**Long_Flow_Indication (SMM-RO)** If set to 1 indicates that the SMM long flow indicator is supported and the MSR_SMM_DELAYED is supported.
		63:60		Reserved
1ADH	429	MSR_TURBO_RATIO_LIMIT	Package	**Maximum Ratio Limit of Turbo Mode** RO if MSR_PLATFORM_INFO.[28] = 0, RW if MSR_PLATFORM_INFO.[28] = 1
		7:0	Package	**Maximum Ratio Limit for 1C** Maximum turbo ratio limit of 1 core active.
		15:8	Package	**Maximum Ratio Limit for 2C** Maximum turbo ratio limit of 2 core active.
		23:16	Package	**Maximum Ratio Limit for 3C** Maximum turbo ratio limit of 3 core active.
		31:24	Package	**Maximum Ratio Limit for 4C** Maximum turbo ratio limit of 4 core active.
		63:32		Reserved.
391H	913	MSR_UNC_PERF_GLOBAL_CTRL	Package	Uncore PMU global control
		0		Core 0 select
		1		Core 1 select
		2		Core 2 select
		3		Core 3 select
		18:4		Reserved.
		29		Enable all uncore counters
		30		Enable wake on PMI
		31		Enable Freezing counter when overflow
		63:32		Reserved.

Table 35-19 MSRs Supported by 4th Generation Intel® Core™ Processors (Intel® Microarchitecture Code Name Haswell) (Contd.)

Register Address		Register Name	Scope	Bit Description
Hex	Dec			
392H	914	MSR_UNC_PERF_GLOBAL_STATUS	Package	Uncore PMU main status
		0		Fixed counter overflowed
		1		An ARB counter overflowed
		2		Reserved
		3		A CBox counter overflowed (on any slice)
		63:4		Reserved.
394H	916	MSR_UNC_PERF_FIXED_CTRL	Package	Uncore fixed counter control (R/W)
		19:0		Reserved
		20		Enable overflow propagation
		21		Reserved
		22		Enable counting
		63:23		Reserved.
395H	917	MSR_UNC_PERF_FIXED_CTR	Package	Uncore fixed counter
		47:0		Current count
		63:48		Reserved.
396H	918	MSR_UNC_CBO_CONFIG	Package	Uncore C-Box configuration information (R/O)
		3:0		Encoded number of C-Box, derive value by “-1“
		63:4		Reserved.
3B0H	946	MSR_UNC_ARB_PER_CTR0	Package	Uncore Arb unit, performance counter 0
3B1H	947	MSR_UNC_ARB_PER_CTR1	Package	Uncore Arb unit, performance counter 1
3B2H	944	MSR_UNC_ARB_PERFEVTSEL0	Package	Uncore Arb unit, counter 0 event select MSR
3B3H	945	MSR_UNC_ARB_PERFEVTSEL1	Package	Uncore Arb unit, counter 1 event select MSR
391H	913	MSR_UNC_PERF_GLOBAL_CTRL	Package	Uncore PMU global control
		0		Core 0 select
		1		Core 1 select
		2		Core 2 select
		3		Core 3 select
		18:4		Reserved.

Table 35-19 MSRs Supported by 4th Generation Intel® Core™ Processors (Intel® Microarchitecture Code Name Haswell) (Contd.)

Register Address		Register Name	Scope	Bit Description
Hex	Dec			
		29		Enable all uncore counters
		30		Enable wake on PMI
		31		Enable Freezing counter when overflow
		63:32		Reserved.
395H	917	MSR_UNC_PERF_FIXED_CTR	Package	Uncore fixed counter
		47:0		Current count
		63:48		Reserved.
3B3H	945	MSR_UNC_ARB_PERFEVTSEL1	Package	Uncore Arb unit, counter 1 event select MSR
4E0H	1248	MSR_SMM_FEATURE_CONTROL	Package	**Enhanced SMM Feature Control (SMM-RW)** Reports SMM capability Enhancement. Accessible only while in SMM.
		0		**Lock (SMM-RWO)** When set to '1' locks this register from further changes
		1		Reserved
		2		**SMM_Code_Chk_En (SMM-RW)** This control bit is available only if MSR_SMM_MCA_CAP[58] == 1. When set to '0' (default) none of the logical processors are prevented from executing SMM code outside the ranges defined by the SMRR. When set to '1' any logical processor in the package that attempts to execute SMM code not within the ranges defined by the SMRR will assert an unrecoverable MCE.
		63:3		Reserved
4E2H	1250	MSR_SMM_DELAYED	Package	**SMM Delayed (SMM-RO)** Reports the interruptible state of all logical processors in the package . Available only while in SMM and MSR_SMM_MCA_CAP[LONG_FLOW_INDICATION] == 1.
		N-1:0		**LOG_PROC_STATE (SMM-RO)** Each bit represents a logical processor of its state in a long flow of internal operation which delays servicing an interrupt. The corresponding bit will be set at the start of long events such as: Microcode Update Load, C6, WBINVD, Ratio Change, Throttle. The bit is automatically cleared at the end of each long event. The reset value of this field is 0. Only bit positions below N = CPUID.(EAX=0BH, ECX=PKG_LVL):EBX[15:0] can be updated.
		63:N		Reserved

Table 35-19 MSRs Supported by 4th Generation Intel® Core™ Processors (Intel® Microarchitecture Code Name Haswell) (Contd.)

Register Address		Register Name	Scope	Bit Description
Hex	Dec			
4E3H	1251	MSR_SMM_BLOCKED	Package	**SMM Blocked (SMM-RO)** Reports the blocked state of all logical processors in the package . Available only while in SMM.
		N-1:0		**LOG_PROC_STATE (SMM-RO)** Each bit represents a logical processor of its blocked state to service an SMI. The corresponding bit will be set if the logical processor is in one of the following states: Wait For SIPI or SENTER Sleep. The reset value of this field is 0FFFH. Only bit positions below N = CPUID.(EAX=0BH, ECX=PKG_LVL):EBX[15:0] can be updated.
		63:N		Reserved
640H	1600	MSR_PP1_POWER_LIMIT	Package	**PP1 RAPL Power Limit Control (R/W)** See Section 14.7.4, “PP0/PP1 RAPL Domains.”
641H	1601	MSR_PP1_ENERY_STATUS	Package	**PP1 Energy Status (R/O)** See Section 14.7.4, “PP0/PP1 RAPL Domains.”
642H	1602	MSR_PP1_POLICY	Package	**PP1 Balance Policy (R/W)** See Section 14.7.4, “PP0/PP1 RAPL Domains.”
700H	1792	MSR_UNC_CBO_0_ PERFEVTSEL0	Package	Uncore C-Box 0, counter 0 event select MSR
701H	1793	MSR_UNC_CBO_0_ PERFEVTSEL1	Package	Uncore C-Box 0, counter 1 event select MSR
706H	1798	MSR_UNC_CBO_0_PER_ CTR0	Package	Uncore C-Box 0, performance counter 0
707H	1799	MSR_UNC_CBO_0_PER_ CTR1	Package	Uncore C-Box 0, performance counter 1
710H	1808	MSR_UNC_CBO_1_ PERFEVTSEL0	Package	Uncore C-Box 1, counter 0 event select MSR
711H	1809	MSR_UNC_CBO_1_ PERFEVTSEL1	Package	Uncore C-Box 1, counter 1 event select MSR
716H	1814	MSR_UNC_CBO_1_PER_ CTR0	Package	Uncore C-Box 1, performance counter 0
717H	1815	MSR_UNC_CBO_1_PER_ CTR1	Package	Uncore C-Box 1, performance counter 1
720H	1824	MSR_UNC_CBO_2_ PERFEVTSEL0	Package	Uncore C-Box 2, counter 0 event select MSR
721H	1824	MSR_UNC_CBO_2_ PERFEVTSEL1	Package	Uncore C-Box 2, counter 1 event select MSR

Table 35-19 MSRs Supported by 4th Generation Intel® Core™ Processors (Intel® Microarchitecture Code Name Haswell) (Contd.)

Register Address		Register Name	Scope	Bit Description
Hex	Dec			
726H	1830	MSR_UNC_CBO_2_PER_CTR0	Package	Uncore C-Box 2, performance counter 0
727H	1831	MSR_UNC_CBO_2_PER_CTR1	Package	Uncore C-Box 2, performance counter 1
730H	1840	MSR_UNC_CBO_3_PERFEVTSEL0	Package	Uncore C-Box 3, counter 0 event select MSR
731H	1841	MSR_UNC_CBO_3_PERFEVTSEL1	Package	Uncore C-Box 3, counter 1 event select MSR.
736H	1846	MSR_UNC_CBO_3_PER_CTR0	Package	Uncore C-Box 3, performance counter 0.
737H	1847	MSR_UNC_CBO_3_PER_CTR1	Package	Uncore C-Box 3, performance counter 1.

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